

# Tony Hawk's Pro Skater Combo FAQ

by Greg Dawson

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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.

Tony Hawk's Pro Skater (PSX)  
Big Score FAQ v1.0  
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## 1. INTRODUCTION

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So by now you must have played Tony Hawk's Pro Skater.. And realized that it is one of the best PSX games ever. If you are fan of skateboarding in any way you will LOVE this game. So you play.. get a few tricks. Then you start doing special moves in your run and end up with a score of 70,000 or so. So you say "Holy shit!" to yourself when you look at your score. Then you read on the net that people are getting scores over 500,000. "Holy Shit!" you say again while wondering how they do it. That's where I come in..

I have written this FAQ to help all of you out there to score some FAT ASS combos in Tony Hawk's Pro Skater (THPS). First off I should tell you what my best scores are.. My best score for one combo is 320,000 and overall in one level is 1,050,012. I'll tell you right now that the KEY to huge points are grinds.. and more grinds. Once you get the hang of grinding in combos you'll never use halfpipes again (except to grind the lip of them :). Special grinds are the maker or breakers in this game.. Nothing compares to the point potential of a huge special grind combo. I can't stress this enough.. Learn how to special grind well in combos.

## 2. BUTTON COMMANDS

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This is not a complete moveslist.. I suggest you go read Blitzkrieg's THPS FAQ if you need to know that stuff. Actually, if you haven't read it, close this and go read his FAQ first. It has practically EVERYTHING about the game in it.. Then come back when you get the hang of the game and read this to bust out some huge ass combos and never lose in Horse. :)

### \*The Basics\*

Hold X - To go fast. Your character will duck down and gain more speed.  
This only applies when your character is grounded and not

performing a trick.  
Release X - To jump.  
Tap UP, Then Release X - To do a Nollie. It's basically a jump that is  
also a trick.  
Tap UP UP, Then Release X - To do a Fastplant. It's a higher jump that is  
also a trick  
Hold R1 or L1 - To spin your character.  
Tap R2 or L2 - To spin your character 180 degrees.  
Hold TRIANGLE - To grind an edge.  
Direction + SQUARE - To do a flip trick  
Direction + CIRCLE - To do a grab trick

### 3. CHARACTER SPECIFIC SPECIALS

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Note: The following moves can only be done when your special meter is  
flashing yellow.

Bob Burnquist

-----

UP, DOWN, CIRCLE - To do a Backflip  
LEFT, UP + TRIANGLE - To do a Burntwist  
RIGHT, RIGHT while holding TRIANGLE - To do a One Footed Smith Grind

Kareem Campbell

-----

DOWN, UP, CIRCLE - To do a Frontflip  
LEFT, RIGHT, SQUARE - To do a Kickflip Underflip  
UP, DOWN while holding TRIANGLE - To do a Casper Slide

Rune Glifberg

-----

RIGHT, RIGHT, CIRCLE - To do a Kickflip McTwist  
LEFT, RIGHT, CIRCLE - To do a Christ Air  
UP, DOWN, SQUARE - To do a Front-Back Kickflip

Tony Hawk

-----

LEFT, LEFT, SQUARE - To do a 540 Varial  
DOWN, RIGHT, SQUARE - To do a 360 Flip to Mute Grab  
RIGHT, RIGHT, CIRCLE - To do a Kickflip McTwist  
RIGHT, DOWN, CIRCLE - To do The 900

Bucky Lasek

-----

LEFT, RIGHT, SQUARE - To do a Fingerflip Airwalk  
RIGHT, RIGHT, CIRCLE - To do a Kickflip McTwist  
DOWN, LEFT, SQUARE - To do a Varial Heelflip Judo

Chad Muska

-----

DOWN, UP, CIRCLE - To do a Frontflip  
RIGHT, RIGHT, SQUARE - To do a 360 Shove-It Rewind  
RIGHT, DOWN while holding TRIANGLE - To do a One Footed 5-0 Thumpin Grind

Andrew Reynolds

-----

UP, DOWN, CIRCLE - To do a Frontflip  
LEFT, LEFT, SQUARE To do a Triple Kickflip

DOWN, DOWN while holding TRIANGLE - To do a Heelflip To Bluntslide

Geoff Rowley

-----  
UP, DOWN, CIRCLE - To do a Backflip  
DOWN, LEFT, SQUARE - To do a Double Hardflip  
LEFT, RIGHT while holding TRIANGLE - To do a Darkslide

Elissa Steamer

-----  
UP, DOWN, CIRCLE - To do a Backflip  
LEFT, DOWN, CIRCLE - To do a Judo Madonna  
LEFT, LEFT while holding TRIANGLE - To do a Primo Grind (WTF?!)

