

Tony Hawk's Pro Skater 4 FAQ/Goal List

by Karpah Queen

Updated to v1.3 on Oct 1, 2003

This walkthrough was originally written for Tony Hawk's Pro Skater 4 on the PSX, but the walkthrough is still applicable to the PS2 version of the game.

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TONY HAWK PRO SKATER 4 FAQ/GOAL LIST

Version 1.3

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1. INTRODUCTION

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Hey y'all, and welcome. I've decided to take a break from writing RPG guides to bring you a short guide to the awesome skateboarding game that is Tony Hawk Pro Skater 4 (hereby dubbed THPS4).

This is only gonna be a short guide, because I'm not an expert on the game. For instance, there's a grand total of 24 goals that I can't do (therefore I haven't unlocked the last level... grrr...) and I'm hopeless with gaps. But it's a pretty good guide to help newbies, and it gives away a few secrets, all the cheats (except the last one, because I don't know what it is), and all that sort of stuff.

Enjoy!

- Bec aka Karpah

*Note - because I am so hopeless with gaps and all, there's gonna be a lot of blank spots. If you know where to find any of the gaps I've missed, can you PLEASE help me out by e-mailing me and telling me, in clear language, how to get the gap? My e-mail address is just down the page. Thanks a heap!

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1a. Copyright and contact info

Made you look, didn't I?

No copyright on this one. After all, I didn't have to go to any extraordinary lengths writing strategies for bosses and the like.

However, having said that, I'm only submitting this guide to:

- <http://www.gamefaqs.com>
- <https://www.neoseeker.com>
- <http://faqs.ign.com>

Any other site that's got it, they took it themselves, even if they did have permission!

Oh, you want to know how to contact me? Simple.

E-mail: karpah@hotmail.com
AIM: spiritfall freak
YIM: karpie_gal
MSN: karpahqueen@hotmail.com

And that's that.

----- 1b. Revision history -----

Version 1.0

- Started 12/08/03
- Got a basic layout, all that stuff.
- Listed the goals and gaps for all the levels, haven't got how to actually get them yet. I'm not THAT clever!
- Added character info for Tony Hawk, Steve Caballero, Kareem Campbell, Rune Glifberg.
- Added soundtrack listing, and cheats list, game basics.
- Let's see what we've done for the College... all amateur goals, most gaps, and all items. Yay.

Version 1.1

- Started 19/09/03
- Finished character list off (excepting Little Person)
- Added Super-Mega-High-Score-Combo Tactic (#!)
- Added all amateur goals for Alcatraz
- I'm concentrating on goals first, gaps later.

Version 1.2

- Added most of the Alcatraz gaps (it's official, I hate gaps)
- Added (almost) all of the Kona amateur goals, and a few of the gaps
- Started in on San Fransisco goals.

----- 2. GAME BASICS -----

Okay, here we go, a game basics section. With all the general stuff you might

need to know before you play.

2a. The Object of the Game

You mean, there's an object, apart from just skating around and having fun? Well, sure there is. This FAQ covers career mode, in case it wasn't blindingly obvious, and what do you do in a skateboarding career? Perform lots and lots of tricks.

THPS4 is different to previous games in the series. (Note: I mean THPS1 and THPS2, cos I never played THPS3). In those games, you had a two minute time limit to skate around each level, completing as many of the tasks as you could. THPS4 works differently, with a system of goals. Goal markers are strategically placed around each level, and each marker has a particular task attached to it.

The object of the game is to complete every single goal. Goals range from the simple (score 10,000 points) to the tricky (sardines!) to the downright impossible (perform a coffin grind between the rafters). Once you select a goal, by skating up to the marker and pressing O, you have a certain time limit to perform that particular goal. Time limits vary depending on the goal. If you're not actively attempting a goal, it's free skate around the level. Explore. Have fun.

Completing some goals will unlock others in that level. Complete more goals to unlock new levels. Complete every goal to unlock the last secret level.

Are you up to the task?

2b. Controls

Controls might be a good thing to know, eh? After all, without them, it makes it kinda hard to know how to play the game.

- Up - no control
- Down - slows skater down
- Left - steers skater left
- Right - steers skater right

They're the basics, mon.

- Triangle - performs grind and lip tricks
- Circle - performs grab tricks
- Square - performs flip tricks
- X - to jump, or hold to crouch.
- L1 - spin left in the air
- L2 - switch
- R1 - spin right in the air
- R2 - revert

Okay, that doesn't tell you a real lot. You wanna know what all that stuff means?

2c. Skateboarding 101 (Controls Explained)

The above is what the controls actually do. The following is what all that previous stuff means, also known as Skateboarding 101.

Steering the Skater

You know, skateboarders ride those skateboard things, with four little wheels, right? It's always good to be able to control the little guy (or girl) on the board. And you can do that in THPS4 with the D-pad. Left and right makes the skater go left and right (oh duh), and down makes the skater slow down. Up doesn't have a steering function as such, but has more to do with...

Jumping

Okay, so you've mastered skating around, flat on four wheels. What if you actually wanna DO something? Like, perform tricks? That's where jumping comes in.

Jumping is done with the X button. Pry yourself away from the screen and try it now. Lo and behold, your skater jumps. Try holding X then release it. The skater jumps higher! If you press Up+X, you'll perform a No Comply, which is a BIG jump and actually nets you some points. Got the hang of it now?

Grinding

Now we get onto the good stuff. Grind tricks are exactly what the name suggests, the skater grinding the surface of their skateboard along some surface, usually a rail or the edge of something. Grinding is done in THPS4 with the triangle button. For example, you can jump onto a rail and press triangle, to grind along it. Or go up a half/quarterpipe, and grind along the rim. To finish the grind, simply jump off the object. Different types of grinds can be performed by pressing different directional buttons as you start to grind. Nice, eh?

There's a nifty trick that comes with grinding, though, and an equally nasty drawback. I'll do the drawback first. When you grind, you'll have a little meter over your head, indicating your balance on the object you're grinding. It's a good idea to keep balance, eh, don't wanna fall off now! So, while grinding, you gotta use the left and right to move the arrow around, try and keep it in the center of the gauge for the best balance. If it gets to either side, you fall off. No points for you.

Now for the good bit. This idea works with lip tricks too, more on them in a second. The idea is extensions. Using extensions, you can perform different types of grinds, without your board ever leaving the object you're grinding. It's an awesome idea only introduced in THPS4. To perform an extension (switch to another type of grind) while you're grinding, simply perform a different grind, ie. press a directional arrow and triangle.

Example, okay. Say you jumped onto a rail, without pressing a direction, and started grinding. That's a 50-50 grind, right there. Now, without jumping off,

press a button, say, left or right, and triangle again. Voila, you just did a grind extension. Extensions (lip extensions especially) are a great way of getting a lot of points fast.

Seeing as I just talked about grinding, better talk about lipping now.

Lip tricks

Lip tricks are performed on halfpipes. If you go up a halfpipe, you can 'lip' it by going up, balancing on the edge of it (without going up into the air), then going back down. How is this done in THSP4? Also with the triangle button.

They're very similar to grinds, in fact, because they use the same button, often you'll find yourself performing one instead of the other, if you know what I mean. You also have to keep balance in a lip trick, and you can perform extensions the same way.

Lip extensions are the best way of getting mucho mucho points. You're led through how to do them in one of the goals in the college, and after that they become standard fare for score goals. My record is stringing together 32 lip extensions in a row, giving me something like 600,000 points. In one trick. Of course, that's a bit excessive, but it just goes to show you the power of them.

Flip tricks

Now for something completely different, to get away from grinding and lipping. Flipping's a good place to go different. Flipping is one of the two types of air tricks, usually thought of as the lesser type (cos they're less flashy when you eprform them in the game.)

Because they're air tricks, you need to be in the air to perform them. You can perform little ones if you just jump and trick, but you can perform big ones if you go off a halfpipe. Flip tricks involve flipping your board around while in the air, before landing, and they're done with the square button. As always, using different directional buttons when you press square gives you different type of flip tricks, it all depends on the skater. You can even spin in the air when performing flip tricks (by pressing R1 or L1) for even BIGGER combos.

Grab tricks

My faaaaaavorite type of trick! These are the BIG air tricks. They're performed in a similar type of way to grab tricks, except with the circle button instead of square. You kinda have to spin in the air with these ones, that's the whole point. When performing a grab trick, you grab the board in a certain way, and spin till you can't spin no more (or till you hit the ground, whichever comes first). So hold L 1 or R1, and circle, and a directional button, and goooooooooo for it! Big points to be gotten here.

Other important little doodelackys

There's a few other important techniques, but not important enough to warrant their own sections. So here they go.

-> Revert

Reverts are performed when you come down from halfpipes, usually after a grab or flip trick. If you press R2 just as your skater lands back down on the halfpipe, you'll perform a revert, adding one to your score multiplier. In other words, your score will usually double, if just performing a simple grab or a flip trick. Nifty, eh? Just by pressing R2. Reverts will become second nature to you, eventually.

-> Manual

Manuels are used to string together lots and lots of chains of tricks. It involves getting your skateboard on two wheels and travelling along - which two wheels depends on the type of manual. They do have to be performed along the ground, which is how you string together tricks.

