

Tony Hawk's Pro Skater 3 Hidden Combo FAQ

by mike tru

Updated to v1.0 on Jun 5, 2002

This walkthrough was originally written for Tony Hawk's Pro Skater 3 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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Tony Hawk's Pro Skater 3
Gamecube
Hidden Combo FAQs
Version 1.0
Wednesday, June 5, 2002
Mike Truitt
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Contents:

I	About This FAQ
I I	Version History
I I I	Basics
I V	Hidden Flatland Combos
V	Hidden Grind Combos
V I	Hidden Stall Combos
V I I	Hidden Invert-Plant Combos
V I I I	Hidden Kicktrick Combos
I X	Hidden Grab Combos
X	Notes & Thanks

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I ABOUT THIS FAQ
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Version 1.0: Got all of the FAQ done with every Hidden Combo posted

Last Updated Wednesday, June 5, 2002

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When Tony Hawk's Pro Skater 3 came out on the PS2 GameCube and XBox, a whole new type of tricking was introduced... the Hidden Combo. Hidden combos are one trick that can be described as two or three tricks, (Double Kickflip) or two tricks that can be done with a smooth transition (Nosegrind - Nosebluntslide). To perform these sometimes elusive tricks you simply need to hit a combo of buttons (as opposed to doing a Kickflip - Kickflip you can simply hit Kick twice and you will do a double kickflip).

Note: In order to do these hidden combos, you must first have the "Casper" special equipped on your skater.

Starting Move*	Button Combo	End Result
For the starting moves for the flatland combos you can do them from any of the other tricks listed here.	Left - Right + Kick	Anti-Casper
	Right - Left + Kick	Casper
	Right - Right + Grab	Handstand
	Right - Right + Kick	Truckstand
Casper	Left + Kick	Casper Flip
Handstand	Left + Kick	Hand Flip
All But Handstand	Left - Left + Grind	Rail Grind*
*Rail Grind	Left + Kick	Rail Flip
Truckstand	Right - Right + Grind	Truckspin
Truckstand	Left + Kick	Truckstand Flip

Starting Move	Button Combo	End Result
50 - 50 Grind	Up + Grind	Nosegrind
50 - 50 Grind	Up - Up + Grind	Nosebluntslide
50 - 50 Grind	Down + Grind	5-0 Grind
50 - 50 Grind	Down - Down + Grind	Bluntslide
Noseslide	Up + Grind	Nosegrind
Noseslide	Up - Up + Grind	Nosebluntslide
Noseslide	Grab - Grab	Overcrook
Noseslide	Up - Down + Grind	Crooked
Overcrook	Up - Up + Grind	Nosebluntslide
Overcrook	Kick - Kick	Noseslide
Overcrook	Up - Down + Grind	Crooked
Crooked	Up - Up + Grind	Nosebluntslide
Crooked	Kick - Kick	Noseslide
Crooked	Grab - Grab	Overcrook
Nosegrind	Up - Up + Grind	Nosebluntslide
Nosegrind	Kick - Kick	Noseslide
Nosegrind	Grab - Grab	Overcrook
Nosegrind	Up - Down + Grind	Crooked
Tailslide	Down + Grind	5-0 Grind
Tailslide	Down - Down + Grind	Bluntslide
Tailslide	Grab - Grab	Feeble
Tailslide	Down - Up + Grind	Smith
Feeble	Down - Down + Grind	Bluntslide
Feeble	Kick - Kick	Tailslide
Feeble	Down - Up + Grind	Smith

Smith	Down - Down + Grind	Bluntslide
Smith	Kick - Kick	Tailslide
Smith	Grab - Grab	Feeble
5-0 Grind	Down - Down + Grind	Bluntslide
5-0 Grind	Kick - Kick	Tailslide
5-0 Grind	Grab - Grab	Feeble
5-0 Grind	Down - Up + Grind	Smith
Nosebluntslide	Kick - Kick	Noseslide
Nosebluntslide	Grab - Grab	Overcrook
Nosebluntslide	Up - Down + Grind	Crooked
Bluntslide	Kick - Kick	Tailslide
Bluntslide	Grab - Grab	Feeble
Bluntslide	Down - Up + Grind	Smith
The Big Hitter II	Kick - Kick	Tailslide
The Big Hitter II	Grab - Grab	Feeble
The Big Hitter II	Down - Up + Grind	Smith
The Big Hitter II	Down - Down + Grind	Bluntslide
Crail Slide	Kick - Kick	Tailslide
Crail Slide	Grab - Grab	Feeble
Crail Slide	Down - Up + Grind	Smith
Crail Slide	Down - Down + Grind	Bluntslide
Layback Sparks	Kick - Kick	Tailslide
Layback Sparks	Grab - Grab	Feeble
Layback Sparks	Down - Up + Grind	Smith
Layback Sparks	Down - Down + Grind	Bluntslide
5-0 Overturn	Kick - Kick	Tailslide
5-0 Overturn	Grab - Grab	Feeble
5-0 Overturn	Down - Up + Grind	Smith
5-0 Overturn	Down - Down + Grind	Bluntslide
Tailblock	Kick - Kick	Tailslide

