

Tony Hawk is back in the third game of the series and a lot of improvements have been made since the past two games. You can now combine vert tricks with others using the revert trick and Bam Margera (from MTV's Jackass) is now in the game. If you remember back to THPS2 when you had to collect money to buy stats and boards, you now just collect stat points and decks from the levels themselves, so the money system is out. There are 6 new levels with 9+ goals to complete in each along with 3 competitions and 3 secret levels from THPS1. The graphics have improved greatly and you can now interact with pedestrians. If you liked the first two games in this series, I strongly urge you to buy this one as well - it's a lot more realistic and has a ton of new features.

Version History:

v1.3 - 03/10/2002 - Added a bunch of gap locations to the Foundry, Canada and Rio levels thanks to Jordan.

v1.2 - 01/23/2002 - A new cheat code is included in this updated along with some reader-submitted glitches and a few more gaps. If anyone discovers any gaps that I don't have or have some significant (non-freeze) glitches to report, contact me.

v1.1 - 01/04/2002 - Added a 2-player subsection to the Game Overview section as well a couple more gaps. Also new in this update are some more hidden flatland tricks (thanks to Mikedy Mike)! This will most likely be the last update for a while. I know there are more gaps to be found, but to be honest, I'm tired of searching for them all.

v1.0 - 12/28/2001 - Many more gaps have been added to the gap list, but I still haven't gotten them all. If you find any not in the list, please don't hesitate to let me know. Aside from that, I also added the stats and special tricks for the Demoneess and that's about it for this update.

v0.99 - 12/24/2001 - This is a fairly large update. All remaining stat point and deck locations have been added as well as gap listings for the remaining levels. Secret areas for each level are now all listed and everything is pretty much finished! The only thing I have left to add are the stats and special trick names for the rest of the secret characters. Happy holidays!

v0.97 - 12/22/2001 - More gaps and the fourth set of stat point locations added to all levels. I've also finished up the Secrets/Codes section for the time being (meaning that when new cheat codes are released, I'll add them in, but everything else in that section is done).

v0.96 - 12/17/2001 - A bunch of gaps added to the LA and Airport levels, but I still have a good number to go. This update also includes a new cheat code which unlocks all 'mode' cheats.

v0.95 - 12/15/2001 - More Stat Point and deck locations added as well as a couple more secret characters. I also started on the Cruise Ship gap list but still have many more gaps to find. More to come...

v0.9 - 12/14/2001 - The walkthrough is now fully complete! I also added each character's default special tricks due to request, another secret character and a "Tips/Glitches" subsection. Before anyone else asks, the only two known codes at the time are the ones I have listed. Neversoft says they may release new codes as a "holiday gift" but it could just be a rumor. We'll just have to wait and see. Next order of business is to finish up sections V, VII, and VIII.

v0.8 - 12/08/2001 - Lots more Stat Point locations added as well as a few

deck locations. I've also started and gotten most of the Cruise Ship level walkthrough done. One new secret character added to Character Stats and Secrets sections as well as the second 'trick' goal strategy in Los Angeles. Still more to come.

v0.7 - 12/07/2001 - More Stat Point and Deck locations plus a few more missing goals added to the walkthrough. I also added secret areas to the secrets section, a hidden combo I missed (thanks to JHeinemanolc and Mikedy Mike), a few gaps for Rio Ruckus and an alternate strategy to getting the secret tape in Suburbia thanks to Mindgame. More to come, as usual.

v0.6 - 12/06/2001 - The walkthrough is now nearly finished - all I have left to add are second and third S-K-A-T-E sets for some of the levels and a few trick goals for other skaters. This update also contains a started Stat Points and Decks section, but I've only gotten the first of each for the levels listed. I've also started a Gap Listing section, which is not very complete yet, but will be once I get the other (more important) sections of the guide done.

v0.5 - 12/05/2001 - Initial release. Majority of the walkthrough is complete but a few goals and S-K-A-T-E sets have been omitted until I replay them. Stat Point and Deck Locations section has not been started yet, but will be soon and more secrets to come.

=====
I. CONTROLS
=====

A Button	- Confirmation, Jump	Direction + X	- Used for Grabs
B Button	- Cancellation	Direction + Y	- Used for Grinds/Lips
L and R	- Revert, Switch	Direction + B	- Used for Flip Tricks
Start	- Pause Menu	Control Stick	- Move Skater
C-Stick	- Rotate Camera	D-Pad	- Move Skater
R + Z	- Zoom In/Out	L + R + X(Y, B) + Direction	- Taunt

These are just the basic controls of the game. For tricks and other combos, see the overview and trick listing sections.

=====
II. SKATER STATISTICS
=====

These are the default category statistics for each skater. You can increase each category by collecting stat points and distributing them amongst each category. The skaters listed here are both the normal set and the secret characters in the game (see Secrets section on how to unlock them). The 'Rail', 'Lip', and 'Manual' categories refer to balances of each. Each skater is allotted 45 of 90 stat points and has an average score of 5/10 when you first start the game.

TONY HAWK

STEVE CABALLERO

Air: 7/10	Hangtime: 5/10	Air: 5/10	Hangtime: 6/10
Ollie: 3/10	Speed: 5/10	Ollie: 5/10	Speed: 4/10
Spin: 8/10	Switch: 4/10	Spin: 5/10	Switch: 4/10
Rail: 5/10	Lip: 5/10	Rail: 6/10	Lip: 5/10
Manual: 3/10		Manual: 5/10	

Default Specials:

- 1 - 5-0 Overturn
- 2 - 1-2-3-4
- 3 - The 900
- 4 - Double Kickflip Indy

Default Specials:

- 1 - Kickflip Superman
- 2 - FS 540
- 3 - Hang Ten Nosegrind
- 4 - HandStand 360 Hand Flip

KAREEM CAMPBELL

Air: 6/10 Hangtime: 3/10
 Ollie: 6/10 Speed: 5/10
 Spin: 7/10 Switch: 5/10
 Rail: 7/10 Lip: 2/10
 Manual: 4/10

Default Specials:

- 1 - Ghetto Bird
- 2 - Kickflip Backflip
- 3 - Reemo Slide
- 4 - Nosegrind to Pivot

RUNE GLIFBERG

Air: 7/10 Hangtime: 7/10
 Ollie: 5/10 Speed: 4/10
 Spin: 5/10 Switch: 6/10
 Rail: 4/10 Lip: 5/10
 Manual: 2/10

Default Specials:

- 1 - Double Kickflip Madonna
- 2 - Christ Air
- 3 - Crail Slide
- 4 - One Foot Blunt

ERIC KOSTON

Air: 4/10 Hangtime: 3/10
 Ollie: 7/10 Speed: 4/10
 Spin: 4/10 Switch: 7/10
 Rail: 7/10 Lip: 3/10
 Manual: 6/10

Default Specials:

- 1 - Fandangle
- 2 - Slamma Jamma
- 3 - Stalefish Backflip
- 4 - Pizza Guy

BUCKY LASEK

Air: 7/10 Hangtime: 7/10
 Ollie: 3/10 Speed: 5/10
 Spin: 7/10 Switch: 5/10
 Rail: 3/10 Lip: 6/10
 Manual: 2/10

Default Specials:

- 1 - Big Hitler II
- 2 - Fingerflip Airwalk
- 3 - Misty Flip
- 4 - FS 540 HeelFlip

BAM MARGERA

Air: 4/10 Hangtime: 4/10
 Ollie: 6/10 Speed: 6/10
 Spin: 5/10 Switch: 6/10
 Rail: 7/10 Lip: 3/10
 Manual: 4/10

Default Specials:

- 1 - 540 TailWhip
- 2 - The Jackass
- 3 - Human Dart
- 4 - Russian Boneless

RODNEY MULLEN

Air: 2/10 Hangtime: 2/10
 Ollie: 6/10 Speed: 3/10
 Spin: 8/10 Switch: 8/10
 Rail: 6/10 Lip: 2/10
 Manual: 8/10

Default Specials:

- 1 - Gazelle Underflip
- 2 - Truckstand
- 3 - Anti Casper
- 4 - HandStand Double Flip

CHAD MUSKA

Air: 4/10 Hangtime: 4/10

ANDREW REYNOLDS

Air: 4/10 Hangtime: 2/10

Ollie: 8/10 Speed: 5/10
Spin: 5/10 Switch: 5/10
Rail: 8/10 Lip: 3/10
Manual: 3/10

Default Specials:

- 1 - Handstand 50-50
- 2 - BS Nose Comply
- 3 - Tailblock Slide
- 4 - Ghetto Blastin

Ollie: 8/10 Speed: 4/10
Spin: 5/10 Switch: 7/10
Rail: 8/10 Lip: 4/10
Manual: 3/10

Default Specials:

- 1 - Dark Disaster
- 2 - Hardflip Late Flip
- 3 - Noseslide Lipslide
- 4 - Quad Heelflip

GEOFF ROWLEY

Air: 6/10 Hangtime: 2/10
Ollie: 7/10 Speed: 4/10
Spin: 3/10 Switch: 5/10
Rail: 8/10 Lip: 7/10
Manual: 3/10

Default Specials:

- 1 - Rowley Darkslide
- 2 - Casper Flip 360 Flip
- 3 - The H Teeth Sweeper
- 4 - Sproing

ELISSA STEAMER

Air: 5/10 Hangtime: 5/10
Ollie: 5/10 Speed: 4/10
Spin: 5/10 Switch: 5/10
Rail: 6/10 Lip: 5/10
Manual: 5/10

Default Specials:

- 1 - Coffin
- 2 - Primo
- 3 - Bigspin Flip to Tail
- 4 - Judo Madonna

JAMIE THOMAS

Air: 4/10 Hangtime: 4/10
Ollie: 7/10 Speed: 5/10
Spin: 4/10 Switch: 4/10
Rail: 8/10 Lip: 4/10
Manual: 5/10

Default Specials:

- 1 - Crook BigSpin Crook
- 2 - One Wheel Nosemanual
- 3 - 360 Hardflip
- 4 - Layback Sparks

CUSTOM SKATER

Air: 5/10 Hangtime: 5/10
Ollie: 5/10 Speed: 5/10
Spin: 5/10 Switch: 5/10
Rail: 5/10 Lip: 5/10
Manual: 5/10

DARTH MAUL

Air: 5/10 Hangtime: 5/10
Ollie: 4/10 Speed: 5/10
Spin: 7/10 Switch: 4/10
Rail: 6/10 Lip: 5/10
Manual: 4/10

Default Specials:

- 1 - Force Grab
- 2 - Sith Saber Spin
- 3 - Dark Jedi Grind

WOLVERINE

Air: 7/10 Hangtime: 7/10
Ollie: 3/10 Speed: 7/10
Spin: 7/10 Switch: 3/10
Rail: 3/10 Lip: 3/10
Manual: 5/10

Default Specials:

- 1 - Claw Punch
- 2 - The Claw Drag
- 3 - The Berzerker

OFFICER DICK

PRIVATE CARERRA

Air: 6/10 Hangtime: 6/10
Ollie: 4/10 Speed: 4/10
Spin: 5/10 Switch: 4/10
Rail: 5/10 Lip: 5/10
Manual: 6/10

Air: 6/10 Hangtime: 5/10
Ollie: 6/10 Speed: 4/10
Spin: 5/10 Switch: 5/10
Rail: 4/10 Lip: 6/10
Manual: 6/10

Default Specials:

- 1 - Sobriety Grind
2 - Lazy Ass Manual
3 - Assume The Position II

Default Specials:

- 1 - Handspring Layout
2 - Ho Ho Sad Plant
3 - Ahhh yeahhh!