Jamie Thomas

-----  
LEFT, DOWN, SQUARE - To do a 540 Flip  
UP, UP while holding TRIANGLE - To do a One Footed Nosegrind  
DOWN, UP, CIRCLE - To do a Frontflip

Officer Dick

-----  
DOWN, UP, CIRCLE - To do a Yeehaw! Frontflip  
LEFT, LEFT, SQUARE - To do an Assume The Position  
LEFT, RIGHT while holding TRIANGLE - To do a Neckbreak Grind

#### 4. WHAT YOU \*NEED\* TO KNOW

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This section is basically EVERYTHING you need to learn in order to get big points in THPS. Read one step, then go into the game and do it until you you get it down pat. Then come back and go to the next step, etc..

- 1 - First of all, you need to know the moves. Know how long each move takes to animate, how many points per move, etc.. Here's a basic rundown  
Quickest flips - kickflip, heelflip, 360 flip  
Slowest flips - kickflip to indy

Oh yeah, Pick a street character with a special grind.. Trust me.

- 2 - Get the Nollie and Fastplant down. ALWAYS do them before you jump.  
ALWAYS.

- 3 - It's a good idea to always hold down the X button whenever you can.  
You'll go faster, and always have a jump ready.

- 4 - Learn how to grind... Be aware that practically ANYTHING with an edge can be grinded. And HOLD TRIANGLE to grind, screw that tap tap shit. Trust me. Try taping your triangle button down with some tape, now go into a level and try to NOT grind something. Good luck. BTW: Once you start to grind you can let go of triangle.

- 5 - Learn how to balance you character during a grind. This is VERY important!!! Here's a good way to practice: Ride up a halfpipe while holding triangle (You WILL grind). Now just wait.. your charcter will grind and eventually start to slowly tip to the left or right. As soon as you see them start to tip, tap the oppoisite direction (TAP not HOLD). They should start to tip back, if not tap the direction again. Now wait, they'll tip again (usually the opposite direction now), repeat. Eventually you'll keep going back and forth, getting quicker and quicker.

There's a point where your character has NO balance whatsoever and it's just YOU trying to keep him up. (You'll know what I mean.. ) Get used to recognizing this because this is where you JUMP OFF. If you don't, you will most likely fall.

6 - Now learn how to trick/spin. You should already know that tapping R2 or L2 makes your character do an automatic 180 spin. So you should get into the habit of pressing R2 whenever you do a flip trick. Basically, whenever you press square or circle, press R2 at the same time. ALWAYS. You can even press it more than once for multiple spins.. Ex: Whenever I do a Kickflip to Indy (up-left+square) I tap the R2 button two or three times. Try a Sex Change while tapping R2 twice.. Sweet. :)

7 - Now learn how to do multiple grinds in one combo. Try this: Ride up a halfpipe and do a nollie before you reach the top. As soon as you Nollie, hold traingle to grind the lip of the halfpipe. When you start grinding hold X for a sec.. Now let it go (with your other thumb OFF the direction pad) and quickly perform a trick/spin (ex: just tap left+square+R2 all together). As soon as you do that hold triangle and a direction (ex: press and hold up+triangle). You will land back on the edge with a grind.. Now just balance yourself as long as you can, then jump off with a trick/spin. It's not that hard once you get used to it.

Now, you can try this: Ride up a halfpipe, Nollie, hold triangle to grind the edge, now jump, perform a trick/spin, land into grind, jump, perform a trick/spin, land into grind, balance as long as you can, jump off the grind, perform a trick/spin before you land, end of combo..

