

Tony Hawk's Pro Skater Short Move List

by Hermitt

Updated to v5.0 on Jan 1, 2003

This walkthrough was originally written for Tony Hawk's Pro Skater on the PSX, but the walkthrough is still applicable to the N64 version of the game.

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| TONY HAWK'S PRO SKATER (PS1) |
| Short Move List by Hermitt |
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| Version: 5.0 |
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| Tony Hawk-Vert | Bob Burnquist-Vert | Geoff Rowley-Street |
| Kickflip McTwist:R,R+O | Backflip:U,D+O | Backflip:U,D+O |
| 360 Flip to Mute:D,R+O | One-Footed Smith:R,R+T | Darkslide:L,R+T |
| 540 Board Varial:L,L+S | Burntwist:L,U+T* | Double Hardflip:R,D+S |
| Ollie: /// | Ollie: /// | Ollie: //|
| Speed: //| | Speed: //| | Speed: //| |
| Air: //| | Air: //| | Air: //| |
| Balance: //| | Balance: //| | Balance: //| |
| The 900:R,D+O | *Perform as Handplant | | |
|---|---|---|---|
| Bucky Lasek-Vert | Chad Muska-Street |
| Kickflip McTwist:R,R+O | Frontflip: D,U+O |
| Fingerflip Airwalk:L,R+O | 360 Shove-it Rewind:R,R+S |
| Varial Heelflip Judo:D,U+S | One-Footed 5-0 Thumpin:R,D+T |
| Ollie: //| | Ollie: //| |
| Speed: //| | Speed: //| |
| Air: //| | Air: //| |
| Balance: //| | Balance: //| |
|-----|
| Kareem Campbell-Street | Andrew Reynolds-Street |
| Frontflip:D,U+O | Backflip:U,D+O |
| Kickflip Underflip:L,R+S | Heelflip to Bluntslide:D,D+T |
| Casper Slide:D,U+T | Triple Kickflip:L,L+S |
| Ollie: //| | Ollie: //| |
| Speed: //| | Speed: //| |
| Air: //| | Air: //| |
| Balance: //| | Balance: //| |
|-----|
| Rune Glifberg-Vert | Jamie Thomas-Street |
| Kickflip McTwist:R,R+O | Frontflip:D,U+O |
| Christ Air:L,R+O | 540 Flip:L,D+S |
| Front-Back Kickflip:U,D+S | One-Footed Nosegrind:U,U+T |
| Ollie: //| | Ollie: //| |
| Speed: //| | Speed: //| |
| Air: //| | Air: //| |
| Balance: //| | Balance: //| | |
|---|---|---|---|---|
| Elissa Steamer-Street | Officer Dick-Both* | Private Carrera-Both |
| Backflip: U,D+O | Yeehaw Frontflip:D,U+O | Somi Spin:L,D+O |
| Judo Madonna: L,D+O | Assume the Pos.:L,L+O | The Well Hardflip:R,L+S |
| Primo Grind: L,L+T | Neckbreak Grind:L,R+T | Ho Ho Ho:L,U+T* |
| Ollie: //| | Ollie: //| | Ollie: |
```

Speed: ////	Speed: /////	Speed:
Air: ////	Air: /////	Air:
Balance: /////	Balance: /////	Balance:
	*Unlock-beat the game	*Perform as Handplant

Square (Flip) Tricks	Circle (Grab) Tricks	Triangle (Grind) Tricks
Kickflip:L+S	Method:L+O	Boardslide:L+T,R+T
Kickflip to Indy:LU+S	Madonna:LU+O	Crooked Grind:LU+T,RU+T
360 Shove-it:U+S	Japan:U+O	Nosegrind:U+T
Hardflip:RU+S*	Rocket:RU+O	Crooked Grind:RU+T,LU+T
Heelflip:R+S	Indy Nosebone:R+O	Boardslide:R+T,L+T
360 Flip:RD+S*	Benihana:RD+O	Smith Grind:RD+T,LD+T
Impossible:D+S	Tail Grab:D+O	5-0 Grind:D+T
Sex Change:LD+S*	Stalefish:LD+O	Smith Grind:LD+T,RD+T
*Different for Vert		50-50 Grind:T

Chart 1	Chart 2		
Degree of Turn	Multiplier	Time Doing Trick	Multiplier
180	1x	1st	100%
360	2x	2nd	75%
540	3x	3rd	50%
720	4x	4th	25%
900	5x and so on	5th on	10%

Universal Transfers	Switch	Special Meter
Transfer:200	Switch is just when a	When you have a certain
Channel Gap:250	skater who rides reg-	amount of points with-
HP Transfer:250	ular rides goofy. This	out crashing, your spe-
Kicker Gap:100	doesn't increase your	cial meter will turn
Planter Gap:100/500	points while in riding	yellow, enabling you to
Ramp 2 Ramp:500	switch. It is fun to	do your special tricks.
Rail 2 Rail:500	ride switch anyway.	When you crash, this
		goes off.

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