OLLIE THE MAGIC BUM

KELLY SLATER

Air: 3/10 Hangtime: 3/10
Ollie: 8/10 Speed: 4/10
Spin: 8/10 Switch: 5/10
Rail: 4/10 Lip: 3/10
Manual: 7/10

Air: 8/10 Hangtime: 8/10
Ollie: 3/10 Speed: 6/10
Spin: 5/10 Switch: 6/10
Rail: 3/10 Lip: 3/10
Manual: 3/10

Default Specials:

- 1 - S.U.I. Grind
2 - ZZZZ Manual
3 - Panhandling

Default Specials:

- 1 - Duck Dive Shark Attack
2 - Rodeo Clown
3 - Paddle Out Grind

DEMONESS

NEVERSOFT EYEBALL

Air: 10/10 Hangtime: 10/10
Ollie: 10/10 Speed: 10/10
Spin: 10/10 Switch: 10/10
Rail: 10/10 Lip: 10/10
Manual: 10/10

Air: 1/10 Hangtime: 1/10
Ollie: 1/10 Speed: 1/10
Spin: 1/10 Switch: 1/10
Rail: 1/10 Lip: 1/10
Manual: 1/10

Default Specials:

- 1 - AC Air
2 - The Summoner
3 - Visiting Home

III. BRIEF OVERVIEW

This section is primarily for first-time THPS players. For those of you who have extensively played THPS1 and THPS2, this section may not contain much new information, but there are some new features that have been added to THPS3 that you may not be familiar with. Whether you are a rookie or a veteran at the series, I strongly suggest going through the in-game tutorials before starting your career. This section covers all of the information detailed in those tutorials (though a bit more detailed) but it's best if you actually hear and try doing most of these things on your own. In this section, I will cover skating basics and information about the game.

SKATING BASICS

This portion of the guide teaches you about the basics of skating in THPS3. It covers flip tricks, grab tricks, grinds, lip tricks, manuals/reverts and special tricks. Of course, you won't find any of the actual tricks listed here (with the exception of normal grinds) just what they are and how to use them. For a list of normal tricks and combos, you'll have to see the Trick Listings section. Of course, you may already know most of the stuff in this section from playing the first two THPS games, but if not, here they are.

I'd also just like to point out that in THPS3, there is now a more visible balancing arrow for grinds and lip tricks so you can stay up for a while and rack up the points. A very nice and needed feature.

GRAB / FLIP TRICKS

A grab trick is a trick in which your skater does a certain grab on the board while in mid-air and lands. To do grab tricks, you use the d-pad (or analog stick) along with the X button. There are a total of 27 normal grab tricks (which can be found in the edit tricks menu).

When you do a grab trick, if you hold it longer (hold down the X button) you will gain more points. To add even more points, try spinning while holding the grab (you can spin faster using the shoulder buttons).

Flip tricks are done with the B button along with the d-pad or control stick. A flip trick is when your skater flips his/her board with their feet while in midair. Two of the more noted flip tricks are the heelflip and kickflip. In this game, you can easily pull off a double or triple heel/kickflip simply by holding left/right and tapping the B button once, twice or three times (depending on how many times you want to flip it).

REVERT / MANUAL

The two most crucial abilities in this game also happen to be the easiest to pull off. Both the revert and the manual/nose manual will allow you to pull off very long combos. Without using them, your chances of succeeding in THPS3 are slim to none (especially when you reach those competitions).

The revert is a maneuver you can use when coming off of a pipe. After doing some tricks on the pipe, press the R or L buttons to do a revert followed by a manual to continue your combo. This will add the tricks you did on the pipe to whatever you decide to do after getting off the pipe.

The manual (Up, Down) and nose manual (Down, Up) are what you would call skateboard "wheelies." Right after doing a series of combos or grinds, do a manual to maintain the combo while you decide where to go/what to do next.

When doing a manual, you need to make sure you balance yourself (use the arrows on the side of the screen) with the control stick so you don't fall.

GRINDS / LIPS

You can do a basic grind on a rails, lips or edges with the Y button. When you approach one of the aforementioned, ollie then hit the Y button to grind. Of course, there are also several types of grinds you can do, and you can now change grinds without having to ollie out of the one you're currently doing first! Here are the types of grinds you can pull off when on a rail, lip or edge and their controls:

50-50 Grind: Parallel to rail + Y
5-0 Grind: Down + Y
Nosegrind: Up + Y
Boardslide/Lipslide: Perpendicular to rail + Y
Bluntslide: Down, Down + Y
Nosebluntslide: Up, Up + Y
Crooked: Up-right + Y
Overcrooked: Up-left + Y
Noserslide: Left + Y
Tailslide: Right + Y
Smith: Down-right + Y
Feeble: Down-left + Y

Of course, these are just the basic grinds. You can also link these together for hidden combos. See the Trick Listing section for more information.

Also with the Y button, you can perform lip tricks. A lip trick is a trick performed at the lip of a pipe, which can be either an invert or a stall. A stall is where you go up on the lip and stall your board on it. The longer you hold a stall without falling, the more points you receive. An invert is a trick in which your skater plants his hand on the lip and turns upside down.

For lip combos, see the trick listing section.

SPECIAL TRICKS

Each skater can have up to 10 special tricks at one time. You will only start off with 4 slots, but each time you complete all goals in a level, a new slot will be unlocked and you can choose another special trick to put in it. Each character has different special tricks and they can only be performed with a full special meter.

If you look just underneath your score, you'll notice your special meter. As you pull off normal tricks and combos, this meter will increase. Once it's full, it will begin flashing which means you can do a special trick. Each time you bail (crash) the meter will empty and you'll have to fill it again. With each use of a special trick, the meter will still flash but also decreases until you've used it all.

GAME LAYOUT

Now that we've got the basics of skating out of the way, I'm going to explain

some about the game and how the levels are planned out. Once again, most of this stuff is rather obvious and you'll probably pick up on it after playing about 2-3 levels, but I'm going to explain it anyway just for those who haven't figured out the patterns yet.

LEVELS AND GOALS

THPS3 has a total of 6 normal levels and 3 competitions. Each normal level has a total of 9 goals. Five of these goals are found in every level: High Score, Pro Score, SICK Score, Secret Tape and collecting the letters S-K-A-T-E. There is also an alternate goal for each level which different skaters must do. For instance, in the first level, Tony Hawk has to Cannonball over the half-pipe, but other skaters will have to do a 50-50 grind on TC's rail.

The other three goals of the level are different for each and often blend in with the setting (for example, finding 10 country flags in the airport or burrying a bully with snow in Canada).

A new addition to the series is having 3 different sets of S-K-A-T-E letters. Each level has a total of three S-K-A-T-E sets, but you will only have to collect one with the skater you're playing as. Other skaters will have a different set, meaning there are a total of 15 letter locations in each level.

STAT POINTS AND DECKS

If you think back to THPS2, you'll remember having to collect money in each level in order to buy new decks or stats for your skater. Well, the money is out and the stat points are in. Each level contains a total of 5 stat points and, as with the S-K-A-T-E letters, there are multiple different sets of stat point locations in each level. Your skater will only need to collect one, but other skaters will have a different set.

After your run ends, a menu will come up that allows you to distribute your stat points into different stat categories (such as air, speed, rail balance, etc.) Use them wisely.

Instead of buying decks, you can now find them hidden in each level. One deck in each level per skater, and 3 different locations (different skaters will have different deck locations). Switch decks by going to the skateshop.

GAME MODES

Career Mode:

The main mode of the game. Here, you will go through each level, completing your goals and moving on to the next. Just as I explained above, there are 6 normal levels and 3 competitions. This is the mode to use to gain access to more levels for use in other game modes.

Single Session:

As the name implies, this is just a quick 2-minute session on any level you want to play. There are no goals, it's just for a quick play through the level (for practice or fun). You will only have access to the first level (foundry) when you start and more levels can be unlocked through the career mode (as explained above).

Free Skate:

A very useful and fun mode. This lets you play on any level you've unlocked in career mode for as long as you want (no time limit). Use this to practice in a level before going into it in career mode or you can use it for fun.

Saving:

A career game + 1 custom skater takes up 8 blocks on your memory card. Each additional custom skater takes up 2 blocks and a skatepark will take up 3 blocks. Replays will take up to 8 blocks. Choose this option from the menu to save one of the above mentioned.

Tutorial:

First time player? I strongly recommend going through the tutorial first. It has Tony Hawk walking you through the basics of the game (pretty much everything I listed in the section above this one) and then allows you to try out what you've learned. Very, very useful for beginners.

TWO-PLAYER MODES

If you have an extra controller, you'll be able to access two-player mode in which you can play different types of games in any of the levels you've unlocked in career mode. This section describes each of those games and how to play them. Also, the GameCube version does not have online play like the PS2 version does, but the two player mode is still very fulfilling.

SETTINGS: Before starting a two-player game, you have a settings menu where you can change the options of the game. Included in this menu is the option to switch between vertical or horizontal screen display, the type of game you want to play, player handicaps and how long you want the game to last.

FREE SKATE: In this mode, you and a friend can skate around the level of choice for however long the time limit is set to. There's no specific goal to this mode, it's just to explore the level and do tricks.

TRICK ATTACK: This mode allows you to compete against a friend to see who can rack up the most points during their run. If you run into your opponent and knock him/her down, you'll score more points. In my opinion, this mode isn't all that fun in levels such as the Airport where your opponent can easily rack up tons of points (such as on the rails in the baggage claim area).

GRAFFITI: One of my personal favorites is the Graffiti mode. Whenever you trick off of an object (such as rails, pipes, edges or anything else that can be tricked off of) you will spray paint it either red or blue. Player one tags in red while player two does so in blue. Whenever you trick off of something, that object holds the score of your trick and if your opponent also tricks on this object and breaks your score, he/she will steal the tag from you. The player with the highest number of tags at the end of the time

limit will win the round.