A normal manual is done by pressing up and down in quick succession. You can do other types of manuals by pressing down and up, or left and right or right and left (while already in a manual). It's all pretty simple, until you factor in that you must keep balance with manuals too. This time, the gauge is on your side, and you control it with the up and down buttons. That's where they get tricky. But mastering them will help you tremendously on your way to beating THPS4.

-> Wallride

Exactly as the name suggests, you can skate (for a short time) along the wall. How so? Well, I'm glad you asked. If you skate up to a wall at about a 30 degree angle, then jump into it and press triangle (as if to grind it), you will actually wallride. While a simple wallride does nothing more than looking pretty, you can use them to reach high places by jumping out of a wallride in the middle of performing it (by pressing X to perform a wallie), then performing another wallride, doing another wallie, etc. to keep going up. Necessary sometimes, and also really cool-looking.

-> Spine Transfers

Another cool introduction into THPS4. A psine transfer is done between two halfpipes, when the gap separating them is really tiny. Go up one side, and press L1, to transfer into the other halfpipe. It's as simple as that.

Ooh, there's one thing I forgot...

Super-Mega-High-Score-Combo Tactic (#!)

This trick, or some variant of it, is what you will start using prettty much ASAP for score combo goals. For the lower ones, you should get very very VERY proficient at lip extensions, as they are by far the easiest way to rack up a lot of points quickly. However, once the score combos needed start reaching a few hundred thousand points, well, that's where you might run into trouble. So here's an idea to try.

Find a halfpipe. A full one, so you can go back and forth. Go up one side, perform a big air trick, come down. Revert, then STRAIGHT AWAY go into a manual to keep the trick going. It might take a bit of practice getting the

timing of this right, but it can be done. The manual combo needs to be hit while the revert animation is playing. Anyways, manual up the other side of the halfpipe, repeat process with a different big air trick. (Cannonballs and airwalks usually work well here.) Manual down again, then when going back up the halfpipe for the third time, then go into a lip extension and start switching them, over and over.

How this works is relatively simple. Each time you perform a different trick in a combo adds one to your multiplier, right. In lip extensions, soon you get a very high multiplier but a relatively low score to multiply with. With big air tricks, you get a big score but a low multiplier. With this method, if you can pull it off, you combine the two - big score from the air tricks, then big multiplier with the lip extensions. It makes for big scores. VERY big scores, if you can perfect it.

For all score goals and score combo goals past the first few, I'm gonna direct you straight to this section for the easiest method I've found. Sound fair enough, eh? I really don't want to be typing it all out again.

Have I missed anything!? Nope... I think that's about it. Congratulations - if you've learnt all that stuff, you just passed Skateboarding 101. *gives you a big gold star* Well done!

=====
3. SKATERS
=====

The nitty-gritty on all playable skaters.

(Psst, choose Elissa, choose Elissa! CHICK POWER!)

3a. Tony Hawk

Stats

Air	0000000...
Hang Time	00000.....
Ollie	00.....
Speed	000000....
Spin	00000000..
Landing	00000.....
Switch	000.....
Rail Bal	000.....
Lip Bal	000000....
Manuals	00000.....

Tricks

Flip Tricks:

(up) (square) - - - - - Impossible

(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - Pop Shove-It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - Kickflip
(up-left) (square)- - - - Hardflip
(up) (up) (square)- - - - Sal Flip
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Varial

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Method
(right) O- - - - Cannonball
(down-right) O - - Del Mar Indy
(down) O - - - - Airwalk
(down-left) O- - - Stalefish
(left) O - - - - Melon
(up-left) O- - - - One Foot Japan
(up) (up) O- - - - Rocket Air
(right) (right) O- Crossbone
(down) (down) O- - Tailgrab
(left) (left) O- - Benihana

Lip Tricks:

(up) (triangle) - - Gymnast Plant
(right) (triangle)- Eggplant
(down) (triangle) - 180 Rock and Roll
(left) (triangle) - Mute Invert

Specials:

(up) (down) O - - 1234 Air
(right) (down) O- The 900
(left) (right) O- Double Kickflip to Indy

Decks

Falcon Egg Deck HL2
New Tony Ape Deck HL
Pterodactyl Crest Black HL
Hawk College
Pterodactyl 2
Pterodactyl Skull
3-D Logo
Giant Pterodactyl Skull

=====
3b. Steve Caballero
=====

Stats

Air 000000....
Hang Time 00000.....
Ollie 00000.....
Speed 000000....
Spin 000.....
Landing 00000.....
Switch 00000.....
Rail Bal 000000....
Lip Bal 00000.....
Manuals 0000.....

Tricks

Flip Tricks:

(up) (square) - - - - - Impossible
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove-It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - - Hardflip
(up) (up) (square)- - - - - Front Foot Impossible
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Ollie Airwalk

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Wrap Around
(right) O- - - - - Cannonball
(down-right) O - - Del Mar Indy
(down) O - - - - - Airwalk
(down-left) O- - - Method
(left) O - - - - - Melon
(up-left) O- - - - - One Foot Japan
(up) (up) O- - - - - Craill Grab
(right) (right) O- Benihana
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Axle Stall
(right) (triangle)- Rock N Roll
(down) (triangle) - Disaster
(left) (triangle) - Nose Stall

Specials:

(down) (up) (triangle)- Hang Ten
(right) (up) (square) - Kickflip Superman Tailgrab
(left) (up) O - - - - - Handstand 5-0 360 Flip

Decks

Ape
C2K
Chinese
Classic
Dragon
Face
Guitar
Propskul

3c. Kareem Campbell

Stats

Air 0000000...
Hang Time 00.....
Ollie 000000....
Speed 00000.....
Spin 00000000..
Landing 0000.....
Switch 00000.....
Rail Bal 000000....
Lip Bal 00.....
Manuals 00000.....

Tricks

Flip Tricks:

(up) (square) - - - - - Impossible
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove-It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - - Hardflip
(up) (up) (square)- - - - - Front Foot Impossible
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Ollie Airwalk

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Wrap Around
(right) O- - - - - Cannonball
(down-right) O - - Del Mar Indy
(down) O - - - - - Airwalk
(down-left) O- - - Method

(left) O - - - - Melon
(up-left) O- - - - One Foot Japan
(up) (up) O- - - - Crail Grab
(right) (right) O- Benihana
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Axle Stall
(down) (triangle) - Rock N Roll
(left) (triangle) - Disaster

Specials:

(down) (up) (triangle) - - Nosegrind to Pivot
(down) (left) (triangle) - Reemo Slide
(left) (down) O- - - - - Kickflip Backflip

Decks

Viking
Reemo! 2
City Star One
Ultra Violence 1.0
Reemo Jr.
Nude
Reemo Dwella
Dragon

=====
3d. Rune Glifberg
=====

Stats

Air 0000000...
Hang Time 0000000...
Ollie 00000.....
Speed 000000.....
Spin 00000.....
Landing 000.....
Switch 0000.....
Rail Bal 0000.....
Lip Bal 000000.....
Manuals 000.....

Tricks

Flip Tricks:

(up) (square) - - - - - FS Shove It

(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - Kickflip
(up-left) (square)- - - - Hardflip
(up) (up) (square)- - - - Front Foot Impossible
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Wrap Around
(right) O- - - - Cannonball
(down-right) O - - Del Mar Indy
(down) O - - - - Airwalk
(down-left) O- - - Method
(left) O - - - - Melon
(up-left) O- - - - One Foot Japan
(up) (up) O- - - - Crail Grab
(right) (right) O- Benihana
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Handplant
(right) (triangle)- Eggplant
(down) (triangle) - Rock N Roll
(left) (triangle) - Disaster

Specials:

(right) (down) (triangle)- Crail Slide
(right) (left) O - - - - Double Kickflip Madonna Flip
(left) (right) O - - - - Christ Air

Decks

Arrow Logo
Buzz Bomb
HKO
Mask
Pixelated
Script Logo
Sprite Bomb
Victory Denmark

=====
3e. Eric Koston
=====

Stats

Air 0000.....
Hang Time 000.....
Ollie 0000000...
Speed 00000.....
Spin 0000.....
Landing 0000.....
Switch 0000000...
Rail Bal 0000000...
Lip Bal 000.....
Manuals 000000....

Tricks

Flip Tricks:

(up) (square) - - - - - FS Shove It
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - - Hardflip
(up) (up) (square)- - - - - Ollie Airwalk
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Mute
(right) O- - - - - Cannonball
(down-right) O - - Benihana
(down) O - - - - - Tailgrab
(down-left) O- - - Crookedcop
(left) O - - - - - Melon
(up-left) O- - - - - Crossbone
(up) (up) O- - - - - Seatbelt Air
(right) (right) O- Shifty
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Disaster
(down) (triangle) - 180 Rock N Roll
(left) (triangle) - Rock N Roll

Specials:

(up) (right) (triangle) - The Fandangle II
(right) (left) (square) - Slamma Jamma
(down) (right) (square) - Stalefish Backflip

Decks

Eric B Ball
Giant Og
Flow 2
Dog
Og 98
Super Cock
Koston
College

3f. Bucky Lasek

Stats

Air 0000000...
Hang Time 0000000...
Ollie 000.....
Speed 000000....
Spin 0000000...
Landing 000.....
Switch 00000....
Rail Bal 000.....
Lip Bal 0000000...
Manuals 00.....