A good halfpipe to try this on is the big long dark one in the school level.

Remember that when jumping out of a grind, you can control the direction of your jump by pressing a direction when you jump.

Note also that not all tricks can be used when jumping from grind to grind while on the same edge. Most of the flips tricks will work, with the exception of the Kickflip to Indy, and about half of the grabs will work (Benihana, Madonna, etc..). This is of course if your character is a Street Skater (Hopefully so, since they are the best in the game). Vert Characters have different tricks that take MUCH longer to animate, therefore useless during grind combos. Just make sure you know your distances and animations, and combo accordingly.

8 - Another thing to remember about grind combos is to get your trick/spins early on. The more tricks you do during a grind combo, the less balance you will have.

Basically:

- Don't do more than 3 grinds on one edge during a combo.
- Do all jumps/tricks/spins at the start of the grind combo, then ride the last grind out.
- Once you get to the 2nd edge in a combo, STOP doing trick/spins and just grind (unless it is required to jump to a different edge). The same goes for every consectutive edge thereafter.

FOLLOW THESE RULES!! Have you ever been grinding, jumped, did a trick/spin, and then INSTANTLY fell when you tried to grind again? Most likely it was because you broke on of the rules above. They are not etched in stone however, and can be bent/broken by a seasoned player (someone who is good at balancing).

9 - Now you have to make sure to do your highest point tricks during your trick/spins. Always keep in mind what tricks you've used, and what ones you haven't. Try to save your Sex Changes, Hardflips, Impossibles, and 360 shove-its for big combos.

10 - Now, you learn how to do a character's special grind and your set. If you can do all the above, except replace those grinds with special grinds (ESPECIALLY the last grind in a combo, the one you ride out), you should have NO problem getting 200,000 points in a level once you master this. Do the grind combo mentioned above with special grinds, and you should get at LEAST 20, or 30,000. Repeat, repeat, repeat.

11 - Now you keep practicing until you get REALLY damn good at balancing, and jumping from edge to edge.. Also, I STRONGLY recommend that you play in 2-player Trick Attack. In this mode you have the most balance. Even if you don't have someone to play against, play in 2-player anyhow. Trust me, you can balance twice as long in 2-player mode. I have no idea why, but that's how it seems to me..

TIP: I suggest you use Jamie, Kareem, Muska, Geoff, or Elissa.

TIP: DON'T FALL!!!! Falling is one of the worst things you can do.. You lose about 7 seconds plus the time spent doing the combo you fell off of. (which can be about 30 seconds or more). AND you lose your special meter. Not a good thing.. If you're grinding ALWAYS be ready to jump off. Don't get too greedy during combos and jump off when you have no balance left.

## 5. WHERE TO SCORE BIG POINTS

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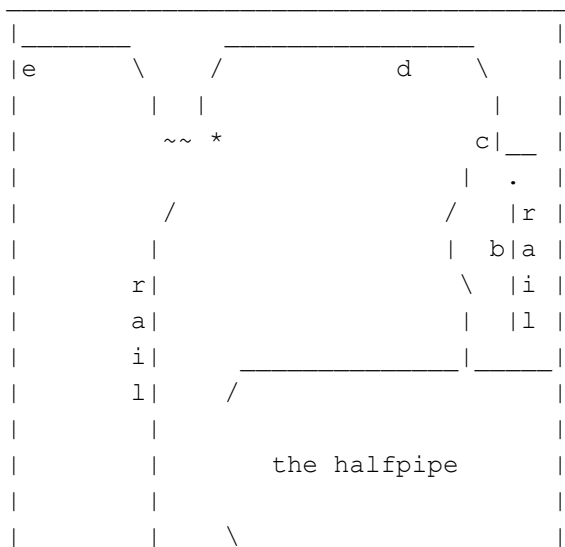
This section will be divided into levels, and places where you can score BIG combos..