SLAP!: In this mode, you will run into your opponent and try to knock them down. The main goal is to collide and knock each other down. Whoever's going the fastest when the collision occurs will be the victor and the loser will have to restart from the start of the level. To gain speed, do tricks to fill your special meter. The player who slaps the most by the end of the time limit shall be the winner.

HORSE: Another one of my favorites. In HORSE, one player does a series of tricks to set the score then the second player must beat that score when it's his/her turn. If no score is set by the first player (i.e. he/she bails) then the second player will get to set the score. The round ends when one player fails to beat the other's score and that player will then receive one letter. This continues until one of the players receives all letters in the selected word (default is HORSE, but you can change it to whatever you want in the game's options).

KING OF THE HILL: A new two-player mode is King of the Hill (unrelated to the TV show). When you first start off in this mode, both players must find a king's crown somewhere in the level (arrows above the screen will point to its location). Once the crown is in the possession of one of the players, that player's clock will begin counting. Of course, that heavy gold crown will also make the skater who possesses it skate slower, allowing his/her opponent to catch up and steal it (the crown can be stolen by running into the one who wears it). If you have the crown and bail, it will be placed somewhere in the level just as it was when you started. The player to get his/her clock all the way to the set time limit first wins.

TIPS AND GLITCHES

Tips and Hints:

- * When you bail (crash) if you rapidly tap any button on the controller, you will recover (get up) faster.
- * I can't stress enough how crucial the use of manuals and reverts are in this game. If you're going for a high score, always revert off of pipes and manual in and out of tricks/grinds.
- * If something is too high up for you to reach remember that each skater can use a Fastplant/Beanplant/Boneless to ollie higher. To do so, hit Up, Up + the A button and your skater will jump higher than normal.
- * A Nollie (or switch ollie) can be done by holding the L button and pressing the normal button for an ollie (A).
- * If you hold up while doing an ollie, your skater will do a No Comply, which is essentially the same as an ollie only you get points for doing it.
- * Remember that if you hold down the L or R buttons while in air after going up from a pipe, you will spin a lot faster. Use this while doing tricks to increase your score significantly.
- * Looking for a S-K-A-T-E letter, Stat Point or Deck? Of course, you can always check this guide for the locations but an easy way to find missing items is to put on the brakes and use the C-Stick to look around. If the

item is nearby, you'll be able to see it by rotating the camera.

Glitches Found:

- * While skating in Rio, I attempted a grind on the "Whoopy" rail and everything but my skater disappeared. The screen went black and my skater was stuck on the rail - all I was able to do was spin and couldn't get out of the grind.
- * In Canada and Skater Island, I've had the game freeze up. The music still plays but everything else is frozen and the reset button would not work. I had to power off and back on to get it working again.
- * Another time in Rio I've had my skater go through the concrete base of the corner rails (meaning he's half on top and half below ground). Several other players have reported "going through" solid objects as well.
- * From time to time, I've noticed that goals don't show up on the screen as I complete them. For instance, when I complete a High, Pro or SICK score the game should have a "SICK SCORE COMPLETE" notice pop up with a little tone letting you know - sometimes this has not happened and I don't find out I've completed the goal until after finishing the run. This has only started happening recently.
- * Hades693 has this glitch to report: "I was coming off a grind in Canada, and bailed. I slid across the ground and came to a stop at a concrete block...when my skater attempted to get up he just sat there twitching with his back over the corner of the block, impaled and spurting blood. When you get tired of watching your skater flail for life, I found a way out of it with out resetting...hit the start button, and select restart level."
- * CoDeSNES64 sent this glitch: "On the cruise level, if you go under the water slide, skate right into where it leads to the pool, and ollie, you will fall through, you are still on the ship but everything is blue."
- * Paul sent this glitch: "I was in Skater Island level and I had some codes on: moon physics, snowboard, and always special on when it happened to me. Right at the begining of the stage I turned right and went up to the bowl and started to do some tricks getting more speed every trick and one time I jumped up and was in the middle of a trick when I hit the roof and got stuck. I was able to keep my trick going, but never landed it. I just restarted the level."
- * ADrenessa notified me of this glitch: "In order to become invincible [with Demones] do the special trick 'Visiting Home.' Once you're completely underground, go up to a lip, and right before you do a lip trick, press and let go of the ollie [A] button. You will return visible when you grind."
- * Moke sent in this glitch: "I was in Suburbia behind the house with the enclosed pipes. I was going under the garage and went to grind the vehicle there, but the GC froze and the music kept skipping."
- * 'Do I Know You' sent this glitch: "While a level is loading keep tapping Start + A. If you pressed it at a certain time, you'll see the blue Pause bar. You can now roam around without skating. Use the analog stick change direction and the C stick to move around."
- * NOTE: I have not tested nor do I confirm the validity of the reader-submitted

glitches in this sub-section. If you find that one of them does not work, please notify me so I can remove it from the guide.

Thus concludes this "brief" overview. If you have anything else you feel would fit this section, please let me know and I'll consider adding it.

=====
IV. WALKTHROUGH
=====

THPS3 contains a total of 6 normal levels (the last level, Cruise Ship is actually hidden until you finish Tokyo) 3 competitions and 3 secret levels. The secret levels cannot be unlocked until you do certain tasks (see the Secrets section) but the 9 normal missions are available. This walkthrough contains information on how to complete every goal in every level, including a list of all three S-K-A-T-E sets for each level. If you find any errors or have something to add, feel free to let me know.

=====
F O U N D R Y
=====

* HIGH SCORE (10,000), PRO SCORE (30,000), SICK SCORE (60,000)

The best spots for racking up points are in the half-pipe near the start of the level (go in and do a series of grab tricks) as well as the several rails along the sides and back of the Foundry. Continuous grinds along the rails without falling off can rack up thousands of points. The sick score for this level is rather simple to achieve.

* FIND THE SECRET TAPE

When you first start, head either toward the platform on the left or the right (don't go toward the center which leads down to the half-pipe). As you approach the edge of one of these platforms, jump over to the catwalk and land on it (it may take you a few tries). Go around to the right side all the way to the end and make a left. This should lead you onto a small platform with glass on two sides. Brake and jump through the glass on the right side, but make sure you land on the narrow strip with the secret tape as you do so (it may take a few tries).

* GRIND THE MOLTEN BUCKET

The molten bucket is near the back of the level where the molten pit is. You can only grind it when it's dumping molten into the pit, so wait for it to do so. Once it stops, get up some speed and use the edge of the molten pit to elevate you up to the bucket itself. On both sides of the bucket is a rail - grind it to complete this goal.

* SOAK THE FOREMAN

Along the right side of the foundry (from where you start) there is a small pool of water with the foreman standing near. Though it may look simple to soak him, you'll actually have to slow down as you approach the pool in order

to get over to the side where he's standing. Once you make it, grind along the rail behind him and the crane will lift him up and drop him into the pool. Goal complete.

* CANNONBALL OVER THE HALF-PIPE (Vert Skaters)

A rather easy task if you know how to do the cannonball (if not, you can always check the tricks menu by pressing Start, but I'll be nice and tell it to you): When in the air, hold Right + the X Button to cannonball (this is the default setting for the cannonball). As you go down from the start, simply gain enough speed to make it over the halfpipe and pull off the cannonball as you do so to complete this goal.

* 50-50 TC'S RAIL (Street Skaters)

If you watched the movie for this goal, you should have a general idea of where TC'S rail is located. When you start, get down to the lower part of the level (where the half-pipe is) and stick to the left side. In the center of the level, just before you reach the molten pit in back, is TC's rail (a building is to the right side of it). Do a 50-50 grind on it to complete the mission.

* UN-JAM 5 VALVES

Along the sides of the foundry are five flashing valves which block off the closed area in the back of the level. Un-jamming them is a rather easy task; simply go around the entire foundry, staying close to the walls and as you approach each valve (flashing red) grind along the rail in front of each to un-jam them. Once all five have been un-jammed, you'll gain access to the spiral room in back as well as complete this goal.

* S-K-A-T-E SET ONE

Skaters: Tony Hawk, Bam Margera

S: Right after passing the halfpipe near the start of the level, head over to the ramp on the left where this letter will be, hovering above a small quarter-pipe.

K: Backtrack a bit to the quarter-pipes in front of the half-pipe (right after going down the ramp in the beginning) to find the K.

A: This can be found along the block to the right of the molten compressor in the center of the foundry - grind to get it.

T: Located on the curving rail behind the molten pit at the back part of the foundry.

E: Facing away from the back of the level, look to the right of the molten pit where the small quarter-pipe is (right next to a rail) - this is where the final letter can be found.

* S-K-A-T-E SET TWO

S: Found looming above the half-pipe. When you start, go down the ramp and

over the half-pipe to receive it.

K: This one can be found on the block to the right of the molten compressor in the center of the level.

A: This one is located above the molten pit in the back of the level. Make your way there, gain up enough speed and jump over to snag the letter.

T: Located on the railing along the left wall, just before you approach the molten pit.

E: Right near the start of the level. When you first start, this letter can be found above the left quarter-pipe.

* S-K-A-T-E SET THREE

S: Near the pool where the foreman is. Use the quarter-pipe next to the ramp leading up to the pool to get it.

K: After going down the starting ramp, turn right and you'll find the K above the quarter-pipe here.

A: On the roof of the covered area (where the guys are control panels are working) in the center of the level. Grind to get it.

T: Along the left side of the curving rail in the back of the level (behind the molten pit). Grind it get it.

E: Just above the quarter-pipe to the right of the molten pit. The easiest way to get it is by going up where the curving rail is then jump over the pipe and grab it as you do.

=====
C A N A D A
=====

* HIGH SCORE (35,000), PRO SCORE (70,000), SICK SCORE (120,000)

Once again, the SICK score really isn't that hard to achieve. You should now have some experience with reverts and manuals. When you start, grind along the rail then transfer over to the fence and pull off a few grind combos (keep your balance). When you reach the end of the fence, ollie over to the block on your left and grind it then when you come down, manual over to the quarter-pipe and pull off a special. Revert, manual and grind along the curb on the right. When you get back to the fence, make your way into one of the pools and pull off lip tricks/specials, revert, manual over to the other side and repeat. You should get 120,000 in no time.

* FIND THE SECRET TAPE

From the start of the level, go down the ramp then turn around and go right back up it again, only this time make sure you jump from the ramp over to the platform leading into the tree straight ahead (you'll need to get up speed to do it). Follow this platform until you come to a fork - take the left path and follow it to a quarter-pipe with a half-pipe next to it. Turn around and look for the railing to the right (near a box). Grind this to hit a switch which will raise the half-pipe into the air.

Go back over to the quarter-pipe and use it to get up to the now elevated half-pipe. From there, jump over to the next half-pipe across the way (you need to hold up as you go up the half-pipe to jump out of it). Finally, jump down to the last slanted half-pipe down below and from there you can grind along the rails; the right one leads over to the secret tape.