Tricks

Flip Tricks:

(up) (square) - - - - - Ollie North
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - - Hardflip
(up) (up) (square)- - - - - Front Foot Impossible
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Rocket Air
(right) O- - - - - Cannonball
(down-right) O - - Del Mar Indy
(down) O - - - - - Airwalk
(down-left) O- - - Wrap Around

(left) O - - - - Melon
(up-left) O- - - - One Foot Japan
(up) (up) O- - - - Rocket Air
(right) (right) O- Japan Air
(down) (down) O- - Madonna
(left) (left) O- - Judo

Lip Tricks:

(up) (triangle) - - Handplant
(right) (triangle)- Eggplant
(down) (triangle) - 180 Rock N Roll
(left) (triangle) - Mute Invert

Specials:

(up) (left) (triangle) - The Big Hitter II
(right) (down) O - - - - Misty Flip
(left) (right) O - - - - Fingerflip Airwalk

Decks

Paradise Slammers
Nollie Flip
Racecar
3D Logo
Checkered Flag
Racecar Logo
Rooster
Team Seal 2001

=====
3g. Rodney Mullen
=====

Stats

Air 00.....
Hang Time 00.....
Ollie 000000....
Speed 00000.....
Spin 00000000..
Landing 00.....
Switch 00000000..
Rail Bal 0000000...
Lip Bal 00.....
Manuals 00000000..

Tricks

Flip Tricks:

(up) (square) - - - - - Impossible

(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - Kickflip
(up-left) (square)- - - - Hardflip
(up) (up) (square)- - - - Front Foot Impossible
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Ollie Airwalk

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Wrap Around
(right) O- - - - Cannonball
(down-right) O - - Del Mar Indy
(down) O - - - - Airwalk
(down-left) O- - - Method
(left) O - - - - Melon
(up-left) O- - - - One Foot Japan
(up) (up) O- - - - Crail Grab
(right) (right) O- Benihana
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Axle Stall
(down) (triangle) - Rock N Roll
(left) (triangle) - Disaster

Specials:

(up) (down) (square) - Gazelle Underflip
(left) (up) (square) - Nollie Underflip
(right) (up) O - - - - Anti Casper

Decks

Enjoi Mullen Thumbs Up Deck
Mullen Blocks Deck
Mullen Camaro Deck
Mullen Former Brigadier Deck
Mullen Minimal Deck
Quack Quack
Mullen Saint Deck
Panda I Bought

=====
3h. Chad Muska
=====

Stats

Air 0000.....
Hang Time 000.....
Ollie 00000000..
Speed 000000....
Spin 0000.....
Landing 0000000..
Switch 00000.....
Rail Bal 00000000..
Lip Bal 000.....
Manuals 00.....

Tricks

Flip Tricks:

(up) (square) - - - - - FS Shove It
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - - Hardflip
(up) (up) (square)- - - - - Ollie Airwalk
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Mute
(right) O- - - - - Cannonball
(down-right) O - - Benihana
(down) O - - - - - Tailgrab
(down-left) O- - - Crookedcop
(left) O - - - - - Melon
(up-left) O- - - - - Crossbone
(up) (up) O- - - - - Seatbelt Air
(right) (right) O- Shifty
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Disaster
(down) (triangle) - 180 Rock N Roll
(left) (triangle) - Rock N Roll

Specials:

(right) (down) (triangle) - Handstand Nosegrind
(down) (right) (triangle) - Hurricane
(down) (right) (square) - - 360 Flip Backfoot Flip

Decks

Black Muskalade
Candyland
Red Muskalade
Gold Muskalade
Muska Sporty
Green Muskalade
Surf Punk
Yellow Sillouette

3i. Andrew Reynolds

Stats

Air 0000.....
Hang Time 00.....
Ollie 00000000..
Speed 0000.....
Spin 00000.....
Landing 0000000..
Switch 00000.....
Rail Bal 00000000..
Lip Bal 0000.....
Manuals 000.....

Tricks

Flip Tricks:

(up) (square) - - - - - FS Shove It
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - - Hardflip
(up) (up) (square)- - - - - Ollie Airwalk
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Mute
(right) O- - - - - Cannonball
(down-right) O - - Benihana
(down) O - - - - - Tailgrab
(down-left) O- - - Crookedcop

(left) O - - - - Melon
(up-left) O- - - - Crossbone
(up) (up) O- - - - Seatbelt Air
(right) (right) O- Shifty
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Axle Stall
(down) (triangle) - Rock N Roll
(left) (triangle) - Disaster

Specials:

(left) (up) (triangle)- - - Noseslide Lipslide Crook
(left) (right) (triangle) - Dark Disaster
(left) (right) (square) - - Hardflip Lateflip

Decks

Andrew 3000
Baker Brand Logo - Yellow
CHOice Brand - Blue
Knox Drawing
Og Baker
Pirate Flag
Pirate Scene
Swashbuckle Black

=====

3j. Geoff Rowley

=====

Stats

Air 000000....
Hang Time 00.....
Ollie 000000....
Speed 0000.....
Spin 00000....
Landing 00000....
Switch 0000.....
Rail Bal 00000000..
Lip Bal 0000000...
Manuals 000.....

Tricks

Flip Tricks:

(up) (square) - - - - - FS Shove It

(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - Kickflip
(up-left) (square)- - - - Hardflip
(up) (up) (square)- - - - Ollie Airwalk
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Mute
(right) O- - - - Cannonball
(down-right) O - - Benihana
(down) O - - - - Tailgrab
(down-left) O- - - Crookedcop
(left) O - - - - Melon
(up-left) O- - - - Crossbone
(up) (up) O- - - - Seatbelt Air
(right) (right) O- Shifty
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Disaster
(down) (triangle) - 180 Rock N Roll
(left) (triangle) - Rock N Roll

Specials:

(up) (right) (triangle) - Rowley Darkslide
(down) (right) (square) - Air Casper
(up) (down) O - - - - - Sproing!

Decks

Hellcat
Heshman
Victory UK
Pixilated
Sorry Logo - Yellow
Spring Heel Jack
TV Logo 1
One Way Logo

=====
3k. Elissa Steamer
=====

The only female in this whole game. That's why I pick her, of course.

Stats

Air 000000....
Hang Time 0000.....
Ollie 000000.....
Speed 000000.....
Spin 000000.....
Landing 0000.....
Switch 000000.....
Rail Bal 000000....
Lip Bal 000000.....
Manuals 000000.....

Tricks

Flip Tricks:

(up) (square) - - - - - Impossible
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - - Hardflip
(up) (up) (square)- - - - - Front Foot Impossible
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Ollie Airwalk

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Wrap Around
(right) O- - - - - Cannonball
(down-right) O - - Del Mar Indy
(down) O - - - - - Airwalk
(down-left) O- - - Method
(left) O - - - - - Melon
(up-left) O- - - - One Foot Japan
(up) (up) O- - - - Crail Grab
(right) (right) O- Benihana
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Axle Stall
(down) (triangle) - Rock N Roll
(left) (triangle) - Disaster

Specials:

(up) (left) (triangle)- - - Coffin Grind
(right) (left) (triangle) - Bigspin 360 Flip to Tail

Decks

Bootleg Black
Bootleg
Etnies 2
TSA 2
Etnies 3
TSA 3
Etnies 4
TSA 4

=====

31. Jamie Thomas

=====

Stats

Air 0000.....
Hang Time 000.....
Ollie 0000000...
Speed 000000....
Spin 0000.....
Landing 00000000..
Switch 0000.....
Rail Bal 0000000...
Lip Bal 0000.....
Manuals 000.....

Tricks

Flip Tricks:

(up) (square) - - - - - FS Shove It
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - - Hardflip
(up) (up) (square)- - - - - Ollie Airwalk
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Mute
(right) O- - - - - Cannonball
(down-right) O - - Benihana

(down) O - - - - Tailgrab
(down-left) O- - - Crookedcop
(left) O - - - - Melon
(up-left) O- - - - Crossbone
(up) (up) O- - - - Seatbelt Air
(right) (right) O- Shifty
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosepick
(right) (triangle)- Disaster
(down) (triangle) - 180 Rock N Roll
(left) (triangle) - Rock N Roll

Specials:

(left) (right) (triangle) - Layback Feeble
(right) (up) (square) - - - Shove It Rewind
(down) (up) O - - - - - 1 Foot 1 Wheel Nose Manual

Decks

Freebird
Jesus
Rocket Man
Priest
Skeleton
Spikes
Thomas Smith
ZerordieSkull

=====
3m. Bob Burnquist
=====

Stats

Air 0000.....
Hang Time 000.....
Ollie 0000000...
Speed 000000....
Spin 0000.....
Landing 00000000..
Switch 0000.....
Rail Bal 0000000...
Lip Bal 0000.....
Manuals 000.....

Tricks

Flip Tricks:

(up) (square) - - - - - FS Shove It
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - Hardflip
(up) (up) (square)- - - - Front Foot Impossible
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Wrap Around
(right) O- - - - - Cannonball
(down-right) O - - Del Mar Indy
(down) O - - - - - Airwalk
(down-left) O- - - Method
(left) O - - - - - Melon
(up-left) O- - - - One Foot Japan
(up) (up) O- - - - Crail Grab
(right) (right) O- Benihana
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Axle Stall
(down) (triangle) - Rock N Roll
(left) (triangle) - Disaster

Specials:

(down) (up) (triangle) - Beni F-Flip Crooks
(left) (down) (square) - Front-Back Kickflip
(left) (up) O- - - - - One Foot 5-0 Manual

Decks

Ace
Airmocca
BB
BB2
Liquid Helium
Paint Logo
Rocketman
Stencil Logo

=====
3n. Bam Margera
=====

Stats

Air 0000.....
Hang Time 000.....
Ollie 0000000...
Speed 000000....
Spin 0000.....
Landing 00000000..
Switch 0000.....
Rail Bal 0000000...
Lip Bal 0000.....
Manuals 000.....