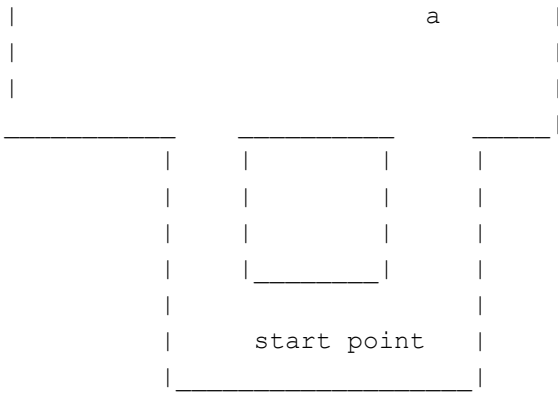
### \*\* The Warehouse \*\*

The warehouse might seem a bit boring at first, but it has some nice grind combos, and because it's so small they can be repeated over and over again for mad points.

#### 1. Over the pipe..

Ok, first here's a diagram of the level..





Ok, first of all.. don't laugh. :) This is to help YOU remember.

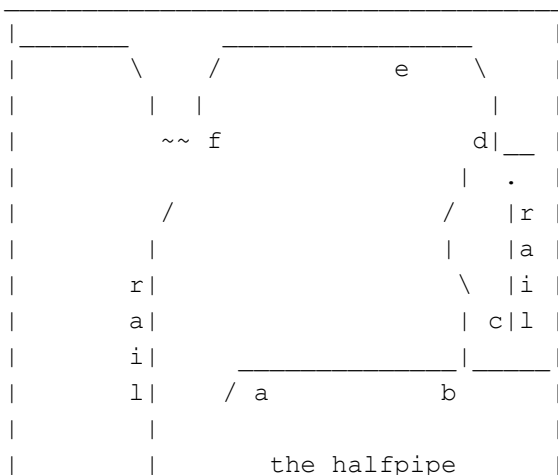
The trick goes like this.. You start at the Start Point. Go down the ramp on the right and go towards the place marked "a" on the diagram. Do a Fasplant and quickly do a Frontflip or Backflip. If your aim is right you should go over the halfpipe and through the secret room above the halfpipe. Now you have to land on the rail next to the right wall. (It's marked "b" on the diagram). Land on the rail with a grind, and then jump and do a trick/spin to land on the quarterpipe that lines the back wall. It's marked "c" on the diagram. Now grind the lip with a SPECIAL grind, and stabilize your balance. You then come around the turn and reach point "d" on the diagram. This is where you jump again, perform a trick/spin, then land back on the edge with a SPECIAL grind.

Now quickly stabilize your balance again, and you'll reach the part where it comes out from the wall.. It's marked with an "\*" on the diagram. This is what I call "the point of no return". Now if you don't trust your balance, you jump off here and perform a trick/spin (preferably a Kickflip to Indy with 2 180 spins, OR 2 kickflip/180 trick/spins). If you DO want to go all the way you have to balance yourself around the turn, which can be VERY difficult. Once you get around the turn your character should have almost ZERO balance left which is why it gets very difficult at this point.

Anyhow, if you do manage to go all the way hold down the TRIANGLE button when you're about to reach the wall at the end of the grind (marked "e"). This will make you do a wall ride on the wall. Now as soon as you start to wall ride, jump off the wall and perform a trick/spin (or 2 trick/spins if your quick).

Then you land.. Congrats, you just got 200,000+ points for one combo. :)