* MELON GRAB OVER THE BLADE (Vert Skaters)

As you start, you'll go down the ramp in the center of the blade. Continue straight a bit then turn around and approach the blade (the blade is divided by the starting ramp). Go up one side, Melon Grab while in mid-air (Left + X default) then land on the other side to successfully finish this goal.

* NOSEGRIND AROUND THE HORN (Street Skaters)

From where you start, immediately turn left and go into the forest-like area (where there bully is). Purposely fall into the icy water under the bridge and you'll be repositioned right in front of "the horn" (the horn is just the long wooden rail in front of you). Nosegrind along this rail (Up + Y) until you get close to the end, then jump off and land to finish the goal.

* IMPRESS THE SKATERS

There are total of 5 skaters in this level whom you must impress by doing tricks or combos. One is located on the platform near the blade, the other four are at the corners of quarter-pipes. To impress them, simply pull off a trick that'll net you a couple thousand points or do some combos. When you first start, do a series of grinds along the fence on the right to impress the first, then turn around and dip down into the pool and pull off something worthy for the one near the blade. Turn left from there and find the other three.

* BURY THE BULLY

A bully down near the trees is throwing snowballs at everyone and everything, so you'll have to teach him a lesson. See the tree he's standing under? If you crash into it, snow will fall down and bury him. To do it, when you start, turn around and use the ramp you came down to lift you up, then smash into the tree on the right (the one covered in snow) to bury him and finish off this goal.

* GET CHUCK UNSTUCK

Curious Chuck decided to see what'd happen if he stuck his tongue to a frozen pole, and of course, he's now stuck to it with his friends standing nearby laughing their heads off. When you start, hop over the railing to the left and ram into Chuck (you can't miss him) to get him unstuck. He'll then run off lisping "My tongue!"

* S-K-A-T-E SET ONE

Skaters: Tony Hawk, Bam Margera

S: Right after you start, you'll find this letter above the cars in the car gap. Jump over to get it.

K: Continue going straight a bit more from where you got the S to the corner quarter-pipe. Above it is the K.

A: From the K, turn right and grind along the left-most rail, which is where the A is located a bit further down.

T: From A, continue to the end of this parking lot and to the quarter-pipe at the end. Hovering above it is the T.

E: This last one can be tricky. Go back to the entrance of the parking lot and grind down the rails on the right side. When you reach the two billboards, grind on those to reach the E which is in between the two.

* S-K-A-T-E SET TWO

S: Grind along the right fence when you start and once you go around the corner where the skater is, you'll find this letter.

K: Coming out of the pool just to the right from where you start, continue straight and you'll find the K on a narrow edge.

A: Continue going straight from where you find K and you'll see this letters at the corner of the quarter-pipe ahead.

T: Make a right from where you get A and you'll see the T above the fence above the quarter-pipe. Launch out of the pipe to get it (you may take a dive in doing so).

E: From T, make another right and you'll see this one on one of the arms of a totem pole. Launch out of the pipe to get it.

* S-K-A-T-E SET THREE

S: Right when you start, stop and turn left (going behind the blade). The S is located at the end of the fence to the left.

K: Continuing from S, use the snow pile to get on the roof of the house where the letter K will be waiting.

A: From the rooftop, jump down to the walkway and follow it to the narrow log ahead. Grind along this log for the A.

T: At the end of the log where you got A, ollie back onto the walkway until you reach another wooden grinding post with the T on it; grind to get it.

E: Finally, when you reach the end with the quarter-pipe and half-pipe. Go into the half-pipe and get enough speed up to reach the last letter above.

=====
R I O R U C K U S
=====

This will be your first of three competitions. The rules are pretty simple: you are permitted 1 minute per run and 3 runs total to pull off as many tricks

as possible in order to impress the judges. After each run, you are given a score based on how many points you accumulated and how many times you bailed. Only the top 3 skaters will win medals, so if you don't make it into the top 3, you'll have to keep playing until you do. Rio consists of vert ramps in the interior with lots of grinding spots around the edges.

The key to winning gold is pulling off long combos, so when you first start, grind along the left edge then manual over to the quarter-pipe ahead. Do a lip trick, revert then manual back over near the start and do another lip trick on the quarter-pipe. Revert and manual out and find the nearest rail or edge near the outer part of the level (where the street is). For the rest of your run, I recommend pulling off long grind combos around the level (remember to keep your balance) - this should get you enough points for the gold.

=====

S U B U R B I A

=====

* HIGH SCORE (55,000), PRO SCORE (110,000), SICK SCORE (200,000)

A really good place to rack up points is in the backyard of the thin man's house, so you'll need to complete that goal first before gaining access to his backyard. The pipes and tombstones above some of the pipes are really good for pulling off combos. Pull off lip tricks and specials (just make sure you don't go up the ramp leading into the top floor of his house) then go into a grind - you can go all along his backyard by using the tombstones to get up to the wall of his yard.

* FIND THE SECRET TAPE

After helping the Thin Man and gaining access to his house (the secret area for this level), go through to the quarter-pipe in the back (just past some glass screens) and use it to get over to the right side which is actually the backyard of the man's house. It's a rather eerie place (with tombstones and all) but cool nonetheless. On the pipe nearest his house, there is a ramp in the center that leads up into the actual house. Use it to break through the window and get into the house (where a bunch of spirits will rush past you). Go through the corridor and break out through the other side where a protruding pole is - grind on it 'till the end where the tape is.

Here's an alternate strategy to getting the tape, sent in by Mindgame:

"In the Suburbia Level, you can reach the secret tape by just turning around from the starting point and doing a boneless off of the ramp you normally come down. It doesn't always work 100% of the time, but if you do it right you will get the tape with 1:50 or so to spare."

* RESTORE POWER TO THE DISH

The satellite dish on top of a house has lost power and you'll need to restore its power by grinding two power lines. A rather easy task if you know where the lines are. From the start of the level, hop over the fence into the backyard (where the barbecue is) then go over where the house is (you'll see a couple of garbage cans). Next to the quarter-pipe is a narrow path that leads up to the second story of the house. Go up here and around to the other side where you'll see the first power line at the very corner of the building leading over to the dish - grind it.

Now that the first is done, you'll need to go back up to the second story of the same house to find the second. It's located at the tip of the roof just to the left of the first line. Grind it to restore full power to the dish, thus finishing this goal.

* HELP THE THIN MAN

The spooky thin man has locked himself out of his house and needs your help. When you first start, go over to the right side where you'll find a construction site. Inside the frame of what looks to be a new house are two wooden strips, one of them with an axe on it. Grind along this one to pick up the axe then go find the Thin Man. His house is the large mansion, so it's pretty hard to miss. Once you get to him, he'll use the axe to break through into his house then... well, you can see for yourself. This not only completes the goal but also gives access to the secret area for Suburbia.

* NOSEGRAB OVER THE RAMPS (Vert Skaters)

From where you start, head to the left which leads into a trailer park-ish area. Somewhere in here are two ramps with a gap in the middle (directly across from them is a longer quarter-pipe). You must go up on one side, do a nosegrab (Up + X default) in mid-air then land on the other side. Sounds easy, but it may take you a few tries to get it right.

* HEELFLIP THE TRAILER HOP (Street Skaters)

This one can be difficult if your skater is slow, so either get stat points and increase speed or use the cheat so your skater will be fast. Go into the trailer park and look for the long trailer near the back with the photographer on top. You must jump over the entire trailer and do a heelflip at the same time. To do so, go up the quarter-pipe behind the trailer to gain speed then use the ramp to launch yourself over the trailer. Right + X is the default control for a heelflip - do one as you go over. If you clear the jump and land on your feet, the goal will be complete.

* SQUASH 5 PUMPKINS

There are five pumpkins located throughout the level which you must squash (by either grinding or running over them). The first can be found on the porch of the house just to your left from the start (it's the house across from the trailer park). From there, continue straight then right into the backyard of this house (where the barbecue is) and squash the second pumpkin up on the lip of the quarter-pipe near the back. The third pumpkin is on the left quarter-pipe inside the driveway of the Thin Man's house. The fourth can be found on top of the half-pipe in the trailer park (right next to the two quarter-pipes you had to nosegrab over). The final pumpkin is located on top of a wall in the backyard of the house with the satellite dish. Get up on the roof then come down and grind on the right wall to squash it, finishing this goal.

* S-K-A-T-E SET ONE

Skaters: Tony Hawk, Bam Margera

S: Right from the start, you can find this letter on top of the fence that leads into the backyard (where the barbecue is). Use the ramp then grind on the posts to get up to the fence.

K: On the rooftop where you went to restore power to the dish. The K is on the ramp leading off of the roof and into the trailer park.

A: On the quarter-pipe directly across from the two pipes you needed to nosegrab over (in the trailer park). It's right above the picnic table turned on its side.

T: Turn right from where you got A and go up the Thin Man's driveway. On the inside of his front fence is the T - grind the edge to get it.

E: Come out of the driveway from the Thin Man's house and go right over to the construction site. The E is above the first quarter-pipe.

* S-K-A-T-E SET TWO

S: From the start, make a left and you'll see the S on the clothesline in the trailer park - grind to get it.

K: Go further into the trailer park from where you got S and head toward the back fence (away from the Thin Man's house) to find the K above the quarter-pipe.

A: In front of the house across from the trailer park (the one with the power cords on top) is a parked car with the A above it.

T: Leave the trailer park and go over to the house with the satellite dish on the roof. In the backyard, above the quarter-pipe to the far left will be the T. Get up on the wall to reach it.

E: Up on the roof of the same house you got T at - grind along the lips of the quarter-pipes to reach it.

* S-K-A-T-E SET THREE

S: Head over to the right part of the level from the starting point (where the construction site is) and go past the quarter-pipes to where the fire truck is. Use the ramp to the left of the truck to reach the S in mid-air.

K: Land on the fence to the right from where you got the S and grind it all the way to the end (jump over the gap in the fence as you go). The K is up on the wall in between the construction site and the satellite dish house's backyard.

A: The A is found in the trailer park above the trailer left of the one you need to heelflip over. Use the ramp at the end of it to get on top.

T: Along the clothesline that goes from the nosegrab quarter-pipe over to the half-pipe in the trailer park. You'll need to ollie to reach the T as you grind on the line.

E: Found above the quarter-pipe with the pumpkin in front of the Thin Man's mansion. Go up to get it.

* Just an observation here... after helping the thin man and going into his backyard, if you go up into the second story of his house (as you would for the secret tape), stop for a second and look in the window to your left. You'll see a man trapped inside with candles and a coffin floating in mid-air!

