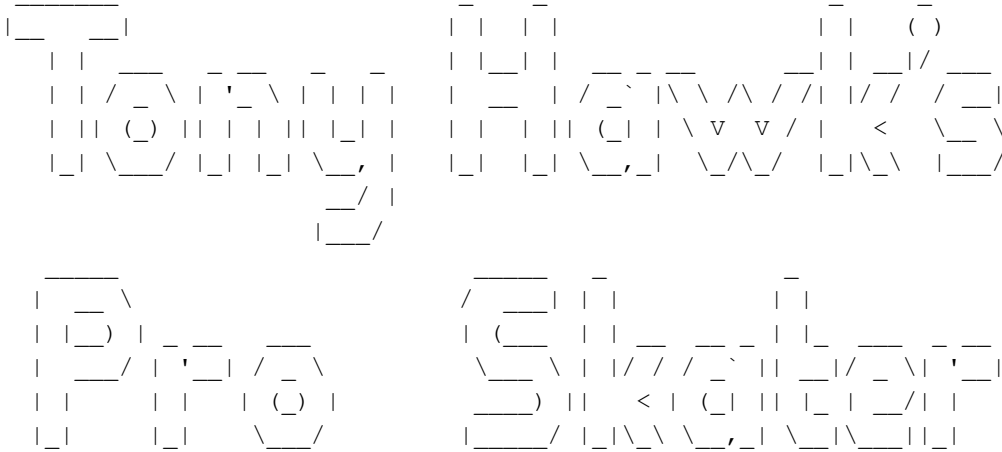


Tony Hawk's Pro Skater DC Demo FAQ

by mike tru

Updated to v1.00 on Dec 27, 2001

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



=====
Tony Hawk's Pro Skater (Demo)

Dreamcast

Version: 1.00

Last Updated: Wednesday, December 27, 2001
=====

Table Of Contents:

I...	About this FAQ
II..	Version History
III.	Controls
IV..	Character
V...	Walkthrough
VI..	General Hints & Tips
VII.	High Scores
VIII	Gap Checklist
IX..	Bonus Point Locations
X...	Cheats
XI..	Notes & Thanks

I... ABOUT THIS FAQ

=====

This FAQ is a copyrighted work of Mike Truitt. If you would like to use it on your site e-mail me at mat2810@cs.com and I will be more than happy to allow you to use it, but I would prefer you ask. Note: This FAQ is still in its beginning stages, I will update as often as possible, if you have any questions just send me an email and I should answer it.

II... VERSION HISTORY

=====
Version Number

What I have done

1.00 - Just started out the FAQ, hopefully I can get everything done except the lines on the high score section, which I will get some more of in the next update.

Last Updated: Thursday, December 27, 2001

=====
III.

CONTROLS
=====

On the Ground

A Button: Ollie
X Button: Nothing
Y Button: Grind on a low rail
B Button: Nothing
Start: Pause the Game
L Trigger: Nothing
R Trigger: Nothing
D-Pad: Steer your skater

In the Air

A Button: Nothing
X Button: Perform a kick trick (When paired with D-Pad)
Y Button: Grind on a rail, or Wall Ride
B Button: Perform a grab trick (When paired with D-Pad)
Start: Pause the Game
L Trigger: Spin left
R Trigger: Spin right
D-Pad: Steer your skater (Perform tricks when paired with X or B)

=====
CHARACTER
=====

T O N Y H A W K

Stats
=====

Ollie: XXX
Speed: XXXXXXXX
Air: XXXXXXXX
Balance: XXXX
Age: 31
Born: USA
Hometown: Carlsbad
Years Pro: 16
Stance: Goofy
Height: 6'2

Kicktricks

Up + X: 360 Shove It
Up + Right + X: Fingerflip
Right + X: Heelflip
Down + Right + X: Front Foot Impossible
Down + X: Impossible
Down + Left + X: Varial
Left + X: Kickflip
Up + Left + X: Kickflip to Indy

Grabs

Up + B: Japan Air
Up + Right + B: Rocket Air
Right + B: Method
Down + Right + B: Benihanna
Down + B: Tail Grab
Down + Left + B: Stalefish
Left + B: Indy Nosebone
Up + Left + B: Madonna