Tricks

Flip Tricks:

(up) (square) - - - - - FS Shove It
(up-right) (square) - - - Inward Heelflip
(right) (square)- - - - - Heelflip
(down-right) (square) - - Varial Heelflip
(down) (square) - - - - - Pop Shove It
(down-left) (square)- - - Varial Kickflip
(left) (square) - - - - - Kickflip
(up-left) (square)- - - - Hardflip
(up) (up) (square)- - - - Ollie Airwalk
(right) (right) (square)- Fingerflip
(down) (down) (square)- - 360 Flip
(left) (left) (square)- - Sal Flip

Grab Tricks:

(up) O - - - - - Nosegrab
(up-right) O - - - Mute
(right) O- - - - - Cannonball
(down-right) O - - Benihana
(down) O - - - - - Tailgrab
(down-left) O- - - Crookedcop
(left) O - - - - - Melon
(up-left) O- - - - Crossbone
(up) (up) O- - - - Seatbelt Air
(right) (right) O- Shoftyy
(down) (down) O- - Indy Stiffy
(left) (left) O- - Stalefish

Lip Tricks:

(up) (triangle) - - Nosestall
(right) (triangle)- Disaster
(down) (triangle) - 180 Rock N Roll
(left) (triangle) - Rock N Roll

Specials:

(up) (down) (triangle) - Human Dart
(up) (left) (square) - - 540 Tailwhip

Decks

- Bam-Animalism
- Bam-Arbor
- Bam-Letterman
- Bam-Manimal
- Bam-Squared
- Bam-Trophy
- FutureIsNature
- Harvest

=====

30. Little Person

=====

-- coming SOON! --

=====

4. CALIFORNIA COLLEGE

=====

Difficulty: 1

Ooh, the first level of the game. Starts off simple, gets tricky real quick.

4a. College Goals

Rookie Score

Time given: 2:00

"Skate your way to a rookie score 10,000 pts!"

Erm... I love these score goals. They're so easy. And this is the easiest of the lot. In the corner of the road, there's a nice quarter pipe. Do some big air tricks, and you're there. Simple.

SKATE

Time given: 2:00

"Collect all the SKATE letters in any order"

Start by facing the quarterpipe at the end of the street. There you will see the S dancing, and the K off to your right. So collect the S by jumping off the quarterpipe, then jump along the wall on your left to collect the K. Go through the archway on the left, and take the A by jumping over the fountain. From there, take a hard right, down the ramp, and jump up the ramp on the

right for the T. Once you come down, grind the rail on the ramp heading up on the right for the E.

Combo

Time given: 2:00

"Collect all the COMBO letters without breaking your line"

These Combo goals are the hardest. Basically, you've got to get all the letters while performing one trick. So you'll be doing lots of transfers, grinds, and manuals. Are you facing the ramp leading upwards, where the C is hovering? You'll need to get up a bit of speed before you try this, trust me. So build up a bit of speed by doing some tricks on the quarterpipes behind you, then head up the ramp.

Grind the rail to get the C. Don't jump off the rail, but go into a manual (down-up) once you get to the end. (You can actually press the buttons for manual while you grind, and you will automatically land in one). Manual along to collect the O, then grind along the next rail to get the M. Manual off the other side to get the B, and keep going along and into the little alleyway where the competition goal was. Up the ramp to get the O. Land the trick, and you're done.

Collect Fliers

Time given: 2:00

"Find the 5 party fliers to ensure a good weekend!"

These can be kinda tricky to describe, so bear with me. Start by facing the quarterpipe at the end of the street, and you will see one above the little jump on the left. So ollie off the jump to collect the first one. Back where you were, in front of what I call the shop, go up the ramp on the left of the doors, angled to the left, to transfer into the ramp on the roof. Go back up that ramp on the roof to collect the second flier.

For the third one, head into the courtyard and notice one hovering over the noticeboards behind the fountain. Jump and grind the closest one on the left to grab it. The fourth one is the trickiest. Head back out onto the street and follow it around until you see one up high, on the corner of a building. On the right around the corner, you'll see a ramp. Go up the ramp, angled to the right, then press triangle to grind the rail. Keep grinding around until you pick up the fourth flier.

For the fifth and final flier, head up the ramp on the right and around to the right side of the circle of halfpipes. Go up on the outside to collect it.

Deface Tags

Time given: 2:00

"Wallride the graffiti marks on the college walls"

This goal pissed me off for the longest time. I could never work out how to wallride! But now hopefully, I've got it down pat. Start facing the ramp leading down to the street, and you will note one of the graffiti pieces on

the wall. The trick to wallriding things is to approach them at an angle, 30 degrees or more, and jump into the wall and grind. Sounds dumb. But it works. So wallride the first one, then head out onto the street. At the start of the street, you'll notice the second one right on the left. Wallride that, then turn straight away and notice another on the right wall, so go and wallride that one too. Follow the street until you get to the corner, and there's one in the corner on the left. Wallride it, then follow the street and grind the fifth and final graffiti tag on the wall on the right.

50-50 Grind

Time given: 2:00

"Do a 50-50 grind (triangle) the entire highwire between the clock tower and the building"

Bah, easy. You're in front of the clock tower now. Enter it from the back, and you'll be dropped down from the top of it. Press (triangle) to grind along the wire, then simply use your left/right to control your balance as you sail along to the building.

High Score Combo

Time given: 0:20

"Score 10,000 pts in 1 combo"

... Gulp. It might be an idea to do the Lip Extensions goal first, so you have a good idea on how to get high-scoring combos. If not, oh well, it's a bit trickier. Are you facing one of the two quarter pipes? Go up one of them, perform some air tricks. Either side has a ledge above it, so instead of coming back down on the pipe, press R2 to straighten yourself up then (triangle) on the way down to grind along them. Jump and perform a few more grinds before coming to a stop.

HORSE

Time given: 0:20 (each)

"Beat each of these 5 combo scores. If you bail you get a letter in HORSE. Spell HORSE and you lose!"

I'm sure we've all played HORSE, right? Two people alternate doing something, usually scoring points, and whoever stuffs up and fails to beat the other's score first gets a letter. Well this is against the game, not another person, the game sets the scores you have to beat. If you bail at any time, you get a letter. Sound simple enough? It is.

The first score is 1,000 points. So do some sort of air trick there on the ramp. Next is 3,000, again, use the ramp. Third is 6,000, make it a GOOD trick on the ramp this time, with a revert. Then for 10,000, you might need to try something else. I headed into the courtyard to find a quarterpipe to lip, but that's just me. I lipped a halfpipe with some extensions for 10,000, and the same for 20,000, the fifth and final score. Not too hard.

Revert Tutorial

Time given: 0:30

"Reverts are important to continue a combo off of a vert ramp. Perform a revert off of the street qpipe by pressing R2 as you are landing."

Do exactly what the instructions say. See the quarter pipe? Go up, go down, and press R2 just as you are landing. Eventually, this will become second nature to you.

Fingerflip Grass

Time given: 2:00

"Perform a Fingerflip -> -> (square) over the grass using the wood kickers on either side"

This one is the most irritating goals on the whole level, closely followed by Combo. If you're facing the fountain, face the other way. There's the line of grass, with the wood kickers on either side. Simply jump off one wood kicker, perform a fingerflip, and land on the other one. Harder than it looks.

Bridge Pivot

Time given: 0:30

"Perform a pivot while crossing the bridge! By pressing R2 in a manual"

You're facing the bridge now, right? If you're facing the clock tower, turn and face the other way. There's the bridge. Head onto the bridge, and to get into a manual, press down then up quickly. While still on the bridge, press R2 to pivot, then ollie out of the manual by pressing X. And you're done.

High Score

Time given: 2:00

"Skate your way to a high score 25,000 pts!"

This is really easy, especially if you know lip extensions. You're surrounded by quarter pipes, so simply get lots of big air off them, and do some tricks. Airwalks (down and circle) are good. Or perform a couple of sets of two or three lip extensions and you're there.

SKATE - Hard

Time given: 2:00

"Collect all the SKATE letters in any order"

Okay, this is tricky. From where you start, go up the ramp on the side of the building (left or right, depending on which way you face when you start) to collect the S. Next, head into the pool, and jump into Center Hall with the Breakin' In gap to get the K. Grind the rail out to the left of the centre hall to collect the A, then once on the second floor of the building there, grind the rail down to the archway to get the T. (The T is the tricky bit that

will have you tearing your hair out.) Once down from the archway, head into the little area directly in front of where you began the level, and jump to get the E.

Combo - Hard

Time given: 2:00

"Collect all the COMBO letters without breaking your line"

Hard stuff. You thought Combo was hard, you ain't seen nothin' yet. This one takes a lot of skill, good rail balance, and good air.