=====

A I R P O R T

=====

* HIGH SCORE (75,000), PRO SCORE (150,000), SICK SCORE (300,000)

A very good place to get the SICK score on this one is in the baggage claim area (where you go to do the airwalk over the escalator) because the way all the rails are form a nice circular path for you to pull off long grind combos on. You can go from one of the small rails onto the longer rail then up onto the escalator rail, back down and around and repeat. Plus, there are a few quarter-pipes on each side of the escalator which you can do tricks over for extra points.

* FIND THE SECRET TAPE

Make your way down the escalators to where the room with the flags is. On the right side, go over to the second (right-most) tall ramp near the wall and launch yourself off of it. You'll need to get high enough to reach the top rail near the window then grind it around the corner and over to the secret tape. It may take a few tries, but you'll eventually get it.

* STOP THE PICKPOCKETS

There are five pickpockets dressed in black roaming the airport who must be stopped. When you spot one, simply run into him to make him fall. From the start, the first can be found just to the right of the first moving walkway amongst some unsuspecting people. Ram into him then immediately go over to the left side of these walkways to find the second further down. Veer back over to the right side until you see the bathroom entrance where another two pickpockets are waiting. [reminder: this guide can always be found at the Game FAQs web site - game faqs (dot) com]

You'll need to stop after knocking one down and turn around to get the other, but it shouldn't take too much time. Four down, one to go. The last one is all the way on the other side of the airport. Go down the next set of escalators (beware of the guard trying to block you) then turn right once you reach the bottom. Near the spiral walkway leading down to the lower grounds is the final pickpocket - run into him to finish this goal.

* GET THE TICKETS TO YOUR BUDDY

Right when you start, grind the left reception desk to get the tickets but make sure when you're going to take them to your buddy, you don't bail (fall) or you'll lose the tickets. Make your way down the escalators (and watch out for the guard, he'll trip you if you run into him) until you get to the metal detectors. See those small objects in between the detectors? Use one of those to propel yourself over the top of the detectors, because if you go

through normally, the tickets will be voided.

On the other side, turn left and stick toward the seats on the right side of the room. Eventually, you'll reach your skating buddy who will gladly take the tickets from you. That's it for this goal.

* AIRWALK OVER AN ESCALATOR (Vert Skaters)

When you start, go straight until you get near the bathrooms on the right. Stop, turn around and you'll see an opening with metal detectors leading over to the baggage claim area. In here are two escalators with quarter-pipes surrounding them. Use whichever you want and as you go over the escalator make sure you pull off an Airwalk (Down + X) to complete this goal.

* CROOKED GRIND AROUND BAGGAGE CLAIM (Street Skaters)

This alternate trick goal is a bit more difficult than the airwalk one, but you should get it after a few tries. Make your way to the baggage claim area - the baggage claim is in the center. Your goal is to do a Crooked grind (Up-Right + Y) all the way around the baggage claim. To do so, you'll need to balance yourself well.

* VISIT 10 COUNTRIES

No, you won't actually be leaving the airport for this one. Make your way down to the lower area of the building (not the bottom area, the one above it where the fifth pickpocket and your buddy were) and go either left or right. Along the windows are five flags of different countries - each side of the airport has five and you can reach them via the red railing that circles around (just make sure you grind on the back rail, not the front). Once the first five are gone, go over to the other side and get those.

* S-K-A-T-E SET ONE

Skaters: Tony Hawk, Bam Margera

S: From the start, stay to the left and go up on top of the phone stand then ollie up to the light fixture. At the end, ollie over the gap to the next fixture to get the S which is in between the two.

K: Continue from S down the next escalator until you reach another phone stand on the left. Once again, use it to get up to the light fixture where the K is located.

A: When you reach the next escalator from K (the one on the left side) grind down the rails in the center to get the A.

T: At the bottom of the airport (where the 10 flags are) you can find the T above a tall quarter-pipe to the right (in front of the window).

E: Finally, make a right in the same area you got T in and you'll find this letter at the top of a long terminal station which you can use as a quarter-pipe.

* S-K-A-T-E SET TWO

S: On the first moving walkway, grind down the center rail and you will come to the S just near the end of it.

K: From S, when you reach the first escalator (going down) grind on the edge and use it to get up on the light fixture. Grind from light fixture to light fixture until you get to the one with the K on it.

A: Down in the area with the flags, you'll find the A above the quarter-pipe just across from the escalators leading into this area.

T: Grind down the handrail of the spiral walkway (the one that leads down to the lowest part of the level) on the left (from entrance) to get the T.

E: On the other side of the room where you got T, you can find the E along the rail near the one you hit the flags with.

* S-K-A-T-E SET THREE

S: Stick to the left side when you start and enter the first bathroom you come to (which is on the left). The S is above the urinals - grab it.

K: Veer over to the right side after coming out of the bathroom and wait until you approach the next. Go inside and grind above the toilets to get the K.

A: As you come to the escalator that leads down into the area with the flags, grind the center to get up to the light fixture which is where the A is.

T: Turn left when you get the A and head all the way over to the machines that form a quarter-pipe area. Way above them is the T - gain speed and go up to reach it.

E: The final letter is on the lowest floor of the airport. Drop down below the room with the flags (down to where the workers are) and you'll find the E up near some light fixtures. Use the lip of the pipe to get it.

=====

S K A T E R I S L A N D

=====

The second competition - this one takes place in a warehouse-like structure and has a lot of places to pull off combos. On the left are a couple of quarter-pipes and rails while on the right you can find a couple of pools and half-pipe in between. You can easily win the gold on this one by doing a combo of lip tricks on the quarter-pipes straight ahead then grind into the pool to the right. I did really well in both the pool and half-pipe using lip trick and grind combos (try wallriding the vending machines too). Use specials whenever possible to increase your score and you should have no trouble getting a good medal.

=====

L O S A N G E L E S

=====

* HIGH SCORE (100,000), PRO SCORE (190,000), SICK SCORE (400,000)

The SICK score can be hard to get for this one (if you haven't noticed yet, the score requirements go up with each level) but it's not impossible if you know how to do combos and balance yourself well. You should have enough knowledge on how to pull off long combos by now, otherwise you wouldn't have made it this far. There are lots of rails and grindable surfaces in this level which make great spots for long combos if you can balance well. If you do a good combo in front of a spectator, you'll get a bonus.

* FIND THE SECRET TAPE

After completing the 'Start the Earthquake' goal, make your way to the back of the car wash and use the quarter-pipe here to get on top of the car wash and over to the broken up freeway overpass (this is where you go to block the car chase). Go straight, jumping over gaps as you come to then until you spot a wooden ramp on the right side. Use it to launch over to the skyscraper then when you get to the "Buster's" sign, grind along the narrow edge and over to the broken rail where the secret tape is.

* FREE BALLIN'

Go down the zigzagging edges in the beginning and over to the area across the street. From there, cross the next street into the next area and you will see two large ornamental orbs - your goal is to get them off of their pedestals and send them rolling on their way. To do so, ollie when you approach one then grind on it (Y) and it'll begin rolling away. Once both are loose in the city, this goal will be complete.

* ONE FOOT JAPAN THE TOWER POPPIN' TRANSFER (Vert Skaters)

From the start of the level, grind down the zigzagging edge and veer to the right. Cross the street and go over to where the fountain is. Behind the fountain are a couple of quarter-pipes and a wall - your goal is to do a One Foot Japan over this wall and land on the other side (or vice versa). The default controls to do a One Foot Japan are: Up-Left + X. As with all goals of this nature, the photographer will be there to capture your trick on film.

* VARIAL KICKFLIP THE TOWER RAILS GAP (Street Skaters)

The Tower Rails Gap is right past the Tower Poppin' Transfer. From the start, go right over to the Tower Poppin' transfer, break through the glass of the building and you'll find two stair sets with the photographer in between just to the left - this is the Tower Rails Gap. Go up the quarter-pipe to the right of the gap to gain speed then grind the rail of the stairs, Varial Kickflip over the gap (Down-Left + B, default) and grind down the other side to clear this goal.

* START THE EARTHQUAKE

In order to start the earthquake that will not only finish off this goal but give access to two others, you'll need to grind 4 different rails on the building across the street from where you start. Start with the one going through the tunnel (west) then make a right and grind the one by the newspaper stands (south). Head around the corner and back over to the other side then grind the one nearest the sidewalk (north) and finally go up

past the tunnel with the west rail and up the pipe straight ahead. You will see two rails - grind the long one on the left (east) to start the earthquake which finishes this goal.

* BLOCK THE CAR CHASE

After competing the 'Start the Earthquake' goal, make your way over to the car wash. Go behind it and grind along the quarter-pipe to get on top of the car wash where a half-pipe is. This half-pipe leads onto the broken up freeway overpass where you will spot a dangling car along the left edge. Grind it to make it fall and block the path of the white van that's being chased by police and they'll begin firing their semi-automatic at the cops. Such friendly fellows.

* S-K-A-T-E SET ONE

Skaters: Tony Hawk, Bam Margera

S: Turn right from where you start to find the S along the rail nearest the sidewalk (north rail in earthquake goal).

K: From S, continue straight over to where the fountain and Tower Poppin' transfer are - the K is along the edge of the fountain. Grind for it.

A: On the building with the earthquake rails, grind along the curving one on the right side (that goes down to the front) to get the A.

T: This one can be pretty tricky. After going down the rail from where you got A, go up to the structure with the smaller edge below the larger one. Grind on the smaller to get up to the larger then transfer over to the wall where the T is.

E: Continue grinding from T along the power line over to E which is above the door of the Morehead hotel. Of course, you can always use the quarter-pipes on each side of the door to get this one, but it's easier and faster to get it right after the T.

* S-K-A-T-E SET TWO

S: Head down the zig-zagging handrails in the beginning and turn left. Launch over the quarter-pipe to where the Eastern Quake Rail is and go down. In between the two rails is the S - ollie to reach it.

K: Continuing from S, grind along the edge straight ahead. The K is found near the movie theater - ollie while grinding the edges to reach it.

A: Make a right at the corner from K and when you reach the fire truck, use the ramp in front of it to get up onto the ladder. Grind down the ladder to get this letter.

T: After getting off the ladder of the fire truck, go up the side of the car wash and snag the T which is just above the sign.

E: The final letter can be found above the quarter-pipe behind the car wash that you use to get up onto the freeway after the earthquake.

* S-K-A-T-E SET THREE

S: From the start, ollie over the stairs and go straight into the tunnel ahead. Grind the right rail for the S.

K: Head over to where you do the Tower Poppin' Transfer and pull it off on the left wall. The K is on the wall you transfer over.

A: From where you got K, transfer over to the other side of the tower and head toward the rails where you do the Varial Kickflip over the Tower Rails Gap. In between these rails is the A.

T: Continuing from A, grind the short ramp when you land and keep it going up the rails, over the lip and onto the power line where the T is.