Grinds

Up + Y: Nose Grind
Up + Right + Y: Crooked Grind
Right + Y: Backside Boardslide
Down + Right + Y: Smith Grind
Down + Y: 5-0 Grind
Down + Left + Y: Smith Grind
Left + Y: Frontside Boardslide
Up + Left + Y: Crooked Grind
Y: 50-50 Grind

Specials:

Left - Left - X: 540 Board Varial
Down - Right - X: 360 Flip to Mute
Right - Right - B: Kickflip McTwist
Right - Down - B: The 900

=====

V... WALKTHROUGH

=====

High Score 5000

This is a very easy score to get. Whatever you do, you should be able to get this score pretty easily. If you are a better vert skater than street, then go into the half pipe that is at the base of the right rollin and tear it up. If you are a better street skater, then just

grind on the quarter pipe on the back wall and just do what you need to.

Collect S-K-A-T-E

S- At the start of the level, go down the left rollin. When you get to the bottum, you should see two kicker ramps, jump from one of the kicker ramps and to the other.

K- When you land you should see a long quarter pipe on the back wall. Follow the quarter pipe to the right and past the convex part. You should see a this above a part of the quarter pipe before the high rail.

A- When you land you should see a cab that can be used as a funbox. Jump off of any end of it, and over the top of it and you should get this letter

T- When you land, try to find the half pipe. Use the ramps on the outside of the half pipe to jump over the middle of the pipe. This should get you the letter T

E- Face the front of the level, and you should see three quarter pipes, go to the right most one. Jump out of the quarter pipe and onto the next platform. Right in front of you when you land in the letter E

Find the 5 Boxes

The first box should be right near you when you start off the level, it is easy to miss if you do not pay attention. From there, go down the rollin and jump over the half pipe. When you land, turn to your right and you should see the boxes on a platform with a high rail on it. Once you get that, turn and face the convex section of the long quarter pipe. You should see a set of boxes on the top of that. Once you get that, face the front of the level. On the right side of the lowest platform, you should see a platform with a set of boxes in the corner. Get the boxes and then get off of the platform. Once again face the front of the level. You should see three quarter pipes. Go to the one on the far right and jump out of it and you should be on another platform. Right in front of you is the last box.

Secret Tape

At the start of the level go down the rollin on your right. When you come out, there will be a half pipe in front of you. On the right side of the half pipe is a room with the secret tape. On the outside of the half pipe is a ramp, get some air on the quarter pipe and then jump off of the ramp and into the room. Doing this should get you the secret tape.

Pro Score 15 000

This is still not that hard to get. If you know your characters specials, then you should have no problem getting this. If you combo into a special grind, and then out of it, you should be able to get

then you would get a score of 102,768. Some people have a hard time getting the base score while others have a hard time getting the multiplier up. If you have trouble with one then you can still get decent combos, but if you have problems with both then you will not get anything over 100,000 with the average high combo. To get a high base score is hard to do at first until you figure out the secrets of it (You don't think that it is just the line that you take did you?). The first thing that you will need is a long rail or quarter pipe to grind. Then you will need to find a quarter pipe to end the combo on. Since there are no special grinds in this then it will be much harder to get a high combo than in THIS, but it is still possible. The first thing that you will need to do is get a huge spin

Degree of Spin	Higher Your MP	into the grind, because the higher degree of the spin the more your multiplier (MP) will go up. This chart I hope will explain how spinning adds to your multiplier. If you do a larger spin the more your multiplier will get up, and in this game you will need to get a huge multiply, since your base score will be extremely low compared to THPS 2. Once you have found a good rail to grind on then you will need to find a good way to get onto that rail. Instead of just spinning, why don't you add a special grab trick going onto the rail and get your base score up. You could alternately do a special flip, but you will not be able to get a higher multiplier. Once you have got that down, now what should you do? Well, it is quite simple. At the end of the grind jump off and go towards a ramp, once there do a special trick off of the ramp. There are two things you could do... You could do a special flip and 180 or 360 or you could do a special grab with 900 or 1080. You should do the flip if you have a high multiplier and a low base score. You should do the grab trick if you already have a high base score and need your multiplier up a little bit.
180	1	
360	2	
540	3	
720	4	
900	5	
1080	6	
1260	7	

Lines for High Scores

Note: These scores are gotten with special grinds and gotten from the final version so they will not be as high when you do them in the demo.

~~~~~  
Warehouse  
~~~~~