Hopefully you're facing the halfpipe in the corner opposite the ramp leading up up. If you're not, face that way. Go up the ramp and grind the second rail up to the left, collecting both the C and the O. Once you've got the O, jump up to the next rail and grind, to collect the M. Once you've got the M, keep grinding... around to collect the B, and at the very end of the rail, jump to collect the O, and LAND. (Important, land the trick, or it's all been a waste.)

Pro Score Combo

Time given: 0:20

"Score 60,000 pts in 1 combo"

This is where you NEED to start using the lip extensions trick. If you know another way of getting 60,000 points in one trick, please tell me. But lip extensions are the easiest way. Use the quarter pipe there, go into a lip trick, and start performing lip extensions. One after the other, don't stop. Keep an eye on your balance meter at the top. 7 lip extensions in a row will net you 60,000 points.

Pro Score!

Time given: 2:00

"Skate your way to a pro score! 60,000 pts!"

Bah. I hope you're seeing by now that score goals are kinda a joke, if you know the 'secret' of lip extensions. Even though the scores can get abnormally high (a million points, anyone?) they're not really difficult. You've got quarterpipes all around, so use them. Lip extensions and air tricks.

Sick Score Combo

Time given: 0:20

"Score 100,000 pts in one combo"

You're right near the circle of quarter pipes. So you can just do lip extensions on one, or you can try something a little more advanced. You can string together big air tricks like airwalks or cannon balls by going up, performing, reverting on the way down then going straight into a manual (tricky but doable), manual straight across to the opposite quarter pipe,

repeat process.

Lip Extensions

Time given: 2:00

"Perform 2 consecutive lip extensions by pressing a direction and (triangle) while in a lip trick."

If you can master lip extensions, you will master this game. They're the easiest way of getting a lot of points, very quickly, and with minimal effort. Go straight up to the lip of a quarter pipe or half pipe, and press (triangle) to perform a lip trick. Once up, without pressing X to let go, press a direction and (triangle) to switch. That's one lip extension. Now choose a different direction, press it and (triangle), that's two. Let go. Note that you probably received upwards of 10,000 points for this simple trick.

Extreme Score

Time given: 2:00

"Skate your way to an extreme score 100,000 pts!"

Eeeeeeeeeeeasy. You're just down the rap from the circle of quarter pipes, so go back up there, grab some big air, do some lip extensions, bah.

Competition

Time given: 1:00 (per heat)

"Competition. A possible of 3 goal points for medaling in competition"

Good ol' competitions. Gotta love em. And the best bit is, unlike other TH games, variety in your tricks is NOT the spice of life. Points are all that matter here. And 65,000 points in two of the three heats will easily get you a gold medal.

Bucky Lasek's Goal

Tony Hawk's Goal

Sick Score

Twisted Score

Insane Score

Uber Score

Find the Hidden Tape

A continue from every other THPS game, the idea of the hidden tape. From the quarterpipe left of the pool (looking from library entrance) jump up onto the second floor of the building. From the second floor, go back to get a run-up (well, a skate-up) to grind the wire leading out over the courtyard where the competition goal was, to collect the hidden tape.

100% Amateur Goals and Items

Got all the above goals (excepting the pro goals)? Got all the items listed in section 4c? Then congratulations, this goal is yours.

=====
4b. College Gaps
=====

-+-+-+
Air Gaps
-+-+-+

Pure Trenching

You know the Fingerflip Grass goal, over the wooden kickers? That jump is the Pure Trenching gap. Not too hard, eh?

Weezy Transfer

Near the circle of halfpipes (its not a bowl) outside the library. Just left of the circle, you'll notice another small ramp. Transfer from the ramp to the outside of the circle for the Weezy Transfer gap.

Breakin' In

From the pool-ish thing outside the library, you'll notice a wooden kicker leading out. If you jump off it, you'll break through the window into a secret room, and get the Breakin' In gap.

Over The Trench

Again, near the Fingerflip Grass goal. Using the two quarterpipes next to the wall near it, jump over the grass by transferring from one to the other and

get the Over the Trench gap. Easy.

Manual Gaps

Bridge Wheelie

You know the bridge you had to manual then pivot over? If you manual across the whole thing, you'll get the Bridge Wheelie gap.

Across the Courtyard

Right where you started the level, head down the ramp on the left to find the courtyard. Simply manual across it, keeping inside the two brown lines on the ground.

Grind Gaps

Access Ramp Hop

Grind up one side of the entrance ramps to the centre hall, jump across to the other side and keep grinding to get the Access Ramp Hop gap.

Fountain Grind

Eh, the big fountain in the centre courtyard. You kinda can't miss it. Grind the top if it, at least halfway around and you'll get the Fountain Grind.

Planter 2 Planter

Outside the library, you'll find two planter boxes (white things filled with grass). Grind one, jump to the other, and keep grinding for the Planter 2 Planter gap.

Entrance Exam

Whenre you begin the level, there's two rails leading down on your right into the courtyard. Grind one of them all the way for the Entrance Exam gap.

Undeclared

In the courtyard on the right of where you begin the level, grind all away along the halfpipe on the left (the curvy one) for the Undeclared gap.

Archway Grind

From where you start the level, there will be an archway just to your right. Grind over the top of it for the Archway Grind gap.

Another Archway

There's another archway too, near the fountain. Grind over the top of it for the Another Archway gap.

Yay Co-Ed Dorms!

Near where you found the Combo Hard goal, there's a huge ramp leading upwards. From the top of the ramp, grind the right wall all the way down to get the Yay Co-Ed Dorms gap.

Book Return

Handrail Ride

From the pool near the Breakin' In gap, there's a handrail leading around the left side of the building, to the right of the drop. Grind it all the way along to get Handrail Ride.

Rampin' Up

High Wire Act

Grind the whole of the wire from the Clock Tower to the top of Center Hall for the High Wire gap.

Roommate Wanted

Grind the top of one of the noticeboards outside the entrance to center hall, then jump across to grind another one to hit the Roommate Wanted gap.

Skates of Steel

Start from near where the competition goal was, facing the ramp leading down

to the combo goal. Grind the rail on the left - the one that leads down and around to the left, to the halfpipe in the shadows.

Institutionalized

The big pooly thing in front of the library (oh I know it's not a pool but I don't know what to call it.) Grind the entire perimeter of it for the Institutionalized gap.

Store Front Hop

On the left of where you begin the level, there are two store awnings with blue and white stripes. Grind one, then transfer to the other for the Store Front Hop gap.

Overdue Books

In front of the library, grind the planter on one side of the entrance, transfer to the steps in the middle, then transfer to the planter on the other side for the Overdue Books goal.

Up... Up...

When getting the Combo Hard goal, the first time you wallride then wallie will take you to the rail you need to grind for the Up... Up... gap.

Quiet Please

Handrail to Boards

It's a Library

Lip Gaps

Undergrad

Where the Weezy Transfer gap was, on the ramp next to the circle. Go up the ramp and lip the top of the building to get the Undergrad gap.

Better View

From where you begin the level, the little area directly in front of you, in the corner of the area. Go up the goal, and perform a lip trick on the second rail up.

Highbars

Bit tricky this one... in the small area on your left when you begin the level, near the lip extension goal. Go up the ramp and perform a lip trick on the 2nd rail up.

-+-+-+-----
Other Gaps

Clock Tower

Easy one, this one. You know the clock tower goal? Back where that was. Enter the clock tower from the back, then grind the wire from the tower to the building to get the Clock Tower gap.

4c. College Items

-> Stat point above the office entrance, near where the SKATE goal was. Grind the rail in on one side, and jump at the end to collect it.

-> Stat point on the rail above the halfpipe in the dark area, near the pro combo goal. Go up the ramp, and grind the top rail to the left, and head out.

-> Stat point on one of the rails leading from the roof of centre hall. The rail is the one on the left of the clock-tower wire, so grind in, grind left, and grind out to collect it.

-> Music track just outside the centre hall, get the Breakin In gap and continue out the other side of the building to collect it.

-> New deck on the rail above the library entrance. Grind the wire to get the hidden tape, then jump left at the end onto the library roof. From there, grind the wire across to collect it.

5. ALCATRAZ

Difficulty: 2

5a. Alcatraz Goals

Rookie Score

Time given: 2:00

"Skate your way to a rookie score 25,000 pts!"

Um... wow. Hard. Really. There's a long rail there to do some grind extensions on, and there's a big ramp at the end of the path to do a big air trick on. Easy. Really.

SKATE

Time given 2:00

"Collect all the SKATE letters in any order"

Okay, start by jumping off that high ramp, on the opposite side to the building. On the half pipe just below is the Sk, so that's why you're taking the quick way down. Use the pipe to get the S, then grind the rail along for the K. Grind the rail up for the A, then just keep following the ground path along for the T. Go through the door, and the E is on the ramp directly to your right as you come out.

Combo

Time given: 0:20

"Collect all the COMBO letters without breaking your line"

Start facing down the ramp, towards where the Crumbling Rocks goal was. You'll see a number of dancing letters in front of you. Manual for the C, then jump and grind down the rail for the O, the M, the B, then jump the Over Crumblin' Rocks gap and keep grinding for the O. Pretty simple.

Ollie The Bump

Time given: 1:00

"Ollie the bump and land it in a manual to get this goal"

Okay, see that little jump you're right next to? That's the 'bump' it's talking about. So ollie off the top of it, then press down-up (or up-down) while in the air to land the jump in a manual. Easy.