Tailblock	Grab - Grab	Feeble
Tailblock	Down - Up + Grind	Smith
Tailblock	Down - Down + Grind	Bluntslide
Salad Grind	Kick - Kick	Tailslide
Salad Grind	Grab - Grab	Feeble
Salad Grind	Down - Up + Grind	Smith
Salad Grind	Down - Down + Grind	Bluntslide
Nosegrind to Pivot	Kick - Kick	Tailslide
Nosegrind to Pivot	Grab - Grab	Feeble
Nosegrind to Pivot	Down - Up + Grind	Smith
Nosegrind to Pivot	Down - Down + Grind	Bluntslide
Fandangle	Kick - Kick	Noseslide
Fandangle	Grab - Grab	Overcrook
Fandangle	Up - Down + Grind	Crooked
Fandangle	Down - Down + Grind	Nosebluntslide
Hang Ten Nosegrind	Kick - Kick	Noseslide
Hang Ten Nosegrind	Grab - Grab	Overcrook
Hang Ten Nosegrind	Up - Down + Grind	Crooked
Hang Ten Nosegrind	Down - Down + Grind	Nosebluntslide
Noseslide to Lipslide	Kick - Kick	Noseslide
Noseslide to Lipslide	Grab - Grab	Overcrook
Noseslide to Lipslide	Up - Down + Grind	Crooked
Noseslide to Lipslide	Down - Down + Grind	Nosebluntslide

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HIDDEN STALL COMBOS

Note: If you have any stall equipped, you can do the entry listed in the button combo column to get the end result, but you will not be able to come back to that stall like you could otherwise.

Starting Move	Button Combo	End Result
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Axle Stall	Left - Right + Grind	Disaster
Axle Stall	Left - Left + Grind	Boneless
Disaster	Right - Right + Grind	Axle Stall
Disaster	Left - Left + Grind	Boneless
Boneless	Right - Right + Grind	Axle Stall
Boneless	Left - Right + Grind	Boneless

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V I                 HIDDEN INVERT-PLANT COMBOS
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Note: If you have any invert equipped, you can do the entry listed in the button combo collumn to get the end result, but you will not be able to come back to that invert like you could otherwise.

Starting Move	Button Combo	End Result
Gymnast Plant	Right - Left + Grind	Varial Invert to Fakie
Gymnast Plant	Right - Right + Grind	Invert
Gymnast Plant	Left - Left + Grind	One Foot Invert
Varial Invert to Fakie	Left - Right + Grind	Gymnast Plant
Varial Invert to Fakie	Right - Right + Grind	Invert
Varial Invert to Fakie	Left - Left + Grind	One Foot Invert
Invert	Left - Right + Grind	Gymnast Plant
Invert	Right - Left + Grind	Varial Invert to Fakie
Invert	Left - Left + Grind	One Foot Invert
One Foot Invert	Left - Right + Grind	Gymnast Plant
One Foot Invert	Right - Left + Grind	Varial Invert to Fakie
One Foot Invert	Right - Right + Grind	Invert

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V I I               HIDDEN KICKTRICK COMBOS
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Note: When doing these combos, you must enter in the second trick *before* the animation from the first trick is complete otherwise you will do two long tricks instead of the one quicker trick.

Move(s) combined	End Result
Kickflip + Kickflip	Double Kickflip
Kickflip + Kickflip + Kickflip	Triple Kickflip
Heelflip + Heelflip	Double Heelflip
Heelflip + Heelflip + Heelflip	Triple Heelflip
Impossible + Impossible	Double Impossible
Impossible + Impossible + Impossible	Triple Impossible
Shove It + Shove It	360 Shove It
Shove It + Shove It + Shove It	540 Shove It
Pop Shove It + Pop Shove It	360 Shove It
Pop Shove It + Pop Shove It + Pop Shove It	540 Shove It
Benihana + Fingerflip	Beni Fingerflip

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HIDDEN GRAB COMBOS

Note: When doing these combos, you must enter in the second trick *before* the animation from the first trick is complete otherwise you will do two long tricks instead of the one quicker trick.

Move(s) combined	End Result
Kickflip + Indy Grab	Kickflip to Indy
Kickflip + Craill Grab	Kickflip to Craill

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NOTES & THANKS

I am well aware that I am human and can make mistakes or even have left things out of this FAQ that should be in here. If you see anything that is wrong, please send me an e-mail and I will be sure to fix the mistake as soon as possible. If I missed a hidden combo all together, or have put one in that should not be in, send me an e-mail as well. Thank you for reading this FAQ and I hope I could help.

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