## 2. The halfpipe grinding madness..



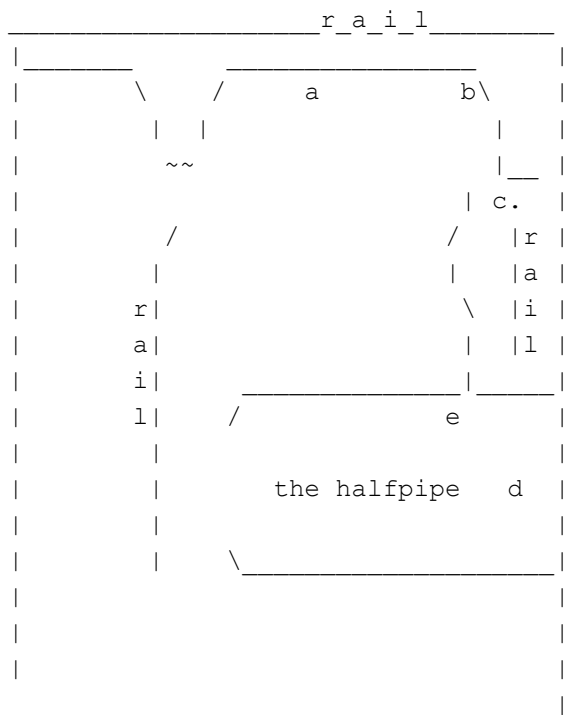


Ok, This is another big combo, but it's a lot easier than the previous one. First off, head towards the halfpipe.. Get in it, and ride up the left side (marked "a"). Do a Nollie, then hold triangle to grind the edge. You should be grinding towards the right wall now. Jump, perform a trick/spin and land back on the same edge with a SPECIAL grind. Now you'll reach point "b" on the diagram. Jump LEFT and perform a trick/spin (it HAS to be a quick trick like a kickflip) and land on the rail marked "c" with a SPECIAL grind. Now you jump again, perform a trick/spin, and land on the edge of the quarterpipe that lines the back wall (marked with a "d"). Grind the edge with a SPECIAL grind and balance yourself.

Now once you reach point "e" on the diagram you COULD try another trick/spin into grind, but you're asking to fall if you do. Anyhow, keep your balance until you reach point "f", jump off and perform a trick/spin or 2. You COULD go all the way to to wall like in the first combo I mentioned, but it's really freaking hard because you don't have a lot of speed during this combo. Anyhow, once you land, you should get about 70-100,000 points for that one combo. Oh yeah, to make it easier you can leave out a special grind or 2, but MAKE SURE the last grind is a SPECIAL grind.

This is my favorite combo in this level, because once you do it you can just turn left and do it again, and again, and again. Not bad eh? :)

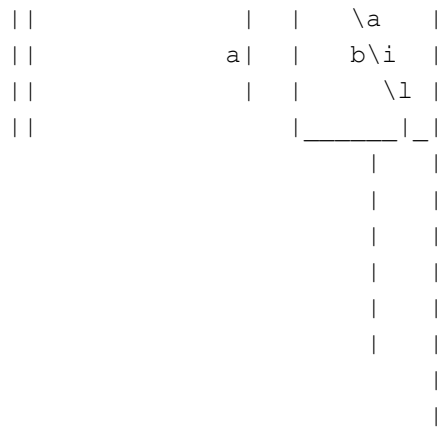
### 3. The High Grind..



Here's another sweet looking combo.. Head towards the back wall, (point "a") and make sure you have a lot of speed. Angle yourself slightly towards the right and Fastplant up the quarterpipe and perform a trick/spin. Now QUICKLY







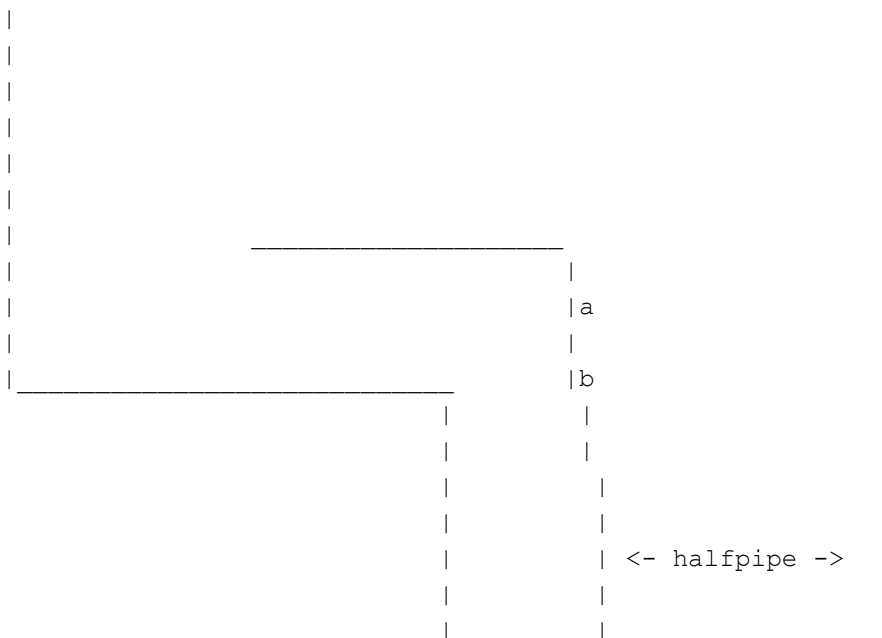
First of all, since this level is so massive I can't map it all out on the diagram.. But I'll explain it A LOT more.