Crumblin' Rocks

Time given: 1:00

"Perform a kickflip <- (square) over crumblin' rocks by going to rail to rail"

Okay, you're in between a wall and a rail, right. Turn so the rail is on your left. You need to grind that rail in that direction, until you get to a gap (crumblin' rocks). Jump, perform a kickflip with the key combination listed,

but the trick is to also keep grinding on the other side of the gap. It can be tricky, and might take you a few tries, I know it sure took me a few, first time through.

Cell Keys

Time given: 2:00

Collect the 5 cell block keys scattered around the level"

Well, okay. This can be tricky. There's one on one side of the pool you're in, so go up and collect it. Now, get out of the pool, and follow the little path back to the main part of the level. Head right and straight through the first black door in the building, to take you to the roof. There are tow keys, on ramps leading off different sides of the roof. The one on the right you should get first, so grind the wire down and around the lighthouse before simply falling off.

Back on dry land, head up the ramp, go left, and go through the last door on the left to get back to the roof. Now take the key on the left, and jump high off the ramp to land on the to perimeter of the room below. Start grinding the outside rails - jump Look Out Below for the fourth key, and keep going around... the fifth and final key is off the far edge of the roof, simply follow the path along and jump at the end.

High Combo Score

Time given: 0:20

"Score 30,000 pts in 1 combo"

Where's a good ramp... hmm... you can go for grind extensions here, on the long barriers either side of the path all the way down, or you can do as I did and go up the ramp, take a hard 180 right, and find the pool where the Cell Keys goal was. Lip extensions there are never a problem.

HORSE

Time given 0:20 (each)

"Beat each of these 5 combo scores. If you bail, you get a letter in HORSE, spell HORSE and you lose"

Yup, we know how this works by now. First score is 3000, I suggest doing a grind somethwere in that rooftop area. Second is 6000, so maybe do an air trick with a revert off the little pipes. Third is 10,000, so either do a big air trick with a revert and small manual, or go lip extensions. Then come 20,000 and 30,000 point combos, so just use lip extensions somewhere on the roof to get HORSE.

Light Gaps

Time given: 2:00

"Make your way across the lights clear all 4 gaps and you'll get your reward!"

Argh, I hate this goal. Mainly because, it's stupidly hard to get. From the very top of the prison room, you have to jump across from the centre of one end, grind the light, jump to the next light, keep going, grind the third light, then jump across to the other end of the room. It's just irritating.

Melon Hole

Time given: 1:00

"Perform a melon grab <- O while transferring Look Out Below"

Okay. Just near the goal is a gap leading down to water, with a ramp either side of it, the trick here is to go up one, transfer across the gap to get the Look Out Below Gap, and perform a melon as you do so. It's not that tricky, really.

Grind Extensions

Time given: 2:00

"Perform 5 consecutive grind extensions by pressing a direction and (triangle) while grinding"

In the college it was lip extensions, here it's grind extensions. Five of them. If you're not too sure how to do grind extensions (cos I know I wasn't, when I played this) you can check out my Skateboarding 101 section under "Grinding". Basically, you perform one continuous grind, and there are some nice long rails there as candidates, and keep pressing different directions and (triangle) as you grind, without leaving the rail.

High Score

Time given: 2:00

"Skate your way to a high score 50,000 pts!"

Okay, turn so that the building thingy is on your right. There's a ramp there on the outside, with a rail above it, you can go there and do lip extensions. Easy.

SKATE - Hard

Time given: 2:00

"Collect all the SKATE letters in any order"

Start facing the left ramp off the roof. You'll see the S dancing in the air. So go off the ramp, and try to land on the top section of the area below. Grind along the edge of the top section, collecting the K, then jump over the Look Out Below gap for the A. The T is above the ramp on the ground on the right near where you enter the area, and the E is on the rail leading from the top section to the lighthouse (gotta grind up!)

Combo - Hard

Time given: 0:20

"Collect all the COMBO letters without breaking your line"

This goal requires PHENOMENAL balance, so usually I leave it until I have the Perfect Balance cheat. But if you wanna try it without it... start with facing the path leading to the pool, where you'll see the C. Grind along the wall to get the C, and keep going along that path. Once you hit the wall past the swimming pool, take the little ledge around on the right, to collect the O. Jump down to the pipe and grind to get the M, manual across the courtyard below (near Melon Hole) and go up the ramp to get the B, then revert and manual back, and grind across the other pipe ALL THE WAY along to the downhill zig-zaggy path to get the O.

After all that, please do make sure you land the trick. I've had a couple of unfortunate times where I've gotten the final o, whooped it up, then fallen off the grind and failed the goal.

Pro Combo Score

Time given: 0:20

"Score 100,000 pts in 1 combo"

See: Super-mega-high-score tactic, in section 2c. Or press Ctrl-F and search for (!) Lip extensions, chains.

Trap Door

Time given: 0:30

"Slide grind <- or -> and (triangle) across the switch to open the cell block"

First things first, where's the switch? It's directly ahead of the door you came onto the roof through, so turn to find it, sitting on top of the edge of the roof. You don't have to slide grind the actual switch, just the edge of the ramp it's sitting on. So head up, press left or right and triangle, and grind it. Easy. This goal opens the trapdoor in the ground on the roof, giving you access to inside Alcatraz.

Pro Score

Time given: 2:00

"Skate your way to a pro score 100,000 points!"

See: Super-mega-high-score tactic, in section 2c. Or press Ctrl-F and search for (!) Lip extensions, chains.

Sick Combo Score

Time given: 0:20

"Score 150,000 points in 1 combo"

See: Super-mega-high-score tactic, in section 2c. Or press Ctrl-F and search

for (!) Lip extensions, chains.

Extreme Score

Time given: 2:00

"Skate your way to an extreme score! 150,000 pts"

See: Super-mega-high-score tactic, in section 2c. Or press Ctrl-F and search for (!) Lip extensions, chains.

Competition

Time given: 1:00 (per heat)

"Competition - Earn up to 3 goal pts by winning medals in this goal"

I'll direct you to the super-mega-high-score tactic (find it in section 2c, or search the file for (!) Just do a LOT of lip extensions on the rails and you'll get the gold medal easily.

Eric Koston's Goal

Rodney Mullen's Goal

Sick Score

Twisted Score

Insane Score

Uber Score

Find the Hidden Tape

The hidden tape is near the lighthouse, which can be gotten to by jumping off the roof. Head through the right-most door at the main complex to get to the roof, then take the right ramp out and grind the rail down to the lighthouse. Grind the lighthouse, then jump to collect the tape.

100% Amateur Goals and Items

Gotten all the above goals (excepting the pro goals)? Got all the items listed in section 5c? Then congratulations, this goal is yours.

=====
5b. Alcatraz Gaps
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+++++
Air Gaps

Bunny Hop

Ollie off the top of the bump (see Ollie the Bump goal) for the Bunny Hop gap.

Roof Air One

Roof Air Two

Look Out Below!

Transfer over the gap in the lower courtyard, using the ramps either side to leave and land, to get the Look Out Below! gap.

Ova' De Door

On the outside of the building, where you start the level, transfer over the open door using the ramps either side to get Ova' De Door.

Spinal Gap

Perform a spine transfer from the roof into the pool to get the Spinal Gap gap. This is done around the right corner from the right kicker leading off the roof.

Big Air Gap!

On the outside of the building, where you start the level, transfer over the closed door using the ramps either side to get Big Air Gap!

+++++
Manual Gaps

Freedumb Hill

Both of these manuals are done using the long zig-zag path from the building down to the Guard's Quarters. Manual down one straight section of it to get the Freedumb Hill gap.

Shawshank Hill

Again, use the same zig-zag path from Freedumb Hill. But this time, you must manual down both lengths of it, along the entire length of the path, to get the Shawshank Hill gap.

-+-+-+-----
Grind Gaps
-+-+-+-----

Someone Is Digging

Guards Quarters

Three Five-0 Cell

In the small area near the bump, near where you begin the level, grind the entire semi-circle of tiny pipe to get the Three Five-0 Cell gap.

Switchback Grind

Access Ramp

Grind the entire rail leading down from the Guard's Quarters (bottom of zig-zag path) to the docks, to get the Access Ramp gap. Grinding up also works, and can be easier.

Stepping Stones

The grind version of the Look Out Below gap. Start on the path above the lower courtyard, grind the edge, jump the gap and keep on grinding to get the Stepping Stones gap.

Hoppin' Roof

New Arrivals

Courtyard Pipe Grind

Grind the pipe leading down from the left of the lower courtyard access ramp, all the way down into the courtyard, for the Courtyard Pipe Grind gap.

Swimming Team

Grind around half of the perimeter of the pool where the Cell Keys goal was, for the Swimming Team gap.

Short Term

Similar to Freedumb Hill, except grinding instead of manualing. Grind the length of one straight section of the zig-zag path leading down to the Guard's Quarters, for the Short Term gap.

Roofin' Job

Another Pipe

From the lower courtyard, grind the pipe closest to the building, all the way to the area near the guard's quarters, for the Another Pipe gap.

Escape Route

From the path near the Crumblin' Rocks gap, grind one of the rails all the way UP to where you began the level, to get the Escape Route gap.

Pipe Grind

From the lower courtyard, grind the pipe furthestest from the building, all the way to the area near the guard's quarters, for the Pipe Grind gap.