E: Proceed from A to the Yellow Stone Shack (yellow building) and grind up the slope then ollie off to get the E which is in mid-air.

=====

T O K Y O

=====

Your third and final competition of the game. This one takes place in Tokyo and can be rather easy if you know what to do. You're best off staying near the start of the level rather than travelling back toward the half-pipes. Head down the starting ramp and over to the quarter-pipe along the left wall. Do a lip trick, revert, then manual over to the quarter-pipe on the right wall. If your special meter is full, I suggest doing a special lip trick on this, revert out, then manual back over to the pipe on the left wall. This time, grind along the top edge (going left), over the gap and continue grinding to the end. If you managed to do it all in succession, you should have close to or over 100,000 points. For the remaining time, just do lip tricks, manualing from pipe to pipe.

=====

C R U I S E S H I P

=====

* HIGH SCORE (150,000), PRO SCORE (225,000), SICK SCORE (500,000)

Don't be intimidated by the large requirement for a SICK score. The best spot on the ship to score big is in the main pool. If you haven't drained it out yet (see 'Invert the High Wires' goal) do so now. Do some inverts on the long sides to start out with (remember to revert and manual from side to side to keep the combo going) then once you're special meter is ready, start pulling off some specials to add to the combo. When you're ready to finish it off, grind along the outer edge of the pool and land. Since there are lots of girls around the pool, you will get tons of spectator bonuses for your tricks. String together about 4-5 long combos like the one mentioned above and you should have the SICK score done.

* FIND THE SECRET TAPE

The secret tape (if you watch the goal movie) is above the mast in the center of the ship (on the other side of the main pool). To reach it, stop and turn around from the start. Launch yourself up from the quarter-pipe you came off of and when you get up to the high wire (the one going right, not left) grind

it and balance yourself all the way across, over the pool and to the top of the red mast. Once on the mast, use the sides as quarter-pipes to reach the secret tape hovering above.

* INVERT THE HIGH WIRES (Vert Skaters)

This is one of the more tedious goals of the level. First, you'll need to have your speed and air stats maxed out (or almost maxed out) in order to reach the high wires. Go down to where the main pool is and head over to the mast. On the side of the mast is a white rail with a valve on it - grind this rail to drain the pool then go inside of it. The high wires go across the pool, so by gaining enough speed on the long sides of the pool, you should be able to reach it. Once you get high enough to see the flags along the wire, press down + Y to invert it. It may take a bunch of tires, but as long as you have good speed and air stats, you shouldn't have a lot of trouble with it.

Matt Rodabaugh sent me this extra tip:

"When you are using the pool like a halfpipe to get enough speed and height to reach the wires, do a Boneless or Fastplant or whatever. If you time it just right, you'll get more air, and won't fly out of the pool, onto the ship's deck. Usually, it helps get enough air to reach the wires, and perform the lip trick. It also helps if you have your stats for Air, Ollie, Hangtime, and Speed at 10."

* NOSEBLUNTSIDE AN AWNING (Street Skaters)

This one is a lot easier than the vert skaters' goal (well, to some people). The awnings are located on the left side of the ship (when facing from the starting position) and are easily accessible. Drop down to where the main pool is and head over to the left side where the quarter-pipe stands. Grind the lip of the pipe then drop down to the deck below - make sure you land on one of the red and white striped awnings. Brake if necessary then do a Nosebluntslide grind (Up, Up + Y) on the edge of the awning. If you pull it off, this goal will be complete.

* IMPRESS THE NEVERSOFT GIRLS

There are a total of seven Neversoft girls located within the cruise ship who must be impressed by your skating skills. This one is a bit more difficult than the skaters in Canada because there are more girls and they are in different areas rather than bunched together as the skaters were in Canada. You'll know a Neversoft girl from a normal girl by the Neversoft t-shirts they wear. To impress one, simply do a trick or combo that'll get you a few thousand points.

To start, go down a deck to the main pool where the first girl is. Do a lip trick on the pipe behind her then approach the rail of the walkway straight ahead (the one that leads down to the wedding cakes and circular pool). Grind the rail on the right of the walkway all the way down where the second girl is standing by the cakes. Continue your grind on the edge of the mini-pool to impress her then move down to the stern (back) where the third girl is located. Do a lip trick or special on the pipe then continue straight into the ship's atrium where the fourth girl is. After impressing her on the pipes, leave and go up to the pipe across from the museum windows where the fifth girl is. After impressing her, go down a deck to the bow

and impress the girl there. The final girl can be found to the left of the ship near the ferry - do grind combos to impress her and finish the goal.

* RAISE THE FERRY

At the starting point, brake and take the left ramp down to the main pool deck. From there, go down the next ramp all the way down to the next deck. On the left side of this deck will be a man near the wall fiddling with a control panel. He can't seem to raise the ferry up, so you'll have to help. When you approach the control panel, wallride over it to raise the ferry and finish off this goal.

* TRASH THE MUSEUM

From the start, brake and turn left. Go down the ramp here which leads to the main pool deck. From there, make another left and go down this ramp. When you come to the opening on the left at the end of the ramp, go through and you'll spot some large glass panes - just behind them is the museum. Break through the glass and you'll notice a huge propeller in the window. On each side of it is a support wire. Grind both to break them which will send the propeller rolling out through the side of the museum.

* S-K-A-T-E SET ONE

S: From where you start, go to the right and ollie over to the top of the blue and white wall. Grind it until you come to the S.

K: Continuing from S, head over to the stern (back) of the ship where the K is floating above the quarter-pipe. Simply gain speed and use the quarter-pipe to reach it.

A: Now make a right and go over to where the lifeboats are. The A is in between the first and second boats. Get into the second boat then do a Fastplant/Boneless/Beanplant (Up, Up + A) to reach it.

T: Leave the lifeboat and continue straight (stay toward the far right of the ship) until you reach the area with the net. Grind along the edge of the net to get the T.

E: Finally, head over to where the ferry is and go up the walkway that leads up to the museum right next to it. Grind the rail and transfer over to the cable where the E is to get it.

* S-K-A-T-E SET TWO

S: At the starting point, turn around and launch yourself up from the quarter-pipe you came off to reach the high wire going over the pool. Make sure you grind the one on the right because that's the one where the S can be found.

K: Continue grinding the wire all the way across to the mast (where you get the secret tape) then use the sides of the mast as quarter-pipes to reach the K which is above the right pipe.

A: Now, still on the mast from K, grind one of the lips of the pipes on the mast and take it down the wire on the other side which leads over to the

metal apparatus at the stern of the ship. The A is on this apparatus.

T: Get up to where the circular mini-pool is and use the ramp where the cake is to reach the T to the right of the cake.

E: Still where the mini-pool is, face the stern and use the small ramp near the railing to launch yourself over the rail and snag the E.

* S-K-A-T-E SET THREE

Skaters: Wolverine

S: From the start, turn around and begin grinding the wire that leads in the opposite direction. The S is on it right from the start.

K: Continue grinding the wire to the end then go up the quarter-pipe at the bow of the ship to get the K which is above it.

A: Coming off the pipe, veer right and start grinding the handrail there. When you reach the gap in the rails, ollie over it for the A.

T: Head straight from A into the atrium. Use the lip of the quarter-pipe to the left of the atrium entrance to get up on the rails hanging above the interior of the atrium. At the point where the rails criss-cross, the T can be found.

E: Just before you leave the atrium from T, get up along the left ledge and use it to ollie onto the white rail just outside of the atrium. From this rail, get up to the wall to your left where the final letter is waiting.

* OBSERVATIONS

If you break all of the glass in the atrium (use moon physics or other codes to do so easily) you'll get a new captain's voice for this level. He pretty much tells the same jokes, but still funny nonetheless. Thanks to Shakkuman for finding this "mini-secret."

=====

V. STAT POINTS AND DECKS

=====

Stat Points are just what they sound like - points you can collect to increase your skater's statistics. Stat points are just small, spinning THPS logos and can be found in every level. Each skater can collect 5 stat points per level and there are multiple different sets (locations) of stat points just as there are S-K-A-T-E letters. Also, you no longer have to buy decks but can find them hidden in the levels. Each skater can find 1 new deck per level and there are also multiple locations each deck can be found at.

=====

FOUNDRY

=====

* STAT POINT SET ONE:

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - Go down into the half-pipe and start gaining speed on the left side. This stat point is right above the pipe but you'll need speed in order to reach it.
- 2 - On the right side of the catwalk. Use the platform to the right of the start to get onto the catwalk then go over to the right side and grind the rail to get this stat point.
- 3 - Above the quarter-pipe to the left of the Molten Operation booth. Gain enough speed and ollie off of the pipe to reach it.
- 4 - This one is right underneath the covered area where the guys who operate the compressor stand (to the right of TC's rail if you're facing from the start of the level). Go under to get it.
- 5 - Up in the rafters near where you got the secret tape. Once you get up to the beam where the secret tape was, follow it to the end then turn to the right. You'll need to grind the metal overhang to get it.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - Above the half-pipe, right in the center. Go down the starting ramp then into the middle of the pipe and ollie up for the point.
- 2 - This one is up on the catwalk on the small portion to the left where the worker is standing at the control deck. Use the left platform in the start of the level to reach the catwalk then grind to get the point.
- 3 - Right along the edge of the pool (where you soak the foreman). Just grind to get it - a rather easy one.
- 4 - The compressor in the center of the level must be open for you to get this one since it's right above the small hole of molten.
- 5 - The final one is in the area of pipes above the molten pit. Use the catwalks to get up where you'd get the secret tape then grind past it and ollie over to the pipes. On the left side is the point.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - Found above the right side of the half-pipe in the beginning. Go down, gain speed and go up to get it.
- 2 - This one is near the pool of the 'Soak the Foreman' goal. To reach it, use the quarter-pipe on the outside of the pool across from the molten pit. Get speed and go up for it.
- 3 - You can get the third stat point by doing the Generator Transfer. From where you start, stop and turn around then transfer from one side of the quarter-pipe over to the other. You'll get the stat point as you go over the gap in between.
- 4 - Go up where you would go to get the secret tape. Grind along the narrow

rafter then make a right and jump off to the pipes above where the molten pit is. On the right side is the stat point.

- 5 - On top of the compressor in the center of the level. Use one of the narrow ramps on either side to get on top of the compressor and snag this last stat point.

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - Go down the starting ramp, brake and turn right. The first stat point is hovering above the quarter-pipe to your right. Go up for it.
- 2 - When you first start, use the platform on the left of the starting ramp to get onto the catwalk. This second stat point is over on the left side of the catwalk, so skate over and grab it.
- 3 - Ollie over to the catwalk in the beginning and take it over to the glass room where you go to get the secret tape - the stat point will be there.
- 4 - Go to the back of the level where the molten pit is. This fourth point is hovering above the quarter-pipe to the left of the pit.
- 5 - Grind the edge (where the stairs are) behind the curving rail in the back of the level to get this last one.