Line #1
Score ~ 300 000
What you need to do-

At the start of the level go down the rollin and make your way back to the back wall. You should see a part where the quarter pipe bends. Go to the right side and jump out of the quarter pipe. Then wallride the wall and jump off doing a Flip. Land in a grind on the high rail. When you land, quickly jump off and do a quick special (Double Hardflip Triple Kickflip, 540 Flip...) then land in a grind on the quarter pipe. At the end of the quarter pipe jump off and land in a grind on the rail. Then jump off to your left and wall ride and jump off through the room, and do a flip or a quick special and land in a grind on the top of the half pipe. Do a couple quick jumps and grinds and finally jump off and land the combo

Line #2
Score ~ 125 000
What you need to do-

At the start of the level go down the left rollin and turn around. You should

rollin is a quarter pipe. Jump from one quarter pipe and land on another quarter pipe

Over the Pipe

At the start of the level, go down the right rollin. In front of you should be a halfpipe with a ramp on either side of it. Jump over the top of the half pipe and land on the other side

Taxi Gap

At the start of the level go down the right rollin and make your way to the back of the room. You should see a taxi, jump off of the taxi and land inside the halfpipe.

Secret Room

At the start of the level go down the right rollin and then turn to your right. Jump off of the quarter pipe as close to the wall as possible. Then when you land jump off of the ramp and through the room that is suspended above the quarter pipe

Big Rail

At the start of the level go down the left rollin. At the bottom you should see a long rail. Grind from one end of the rail all the way to the other end.

Deck 2 Rail

Work your way around the level until you find the deck near the green rail. Get a lot of speed from the quarter-pipe, and then jump from the deck to the rail.

Face Plant

At the start of the level go down the rollin and then turn left. There should be a quarter pipe to your left. Jump from this quarter pipe and above the quarter pipe on the platform that is behind that.

High Rail

At the start of the level go down the rollin and skate to the back right corner of the room. Above the quarter pipe you should see a rail that comes out from the wall. Jump up from the quarter pipe and grind the length of the rail.

Holy Shi_t Grind

At the start of the level go down the right rollin. From there turn right and get some air off of the quarter pipe. Jump off of the ramp by the halfpipe and land in a grind on the rail on the other side. Continue to grind the quarter pipe. You must grind the whole quarter pipe to get this transfer.

Monster Grind

At the start of the level go down the rollin and skate to the back right corner of the room. Above the quarter pipe you should see a rail that comes out from the wall. Jump up from the quarter pipe and grind the length of the rail from left to right. Then jump off and grind the quarter pipe. At the end of the quarter pipe grind the rail that is in front of it.

Taxi 2 Rail

At the start of the level go down the right rollin and make your way to the back of the room. You should see a taxi, jump off of the taxi and land in a grind on the long quarter pipe.

Transition Grind

At the start of the level go down the right rollin and turn right. Grind the quarter pipe towards the wall. At the end of the quarter pipe wall ride the wall, then jump off and land in a grind on the top edge of the half pipe.

=====
X... Point Bonuses Locations
=====

100 Points

At the start of the level go down the either rollin, then turn around and you should see three quarter pipes, jump off of the middle quarter pipe towards the far left quarter pipe and you will get this bonus.

100 Points

At the start of the level go down the either rollin, then turn around and you should see three quarter pipes, jump off of the middle quarter pipe towards the far right quarter pipe and you will get this bonus.

100 Points

At the start of the level go down the left rollin. When you are at the

bottom turn to the left a little bit and go to the kicker ramps. Jump off of the near kicker ramp and go towards the long quarter pipe that goes along the back wall. Jump off of the quarter pipe and you should get this bonus.

=====
XI.. Cheats
=====

Pause the game and then enter the following codes....

Infinite Special
=====

Hold L Trigger and press: A - Y - B - D - Up - Right

Max Stats
=====

Hold L Trigger and press: A - X - X - Y - Up - Down

Skip to Restart
=====

Hold L Trigger and press: X - B - A - Up - Down

This is all that I have found so far, if I find any more, I will post them here.

=====
XII. Notes & Thanks
=====

This is a copyrighted work for Mike Truitt , any usage of this faq not noted by its author is banned, if you want to have it on you site, just e-mail me at mat2810@cs.com and I'll be more than happy to allow you to have it on your site, but you MUST ask. This FAQ must have my name, Mike Truitt on it, if you see it on any site that does not give me credit, then please notify me.

©2001 Mike Truitt