Perimeter Grind

Grind the whole length of the dock (accessible by either the door in the pink building or down the ramp from the guard's quarters), from the door to the end ramp, for the Perimeter Grind gap.

Doing Time

Grind the entire length of the path above the lower courtyard, for the Doing Time gap.

Long Term

Similar to the Shawshank Hill gap, except with grinding instead of manualing. Grind the entire length of one of the walls of the zig-zag path, from where you started the level to down near the guard's quarters, for the Long Term gap.

Scout Above

Grind around the perimeter of the roof until you get the Scout Above gap.

Over Crumblin' Rocks

To do with the Over Crumblin' Rocks goal. Grind the rail on one side, jump the gap nad keep grinding the other side for the Over Crumblin' Rocks gap.

Lip Gaps

Cement Lips

Lip Test

=====

5c. Alcatraz Items

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-> Stat point way above the bunny hop, directly in front of you when you begin the level.

-> Stat point over the Look Out Below/Stepping Stones gaps, in the lower courtyard.

-> New deck by jumping on the roof of the guard's quarters, at the bottom of the zig-zag path.

-> New music track by grinding the pipe up to the lighthouse.

-> Stat point between the lights inside the prison.

=====

6. KONA SKATE PARK

=====

Difficulty: 3

6a. Kona Goals

Rookie Score

Time given: 2:00

"Skate your way to a rookie score 40,000 pts!"

Well, you're right near the red pool. Head into it and perform some air tricks, maybe a small lip extension or something. Simple.

SKATE

Time given: 2:00

"Collect all the SKATE letters in any order"

Okay, start off parallel with the wall, facing the red rail, and you'll see an S dancing. Grind the rail, then enter the snake. You'll see the K up above the ramp, so grab it, then right at the end you'll find the A. Head up the snake's head and transfer to land up on top. The T is on the lip of the grey pool beside you, and the E is in the air above the benches on the opposite side. Pretty easy stuff, that SKATE.

Combo

Time given: 0:20

"Collect all the COMBO letters without breaking your line"

This Combo basically strings together everything you've learnt so far, from grinds, to air tricks, to manuals, to the lot. Start by facing the red rail, next to the fence, and you'll see the C. Grind the rail to get the C, then manual across to the next rail, grind it to get the O. Transferring from that rail to the second table to grind will get you the M, then manual over to the ramps near the fence and go up to get the B. Finally, revert on the way down and manual back to the next ramp, to get the second O. That's actually a pretty hard one, you'll cover a lot of ground and need really good manoulling skills.

Tombstone

Time given: 0:30

"Perform a liptrick on the tombstone"

No prizes for guessing what the tombstone is, it's the big grey thing poking out of the side of that red pool. This is actually a really glitchy goal, because you can perform all the lip tricks on it that you want, but unless you get the "Tombstone" gap, you don't get the goal. And there's some problem with the Tombstone gap, at least on my game anyways. Just keep lipping it until you get the goal.

Nosey Spinners

Time given: 1:00

"Perform a nosegrab L2 or R2 + (up) O over the spine"

Okay, if that key combination didnt make any sense. Press up and circle to perform a nosegrab, right. You're in a halfpipe with spines either side, so head up one side, perform a nosegrab and press L2 or R2 to spine transfer to the next halfpipe. Pretty easy.

High Combo Score

Time given: 0:20

"Get 60,000 pts in 1 combo"

You're near a whole heap of lips, everywhere you look. So do some lip extensions, man. A x8 multiplier will usually get you 60,000 points, easily.

HORSE

Time given: 0:20 (each)

"Beat each of these 5 combo scores, if you bail you get a letter in HORSE, spell HORSE and you lose!"

If you're not too sure how HORSE works, check out my listing for it in the College level for a general idea. The first score you have to beat is 6,000 points, so pick a ramp, do an air trick, and a revert at the end. Next is 10,000, so maybe try a different air trick, a revert, and a small manual (just for the mutiplier).

Next is 20,000, so maybe string together an air trick, a revert, a manual, and one lip trick. (All this is just my recommendation, btw.) Then 30,000, similiar sort of thing, and finally 45,000. Make it a good lip trick for 45,000.

Cannon Snake

Time given: 0:30

"Perform a cannonball -> O between the snake head and the pool"

The gap you're standing in right now is the snake head, and over the top of that high wall, on the right hand side, is the pool it wants you to transfer to. So take a skate-up, head up towards the right side of the snakehead, perform a cannonball, and press L1 to transfer. Simple.

Varial Pool

Time given: 0:30

"Kickflip or heelflip varial (down-left) (square) or (down-right) (square) in the Giga Kona gap between the halfpipe and the pool"

You heard the man! Okay, you're in the halfpipe now, right. Pick a side to transfer with (I usually go the shorter side, for some reason transfers are easier that way). Head up on an angle towards the pool, and perform your trick as you're in the air. You don't even have to land smoothly in the pool, but you do have to land the trick.

Vert Height

Time given: 1:00

"Perform a vert trick 30 ft in the air. A bar has been put in place for a height check"

Above the shorter side of the halfpipe, is a black-and-white stripey bar used to measure your height with. This is a really easy goal, simply keep going up and down the halfpipe performing different tricks until you reach the required height. Make sure you land all your tricks, which can be tricky on such a narrow halfpipe.

High Score

Time given: 2:00

"Skate your way to a high score 75,000 pts!"

Wow, that's hard. We're in a pool, so do some lip tricks, some air tricks, and maybe even a few grinds, and you'll be at 75,000 in no time.

SKATE - Hard

Time given: 2:00

"Collect all the SKATE letters in any order"

SKATE Hard here is as simple as making your way along the row of spines, halfpipes that you can spine transfer in between. The pipe closest to the competition halfpipe has the S in the air on the close side, so grab it. The K can be gotten by transferring (L1) between that pipe and the next one, and the A by going up in the air on the far side of that second half-pipe. The T is clearly visible in the rail leading towards the fence, and the E is in the air above the ramps next to the fense. And they call that SKATE Hard? Yech.

Combo - Hard

Pro Combo Score

Time given: 0:20

"Get 140,000 points in 1 combo"

See: Super-mega-high-score tactic, in section 2c. Or press Ctrl-F and search for (!) Lip extensions, chains.

Pro Score

Time given: 2:00

"Skate your way to a pro score 140,000 pts!"

Yawn. See: Super-mega-high-score tactic, in section 2c. Or press Ctrl-F and search for (!) Lip extensions, chains.

Triple Half Gap

Time given: 0:30

"Perform a triple flip trick over the gap in the half-pipe hold <- (up) -> or (down) and press (square) (square) (square)"

You know how to perform a flip trick, right? Of course you do. But did you know you can do double and triple flip tricks, by pressing square more than once, instead of just holding it like I bet you do? The idea with this goal is to perform a triple flip trick over the roll-in, meaning you HAVE to get the "Over the Roll-in" gap while you perform the trick, or it doesn't count. So head up on one side of the roll-in, at an angle towards it, perform the trick by holding a direction and pressing (square) three times quickly, and land on the other side.

Vert Height 2!

Time given: 1:00

"The bar has been raised! Get a vert trick height of 60 ft this time"

This is a LOT trickier than plain ol' Vert Height. You'll need to string together a few tricks without bailing, to get up some really decent speed, to make the height you need. Don;t try reverts, because nine times out of ten you'll bail them on this skinny half-pipe. Good luck to you. You'll need it.

Sick Combo Score

Time given: 0:20

"Get 200,000 pts in 1 combo"

This is where combo goals start getting a little bit tricky. (Only a little bit, mind you.) Luckily, you've got halfpipes around, so use them. See: Super-mega-high-score tactic, in section 2c. Or press Ctrl-F and search for (!) Lip extensions, chains.

Extreme Score

Time given: 2:00

"Skate your way to an extreme score 200,000 points!"

See: Super-mega-high-score tactic, in section 2c. Or press Ctrl-F and search for (!) Lip extensions, chains.

Competition

Time given: 1:00 (per heat)

"Competition Earn up to 3 goal pts by winning medals in this goal"

Oh wow. Do they make competitions any easier? They've put you RIGHT NEXT to a huge halfpipe, when my super-special score tactic (if you're not sure what it is, search the file for (!)) sepcifically says using a halfpipe. You can win this one easily anyway, with just standard big air tricks, the triple flip trick you might have learnt already, and a few lip extensions. Take all three of those goal points, sucka.

Andrew Reynold's Goal

Geoff Rowley's Goal

Sick Score

Twisted Score

Insane Score

Uber Score

Find the Hidden Tape

100% Amateur Goals and Items

Gotten all the above goals (excepting the pro goals)? Got all the items listed in section 6c? Then congratulations, this goal is yours.

=====
6b. Kona Gaps
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Air Gaps

Giga Kona

Transfer from the Vert Height halfpipe to the grey pool, for the Giga Kona gap.

Over the Roll-In

On the competition halfpipe, transfer from one side of the roll-in to the other to get the Over the Roll-In gap.

Pool to Pool Transfer

Transfer from the large grey pool near the Vert Height halfpipe, to the blue pool, in the corner near the building, to get the Pool to Pool Transfer gap.

Adding Very

Spinal Grooves

Perform a spine transfer over one of the spines behind the competition halfpipe for the Spinal Grooves gap.