First you have to find the wall. You know, the wall that's not connected to anything and has graffiti all over it. Behind it is a little grey building with a ramp box and 2 little ground rails in front of it. Ramp off the little ground rail on the right (marked "a"), perform a trick/spin and land on the rail on TOP on the building (marked "b"). Land on it with a special grind, and you'll eventually start to slide to the left. Jump, perform a trick/spin and land back on the same rail with a special grind. You will slide down the rail (or upwards according to the diagram). When you're about to reach the end, jump, perform a trick/double spin while nabbing the point bonus and land on the edge of the building with a special grind (marked "c"). Stabilize your balance and ride to the end of the building.. Jump straight off, (marked "d") do a trick/spin, and land with a special grind on the edge (marked "e"). Balance quickly and then jump from point "f", perform a trick/spin, and land on point "g" with a special grind.

Whew! But we're still not done yet.. BALANCE this last special grind well. It shouldn't be too hard, because you should have a lot of speed now. Keep balancing until you reach point "h" and then jump left and perform a trick/spin or 2.

Whammo.. 200,000+ points. You can make this much easier or harder by doing less tricks or adding more at the beginning. Just make sure you land it.

3. Let's grind the whole level in one combo.. :)





correctly you should be grinding pretty slowly now, which is good. Balance yourself until you reach the end of the halfpipe.

Now once you reach the end of the halfpipe (marked "c"), jump LEFT, perform a trick/spin or 2, and then land on the edge marked "d" on the diagram. If you don't make it, you were grinding too slow. If you jump over it, you were grinding too fast. Go back and try again.

Anyhow, land on the edge marked "d" with a special grind and balance yourself. You'll come to the part where it turns right (marked "e"). Once you make it around the turn, jump LEFT, perform a trick/spin, and land on the other edge marked "f" with a special grind. Now quickly balance yourself. The timing for the jump is tricky as well. Practice makes perfect.

This is where it gets hard.. If you want you can grind until you reach the end of the edge, then jump left, perform a trick/spin or two and land in the gap with 70-100,000+ points. Turn around, and repeat. If you want to go all out however, read on..

Ok, so you've reached point "f" and want to go all the way. As soon as you land on point "f", balance, jump, perform a trick/spin, land back on the same edge with a special grind. Now as soon as you land into the special grind (marked "g") jump RIGHT while holding RIGHT and hold triangle to wall ride the wall. (It's marked WALL on the diagram). The key here is to jump RIGHT \*before\* you reach the end on the edge you're on. Look at the diagram closely (point "g") to see what I mean.

Now you're riding the wall.. You'll almost quite make it across the gap. When you're as close as possible to the rail on the other side (marked "h"), jump and then quickly do the motion for the special grind. If you make it, (marked "i") QUICKLY balance yourself! By now your balance is pretty much gone so it's hard. Anyhow, grind untill you get to the end (marked "j") and then jump off, trick/spin, and land on the little ground rail with a special grind (marked "k"). Jump RIGHT, trick/spin, and you're done.. with at LEAST 150,000 points.. I've even gotten 250,000 with this trick.