* DECK LOCATIONS

Skaters: Tony Hawk, Bam Margera, Elissa Steamer, Andrew Reynolds, Rune Glifberg

- Right when you start the level, turn to your right and you'll find the deck above the quarter-pipe. Gain enough speed to reach it.

Skaters: Rodney Mullen, Geoff Rowley, Eric Koston, Steve Caballero

- Get up to the pipe area above the molten pit by using the catwalks to get up where the secret tape is and continue straight. On the outer edge of this pipe area is the deck.

Skaters: Jamie Thomas, Custom Skater, Chad Muska, Bucky Lasek, Kareem Campbell

- Head over to the left side of the level from the start and go up the quarter-pipe near the furnace. Launch up from it and grind on the rail above it. Transfer over to the rail on top of the furnace for the deck.

=====
CANADA
=====

* STAT POINT SET ONE:

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - Just above the end of the pool to your right when you first start. Grind

along the fence then drop down into the pool. Gain up some speed then jump coming off the lip to reach it.

- 2 - In the parking lot, this second stat point can be found in the gap in between the set of rails on the left (facing away from the entrance of the lot. You won't miss it). Grind and jump to grab it.
- 3 - Right along the curving rail in the skate park area just before you get to the totem pole (it's on the right side). Grind to get it.
- 4 - In the area behind the blade in the start, you'll find this fourth stat point hovering above the small bridge over the patch of ice water. The safest way to get it is by grinding on the middle post of the bridge.
- 5 - Go into the circular area behind the blade in the start of the level (where all the log fences are) and you'll spot this last point above one of the fences. You'll need to get some speed then transfer over the fence to get the point.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - Right when you start, this first one can be found on the rail to your right. Grind it to get the point.
- 2 - Above the quarter-pipe at the end of the parking lot. Go at the pipe with a lot of speed and ollie up for it.
- 3 - Right over the Tree Air Gap. From the start, turn around and launch off the starting ramp to the tree walkway. From there, jump over to where the tree is and you'll get the point in mid-air.
- 4 - Over where the switch and half-pipe that leads into the secret area is, grind on the rail you grind on to raise the half-pipe and follow it all the way through to get the point.
- 5 - In the area with the pipes and pools, go back to where the totem pole is. This last point can be found floating above the corner of the pipe just after the pole (upper-right corner). Ollie up to get it.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - Go straight and you'll spot this first one along the top of the short wall/block next to the right fence. Grind to get it.
- 2 - Very near the first one. Grind on the right fence when you start and continue the grind around the corner of the pipe to pick up this second stat point.
- 3 - Go into the pool to your right when you start then come out on the right. Grind along the fence and you'll get this stat point which is above the signs in the parking lot below.
- 4 - From the start, stop and turn around. Go behind the blade and use the snow pile off to the right to get onto the rooftop of the house. From

the house, jump over to the pathway and grind along the left rail to get this next point.

- 5 - This final one is in the circular area with the log fences behind the blade in the start of the level. You'll find it on the right side way up above one of the log fences. In order to reach it, use the ramp across from the fence to gain speed then do a Boneless (or whatever trick your character uses for Up, Up + A) to reach it (a simple ollie won't be high enough to get it).

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - Right over the blade in the beginning. Stop, turn around and ollie over the blade to get this one.
- 2 - Go into the skate park area (where the pipes and pools are) and make your way over to where the totem pole is. On the short, curved rail in front of the totem pole is this point - grind to get it.
- 3 - From the start, stop and turn around. Fall into the freezing water under the crooked bridge and you'll be repositioned in front of the horn where the third stat point is. Grind the rail to get it.
- 4 - Pretty much in the same spot where you got three. Fall into the lake but this time, grind the protruding stick to the right and you'll get the fourth point.
- 5 - This last one is in the parking lot near the start. Go in and grind along the left-most rail (where the guy is sitting) to get it.

* DECK LOCATIONS:

Skaters: Tony Hawk, Bam Margera, Elissa Steamer, Andrew Reynolds,
Rune Glifberg

- From the start of the level, go straight until you reach the bulldozer blade on the left. Go up the blade for this deck.

Skaters: Rodney Mullen, Geoff Rowley, Eric Koston, Steve Caballero

- From where you start, turn around, go behind the blade and purposely fall into the icy water patch under the rickety bridge. You'll be repositioned in front of the "horn" which is where the deck is located. Grind for it.

Skaters: Jamie Thomas, Custom Skater, Chad Muska, Bucky Lasek,
Kareem Campbell

- At the starting point, go straight a bit then ollie over the fence and into the pool to the right. Go up where the wall is at the corner and you'll get the deck hovering above.

* STAT POINT SET ONE

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - Right when you start, stop and turn around to find the first stat point above the quarter-pipe behind you. Ollie off the pipe to reach it.
- 2 - Hop down the stairs from the start and veer right. You'll spot this second stat point above the small ramp leading into the pipes - ollie to get it.
- 3 - From the start, go left and use the quarter-pipe with the Quiksilver sign above it to reach the power lines. Grind on them until you reach the overhang where this third stat point is.
- 4 - Directly across from the starting point. Go down the ramp, through the pipe area (don't turn at all) and to the quarter-pipe on the other side near the street. Ollie off of it for the point.
- 5 - This last one is sort of hard to spot because it blends in with the palm tree. To the left of the quarter-pipe with the Quiksilver sign is a palm tree with this last point above it. Use the edge to launch up to it.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - From the start, veer left, go down the ramp and when you see the pipe with the Quiksilver sign above it, look to the right and you'll see a small ramp leading into the skate park. Above it is the point.
- 2 - At the starting point, turn right and go straight. You will come to a small ramp. Use it to propel yourself up to the point.
- 3 - From where you got the second one, continue straight under the spectator box and over to the planter with the palm trees in it on the left. Use the edge of the planter to reach the point by the trees.
- 4 - Go down the starting ramp and all the way across the skate park. When you reach the quarter-pipe on the other side, launch up at a right angle to reach the telephonelines. Grind them (going right) and grab the stat point.
- 5 - The last one is right behind you from the start. Turn around and go behind the quarter-pipe to find a short wall. Grind it to get the last stat point for the level.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - Above the ramp leading down into the pipes just before you start. Ollie as you are going down to grab it.
- 2 - Along the curving rail on the outside of the park. It's the rail just past the "Parque Publico do Skateboard" sign - grind to get it.
- 3 - If you leave the actual skate park and go across the street to the small

area with the fountain, you'll find this third stat point hovering above a bench next to the fountain.

- 4 - When you first start, look northwest and you'll see two palm trees. In between them is the stat point. Use the edge to get up to it.
- 5 - From the start, stop and turn around. You'll spot this last stat point on top of the telephone line. Use the quarter-pipe below it to launch yourself up then grind on the line to get the point.

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - If you look straight ahead from the starting point, you'll spot an overpass with this point above it. On the other side of the overpass, grind the lip of one of the pipes on either side to reach the stat point.
- 2 - Make a left right when you start and head over to the small pipe with the Quiksilver sign above it and use that to reach the stat point which is high in the air above it.
- 3 - Turn right from the start and go to the planter area with the palm tree. You'll spot the stat point lingering next to the tree - use the planter edge to reach it.
- 4 - Rather out in the open, you can find this fourth stat point along the Whoopy rail (the one which slopes up and down) on the outer edge of the playing area.
- 5 - Go directly across the park and over to the other side when you start and use the pipe here to get up onto the power lines. Grind the line going left and you'll snag this last point.

* DECK LOCATIONS:

Skaters: All Skaters

- From the start, go left and into the street where you will find an opening. There will be a beat-up wooden fence that you can break through to find the secret area where a pool is. Go down into the pool and ollie up to the deck that's floating in mid-air.

=====

SUBURBIA

=====

* STAT POINT SET ONE:

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - In the construction site near the pool. You can either use the quarter-pipe to launch up to the frame of the house where it is or grind on the frame from the start all the way to the end.
- 2 - At the end of the clothesline near the Thin Man's driveway in the trailer park. Grind up on the half-pipe lip and down the line to get it.

- 3 - This one can be found on the power line above the trailer park. Go onto the roof of the house across from the trailer park and grind along the power line to reach it.
- 4 - You'll find this fourth point above the porch of the house with the satellite dish. Go up on one side of the steps and transfer to the other side to reach the point.
- 5 - You must help the Thin Man first before gaining access to this last stat point. Once he's gone, go past the glass screens and transfer over the wall that leads into his backyard. The stat point is just above the wall and you'll get it as you go over.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - Turn right from where you start and go back by the construction area. In front of the new house they're building is a small quarter-pipe with the point hovering above it.
- 2 - In the backyard of the house with the barbecue. Go up the quarter-pipe on the right (the one with the stop sign above it) to get it.
- 3 - Up on the top roof of the house with the satellite dish. Use the lips of the pipes in the backyard to get up to the roof then ollie to the top part to get the point.
- 4 - As with the other sets, you must help the Thin Man first before gaining access to this last stat point. Once he's gone, go past the glass doors and transfer over the wall that leads into his backyard. The stat point is just above the wall and you'll get it as you go over.
- 5 - This last one is up on the power line going from the barbecue house over the trailer park. Use the quarter-pipe near it to launch up to the line and grind it for the point. You'll need good air stats to reach it.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - This first one can be found above the ramp that takes you over the long trailer in the trailer park (you'll know it from the heelflip goal).
- 2 - If you make a right from the starting point you'll find a fire truck at a dead end near the construction site. On top of the right quarter-pipe of the Street Transfer is this second stat point.
- 3 - Go into and past the construction site. In the back is a pool with this stat point above it. Go in and ollie up for it.
- 4 - You must help the Thin Man first before gaining access to this last stat point. Once he's gone, go past the glass doors and transfer over the wall that leads into his backyard. The stat point is just above the wall and you'll get it as you go over.
- 5 - On the power line going from the house with the barbecue over to the Thin

Man's mansion. Grind the line at the tip of the barbecue house roof then transfer over to the one leading to the Thin Man's mansion to get this last stat point.

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - This first one can be found along the clothesline that leads to the fence of the thin man's mansion. Use the quarter-pipe in the trailer park to get up to the line then grind it all the way over to the thin man's fence and you'll pick up the point as you go.
- 2 - Another one that's on a clothesline in the trailer park. Go behind the first trailer (not the one you do the heelflip trick over) and get on top of it. Grind the left edge of the trailer and you'll soon get onto the line that holds the stat point.
- 3 - From the start, get over into the backyard of the house across from the trailer park (the one with the barbecue). On the left side of the back of the house, go up the pipe to get this stat point.
- 4 - Get up on the roof of the house with the barbecue and go up the sloping roof where the second line to the satellite dish is. Use this roof to launch over to the stat point on the adjacent power line.
- 5 - Yep, you guessed it. It's in the same spot as the previous ones have been - over the wall that leads into the thin man's backyard. Help him first so that you can gain access to his backyard then as you transfer over his backyard wall, you'll get this final point.