Manual Gaps

Mono's Style

Judges Like

Grind Gaps

Fun Box Rail

Short Ramp Hop

In the pipe area near the competition pipe, grind along the pipe on the far edge, transfer down to the lower edge, and back up to the higher one for the Short Ramp Hop gap.

Picnic Transfer

Picnic Table Hop

Skatepark Access

Grind the entire length of the rail leading from the far side of the half-pipe area (behind the competition halfpipe) to the grey pool, for the Skatepark Access gap.

Concrete Block Grind

Hip Pool Grind

Banana Smasher

Rocks in My Pocket

Ramp to Rail

Rail to Rail

Reaching the Ramp

Wooden Snake

Wood Concrete Transfer

Fancy Transfer

=====
6c. Kona Items
=====

-> Music track over the Giga Kona gap, between the Vert Height halfpipe and the grey pool.

-> Stat point above the building on the side of the Vert Height halfpipe.

-> Stat point above the roll-in, on the competition halfpipe.

-> New deck over the building between the red pool, the snake, and the grey pool.

-> Stat point above the dark building next to the grey pool.

=====
7. SAN FRANCISCO
=====

Difficulty: 4

=====
7a. SF Goals
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Rookie Score
SKATE
Combo
Shopping Bags
Trolley Lines
High Combo Score
HORSE
Pier Lips
Grind Extensions
Trash Cans
High Score
SKATE - Hard
Combo - Hard
Pro Combo Score
Pro Score
Extreme Score
Sardines!
Sick Combo Score
Competition
Jamie Thomas's Goal
Kareem Campbell's Goal
Sick Score
Fry Run
Twisted Score
Insane Score
Uber Score
Find the Hidden Tape
100% Amateur Goals and Items
=====

7b. SF Gaps

-+-+-+-----
Air Gaps
-+-+-+-----

Yo Obus
Roof to Roof
Quarter Pipe Heights
Garage Door
Above and Below

-+-+-+-----
Manual Gaps
-+-+-+-----

On Two Wheels

-+-+-+-----
Grind Gaps
-+-+-+-----

Sea Shells
Lonely Handrail
Grim's Miss Fit
No Electricity
Can't Jump Across?
Been Here Before?
Wall Crawler
Wall Hop
Above Radar
Under Radar
Rise Above Water
Wire 2 Wire
Out of Steps
Steep Handrail
Bus Stop A
Bus Stop B
Train Is Late
Try A Transfer
Who Needs Oxygen
Twice the Hops
Godo One Lad
Who Lives Here?
Where's Lombard
Travelling Through SF

-+-+-+-----
Lip Gaps
-+-+-+-----

Check Him Out
Shopping Ledge
Pier Heights
Pier Sights
Pier Sounds
Pier Smells
Pier Tastes

Londoon Call In
Double Decker Air
Supa Spine Air

Manual Gaps

Two Wheelin' Road
Between the Fountains

Grind Gaps

Pip Pip Chireo
No Diving
East Sidewalk Grind
West Sidewalk Grind
Bus Grind
Blacony Hop
No Seating
Please Stand Up
Will the Real Momo
No Tea Party
Sand Castles
Second Hop
First Hop
Transcontinental Cable
Monarchy In The UK
No Cables
High Class Circus
Building Check
Tower Grind
Extreme Entrance
Perpendicular Transfer
Yes It Is Red!

Lip Gaps

East London Edge
South London Bar Ledge
London's Bus Stop Ledge
London Pillar Ledge

8c. London Items

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9. THE SHIPYARD

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Difficulty: 6

Catwalk Grind
There's No Rope
Shipyard's Guard
Tunnel Hop
U-Turn Grind
Use The Handrail
Ocean Park Roof
Three Fifty Roof
Shipyard's Backyard
No Effects
Far Wall Grind
Two Hops
Tilt!
Nice Climb
Wanna Swim?
From End To End
High Above Grind

Lip Gaps

A Little Rusty
Next Shipment
Impress The Boss
Any Workers Here?
First Edge
Second Edge

9c. Shipyard Items

10. The SEWERS

Difficulty: 7

10a. Sewer Goals

Rookie Score
SKATE
Combo
Save The Rats
Kickflip Spine Transfer
High Bar
High Combo Score
HORSE
Grind The Halls
Blunt Passage
High Score
SKATE - Hard
Combo - Hard

Pro Combo Score
Pro Score
Spine Tricks
Extreme Score
Sick Combo Score
Competition
Steve Caballero's Goal
Rune Glifberg's Goal
Sick Score
Domination
Twisted Score
Insane Score
Uber Score
Find the Hidden Tape
100% Amateur Goals and Items

10b. Sewer Gaps

Air Gaps

Skip The Rails
THPS4 Air
Gool's Night Out
Radioactive Ants
Plenty of Air

Manual Gaps

First Rule of Skate
Don't Talk About Skate
Straight Tunnel Manual
No Need For Rails
Second Level Maunal

Grind Gaps

C A U T I O N
Little Hop
Second Little Hop
W Ramp Grind
Around The Dip
High Bars
Green Goo
Fun Box Connection
No Rent Grind
Bob Is Back!
To The Wood Grind
G And War Grind
Access Tunnel A
Access Tunnel B
Ready To Jump?

O Two Pool
Long As School Grind
Another Goo Hop
Wallriding Fun
Underground Grind
Oi Chicago Skatepark!
Raftorz
You've Made It
High Corner Pipe
Hidden Passage

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10c. Sewer Items
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11. ????
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The last level, that I have been unable to unlock. Dammit. This spot is reserved for when I unlock it.

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12. CHEAT LIST
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Say what? Cheats? That you're actually ALLOWED to use? Oh, cool.

You unlock cheats by completing pro goals. Each cheat equates to two pro goals completed. Beat them all, to get them all. Once you've unlocked a cheat, you can set it on or off in the Cheats section of the Options menu.

Sim Mode

Supposedly makes the game more realistic. I haven't really noticed the effect of this one.

Moon Physics

Who here has studied physics? Anyone? Okay, what's gravity like on the moon? Exactly one-sixth of the gravity on earth. So with less gravity, you can make HUUUUUUUUUUUUUUUGE air jumps. With moon physics, you can jump from a standing start and perform a 720 spin before you hit the ground. On a ramp, expect to be getting 1080s, 1260s, and 1440s. Nice, eh?

Slow-Nic

This one's kinda silly. When your skater is in the air, everything goes in sloooooow motion. Gives you more time to plan your moves and stuff, I suppose,

but apart from that it's actually a negative thing. Plus it's distracting, every time you leave the ground, to go into slo-mo.

Little Person

The one and only secret character in THPS4 is unlocked here! He's a little tiny clown thing, and he is so CUTE!

Always Special

What the name suggests. With this cheat turned on, your special bar is ALWAYS full. So you can perform a lot of those big tricks, rather often.

Perfect Balance

This makes it easy to do heaps of lip extensions and grind extensions, as your balance is always perfect.

Stud

Gives your skater maximum stats. Nice!

???

Reserved for when I unlock the last cheat. I heard it's a Level Flip cheat, obtainable by getting all the gaps in the game. We shall see.

There is one really good cheat that isn't given to you in the game, however... But I'll list it here anyways.

Goal Completion Cheat

Yeah, you heard me. An automatic goal completion cheat! Now that really is cheating. So don't use it, you hear!

How to complete a goal in this game without even trying? Well, it's simple. Start the goal, press start, then hold L1. While holding L1, input the following sequence of buttons: Triangle, right, up, X, right, circle, up, triangle, square, left, up, and X. If you've put the code in right, the screen will shake and the words "xx goal complete!" will appear in the background, xx being the actual name of the goal you were attempting of course.

That's the cheat. DON'T USE IT, CHEATER!

13. SOUNDTRACK CREDITS

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I love the soundtrack to this game. So much so that I downlo... er, bought it, and decided to stick a track list here for y'all.

Toy Dolls - Dig that groove baby
Goldfinger - Spokesman
U.S Bombs - Yer country
Delinquent Habits - House of the rising drum
Zeke - Death alley
Run DMC - My adidas
The Distillers - Seneca falls
System of a Down - Shimmy
AC/DC - TNT
Avail - Simple song
Lootpack - Whenimondamic
Nebula - Giant
Public Enemy - By the time I get to Arizona
The Offspring - Blackball
Agent Orange - Bloodstains
The Faction - Skate and destroy
Muska Beats - I'm a star
Rocket From The Crypt - Savoir faire

Enjoy!

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14. CLOSING

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Yo. That's it. The guide is over.

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I mean it, that's the end. Nothing else to see here.

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Why are you still scrolling down?

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Argh fine, here's a little bit extra, in the form of credits and the like.

I'd like to thank the following people:

-> Steve McFadden aka the Psycho Penguin
For being my motivation, and inspiring me to do everything I do. Thank you for supporting me, babe. I love you.

-> that little kid Jack from down the block
For, uh, "lending" me his copy of this game like six months ago. I'll return it one day, I promise! ^_^

-> Michael Vartan (that guy that plays Vaughn on Alias)
Because he's sexy and he deserves to have at least one of my FAQs dedicated
to him. Vaughn, this one's for you.

Okay, now I'm gonna shut up, and let you get back to playing your game.

Feel free to check out some of my other guides:

<http://www.gamefaqs.com/features/recognition/22431.html>

--- Rebecca Skinner AKA Karpah ---

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