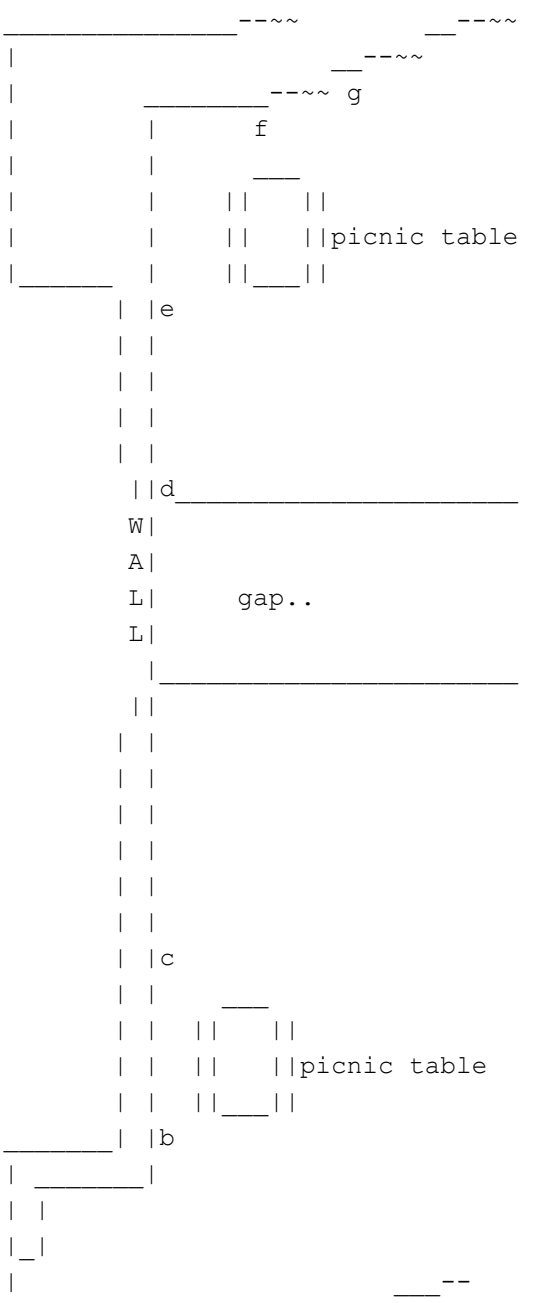
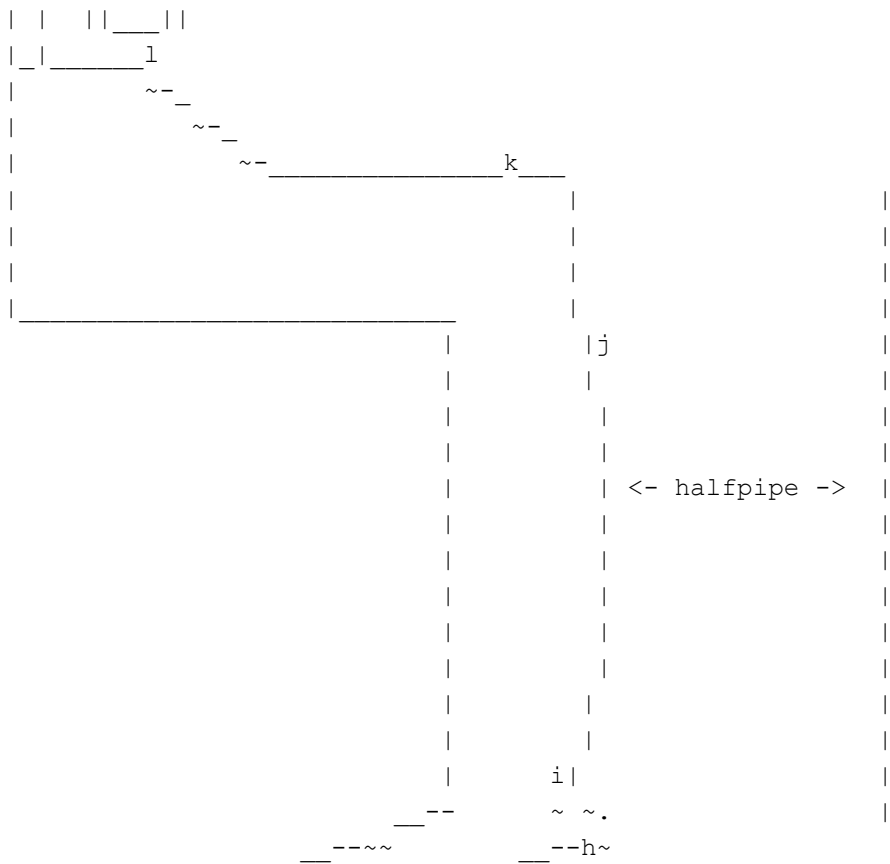
This is for 2-player mode.. In 1-player you could go even further by jumping right at the end and grind the metal rail. But there's also no wall for you to ride across the gap.

This is only 1 variation of this combo.. Experiment yourself to see what suits you best.

2. Now let's go backwards!

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Here's a crazy one that is always pleases onlookers.. :)

You should know where this is because of the combo described above. Anyhow, ramp off the ground rail marked "a" with a Fastplant/Nollie, the do a Frontflip or Backflip. If your aim is right you then land on point "b" with a special grind... If you find all this hard to do, you can just ride up to point "b" and jump onto it. No big deal.. you're still gonna get 100,000+ points. :)

Ok, as soon as you start grinding you jump, trick/spin, and land back on the same edge with a special grind (marked "c"). This is to get some speed. Now you should be coming up to the gap you wall-rode across in the previous combo. Now we're just gonna jump the bastard because we have lots of speed. So you jump the gap, perform a trick/spin, and land on the other edge (marked "d") with a special grind.

Now this part's pretty tricky (marked "e"). You have to jump RIGHT, perform a trick/spin, and land on the other edge (marked "f") with a special grind. It's tricky because you're going so damn fast this time..

You could now (point "g") jump, perform a trick/spin, and land back on the same edge with a special grind.. but that's up to you. I suggest you leave it out until you get more experience with this combo.

Anyhow, once you get near the end of the edge you're on (point "h"), jump LEFT, perform a quick trick/spin, and then grind the lip of the halfpipe with a special grind (marked "i"). You should have enough speed by now to make it.

Ok, now you balance yourself (like always right?). And get ready for the hard part. When you get near the end of the halfpipe (point "j") you have to jump Left, perform a trick/spin, and then land on the edge marked "k" with a special grind. It's hard because of the camera angle.. It's pretty much a blind jump. You're going damn fast and sorta can't see where you're going to land until it's too late. The only tip I can give you is to wait until the halfpipe starts to straighten out, then jump left. Other than that, all I can say is practice.

When you do make it onto the edge with a special grind, BALANCE yourself. You will be extremely slowed down now, and have very little balance left. But stay on as long as you can. Jump off when you feel right, perform a trick/spin or 2 and then exhale.. :) (point "l").

If you're REALLY bad-ass, you could even keep going.. jump to the picnic table, onto the edge to the left, wall-ride the wall, grind the other edge, etc..

Also, for those of you who have great difficulty going from point "j" to "k" you could just jump straight off the edge of the halfpipe, trick/spin, and special grind the edge of the pool. Jump, trick/spin off. Either way, you just netted yourself an ASS-load of points and one sweet replay. :)

150,000-250,000

\*\* Other Levels to follow soon.. \*\*

## 8. SCORES!

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So you think you're one bad motha' when it comes to THPS now right? Well send in your high scores and we'll see who's the baddest of them all..

First, It's just me.. (Hey! it's the 1st vers.. give me a break).

Greg Dawson

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COMBO - 320,000

level - School

note! - Look at the first combo in the school section of this FAQ.. It was a variation of that combo.

SCORE - 969,101

level - School

note! - Look at the whole school section of this FAQ.. Do it, and repeat. :)

So SEND your scores in!! They have to be pretty high though.. at least 100,000 for a combo, and 250,000 overall.

## 7. THE END

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Sorry for the small amount of combos but that's all I can do for now.. Besides, the other levels sorta suck for big points anyhow. (they only have 1 or 2 big tricks that can't easily be repeated). But I will have more in the next version of the FAQ.

Feel free to email me with questions, comments, death threats, and what-not. at gdawson@angelfire.com

Thanks to Blitzkrieg@playstationfan.com for his kick-ass FAQ and to all my buds for the countless-hours of 2-player action.

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