* DECK LOCATIONS:

Skaters: Tony Hawk, Bam Margera, Elissa Steamer, Andrew Reynolds,
Rune Glifberg

- At the edge of the house with the satellite dishes (right edge). Go into the backyard and grind up on the quarter-pipes to reach the roof. From there, grind down the left-most edge of the roof to get the deck.

Skaters: Rodney Mullen, Geoff Rowley, Eric Koston, Steve Caballero

- This one can be found on the rooftop of the house with the satellite dish. Right after you finish grinding the first power line, land on the roof and snag it before landing on the ground.

Skaters: Jamie Thomas, Custom Skater, Chad Muska, Bucky Lasek,
Kareem Campbell

- Head over to the construction site and use the quarter-pipe in front of it to launch up to the platform in the house that's being built. From here, use the quarter-pipe on the platform to reach the deck above.

* STAT POINT SET ONE:

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - Stick to the left side when you start and when you pass the first stat point near the double rails, stop and turn around. Grind the rail and ollie at the end to get the point.
- 2 - Head over to the baggage claim area and look up above the escalator on the left to see this point. Go up the quarter-pipe and over the escalator to reach it.
- 3 - After going down the first set of escalators (right in front of the bathrooms on the right) you'll find this next stat point on the light fixture above. Use the right machine as a quarter-pipe to launch up to the light and snag the point.
- 4 - As you approach the escalators that lead down to the area with the flags, use the objects near the metal detectors to launch yourself onto the light fixture to the right where the stat point is.
- 5 - You'll need good balance for this one. Down where you get the flags, go up the tall, narrow quarter-pipe nearest the secret tape. Launch yourself off of it (hold up) and start grinding on the tallest rail the same way you would to get the secret tape. Continue grinding all the way around to the other side of the room where the stat point is.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - In the start, stay to the left. Go up the payphone booth and use it to reach the light fixtures. Ollie over the gap and continue along the second light fixture then jump off at the end to get the point.
- 2 - This one is almost identical to the first, only it's on the next set of light fixtures after the first escalator. Grind along the first two then ollie off at the end of the point.
- 3 - When you come to the next escalator (the one that leads down into the area with the flags) grind in the center and then up to the light fixture above. The stat point is on the light fixture.
- 4 - Make a right when you get down to the area with the flags and go over to the ramp all the way down on the left side. Go up to get the point.
- 5 - Head over to the baggage claim area and ollie up on top of the baggage rotator. Use the small ramp here to launch yourself over to the light fixture and grind it to reach the last stat point.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - Stay toward the right from the start and when you get to the lockers, wallride one of them to get up to the top then start grinding. The stat point is at the end of the second set of lockers.

- 2 - After going down the first escalator from where you got the first point, use the narrow quarter-pipe on the left to launch yourself up to the light fixture where this second point is located.
- 3 - Head over to the baggage claim area and go up the pipe on the far right of the room. Use it to get air over the escalator and snag the point as you do so.
- 4 - Right after the second bathroom (on the right) you'll find another set of lockers. Wall ride them to get up on top then grind the top to reach the stat point ahead.
- 5 - As you go down the second escalator and into the room with the flags in the windows, use the long pipe on the left (while facing away from the escalators) to get up onto the top-most rail that goes around the room (same rail you use to get the secret tape). Grind it and you'll come to this last stat point.

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - Stick to the right side when you first start the level. As you approach the first set of lockers, wall ride them (Y) to boost yourself up to the top then start grinding. Ollie over the gap in between the two locker sets and you'll snag this point.
- 2 - Head into the baggage claim area then launch yourself off the baggage scan in between metal detectors (Mulin' gap) to get the stat point which is just above the baggage scan.
- 3 - After passing the second set of bathrooms (just before the escalator the leads down to where the flags in the windows are) wallride the set of lockers to the right to get up to the top then start grinding the top of the lockers. You'll need to slow down and transfer over to the light fixture to your left to reach this point.
- 4 - Following the same approach you used to get the third point, grind the top of the lockers on the right (just after the second bathroom) but this time keep going, past the metal detectors to get the fourth point.
- 5 - After going down the escalators that go into the large room with the flags in the windows, go up the tall, narrow pipe in the center (near the window) to reach this final point.

* DECK LOCATIONS:

Skaters: Tony Hawk, Bam Margera, Elissa Steamer, Andrew Reynolds,
Rune Glifberg

- Just after the second bathroom on the right, wallride the lockers you come to in order to get on top then grind the top. Ollie over the gaps until you come to the end of the wall just past the metal detectors. The deck will be waiting here.

Skaters: Rodney Mullen, Geoff Rowley, Eric Koston, Steve Caballero

- After going down the first escalator, use the tall quarter-pipe on the

right to launch yourself onto the light fixture to the right where the new deck is. Grind it to the end to get the deck.

Skaters: Jamie Thomas, Custom Skater, Chad Muska, Bucky Lasek,
Kareem Campbell

- Down where you get the flags, make a left as you get off the escalator. Use the tall, narrow quarter-pipe near the flags on the rails and launch yourself up to the highest rail. Grind it to the deck which is on this rail near the window.

=====

SKATER ISLAND

=====

* STAT POINT SET ONE:

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - Go straight from the start and when you go past the set of bleachers on the right, there will be an opening that leads into the half-pipe. On each side of the opening is a quarter-pipe with the stat point in the middle - transfer over the opening to get it.
- 2 - Up where the pool is to the left near the vending machines. If you grind along the railing, you'll get this one.
- 3 - When you start, stop and turn around. Go up the ramp to the left of where you started which leads into the pool on the right side of the level. The stat point is above the lip of the pool - gain speed and ollie out of the pool to get it.
- 4 - Turn around from the beginning and you'll find this stat point above the quarter-pipe that was behind you. Go up to get it.
- 5 - One of the most difficult stat points to not only find but reach in the game. You first must open the secret area by grinding the pirate flag on the balcony to the right side of the level (it's right next to an American flag) - this will unlock the secret area: a pirate's ship. Go outside to the ship and you'll find this last stat point on the bow, but it's rather hard to get since you need to come off a pipe and risk falling into the shark infested waters below. Just go very slow and you'll eventually get it.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - Make a right from the start and go up the ramp that leads into the pool area. Dip down into the pool ahead of you and go up the far side to get the stat point hovering there.
- 2 - From the start, go straight all the way to the other end. Above the quarter-pipe to the right at the end is the second stat point. Go up the pipe at full speed to reach it.
- 3 - This one can be found behind the half-pipe on top of the Neversoft sign. To reach it, go up the opposite side of the pipe then launch yourself

out on the other.

- 4 - Above the Heartbreaker Gap on the left side of the level. Go straight from the starting point and when you approach the gap in between the two quarter-pipes, do a Beanplant/Boneless/Fastplant (Up, Up + A) to reach this stat point.
- 5 - This last one is found in the same spot as the last one in the other sets, on the bow of the pirate ship. Grind the black pirate's flag inside the level to open the secret area then grind the bow of the pirate ship to get the point.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - Go straight from the start all the way to the other side of the level. Over the gap in between the two quarter-pipes is the first stat point.
- 2 - From where you get the first, turn around and grind on the left rail near the bleachers for the second point.
- 3 - Turn around from the start and look to the left. You'll see the stat point above a rail. Go over and use the ramp to boost yourself up to the point.
- 4 - On the left side of the level, grind along the rail in between the pool and the half-pipe and ollie when you get to the point.
- 5 - The last one is located in the same spot as the last one in the first set. Grind the pirate flag to unlock the secret area (pirate ship outside) then grind the bow of the ship (it may take a few tries).

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - Stick to the left wall when you first start and when you reach the start of the quarter-pipes, grind the lip right at the start of the pipe to get this first stat point.
- 2 - From the starting point, veer right and start grinding the wooden rail on the outside part of the half-pipe/pool area. The stat point is along this rail so you should snag it while grinding.
- 3 - If you know where the two flags are and how to open up the secret area for this level, you should have no trouble getting this next stat point. Go up to the balcony in the area with the pools (where the US and pirate flags are) and ollie over the flags and into the air to get this point.
- 4 - Head over to the single pool on the left side of the half-pipe (the one nearest the opposite side of the room from where you start) and dip down into it. Go up near the sign on the back wall and you'll get this point.
- 5 - Once again, the final point can be found on the bow of the pirate ship in this level's secret area. Grind the pirate's flag in between the pools and half-pipe to unlock the secret area then get up to the bow of the pirate ship outside for the last point.

* DECK LOCATIONS:

Skaters: Tony Hawk, Bam Margera, Elissa Steamer, Andrew Reynolds,
Rune Glifberg

- Up on a light fixture above where you start is this deck. To get it, go into the pool to the right and Beanplant/Fastplant/Boneless out of it to reach the light fixture then grind for the deck.

Skaters: Rodney Mullen, Geoff Rowley, Eric Koston, Steve Caballero

- This deck is found in the same spot as the fourth stat point in set two. Go up the Heartbreaker Gap and do a Beanplant/Boneless/Fastplant to reach the deck with the stat point.

Skaters: Jamie Thomas, Custom Skater, Chad Muska, Bucky Lasek,
Kareem Campbell

- Go up to the balcony where the two flags are and you'll find the deck hovering above where you can fall down into the pool. Ollie off the balcony for it and land in the pool.

=====
LOS ANGELES
=====

* STAT POINT SET ONE:

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - Right from the start, go up the quarter-pipe behind you to gain speed then grind the wire from the ground leading up to the building across the street. The stat point is on this wire.
- 2 - Head over to where the fountain is (near the Tower Poppin' gap) and you'll spot the point hovering above it. Use the edge of the fountain to launch up to the point.
- 3 - From the start, go across the street to where you do the Free Ballin' goal. Skate in the purple quarter-pipe and grind the lip of the one on the left - this will lead you to a wire with the stat point on it.
- 4 - Continue grinding the wire when you get 3 and take it to the roof of the building straight ahead. Once you reach it, turn right and snag the stat point that's on the roof.
- 5 - Go to the quarter-pipes across from the car wash (next to the fire truck) and clear the Cold Chillin' gap (one quarter-pipe to the other) to get this last stat point.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - After starting the earthquake, get up on top of the broken freeway via the pipe on top of the car wash. Once at the end of the freeway, use

the ramp to get up onto the tall building (as you would for the secret tape) then grind the right edge of the building. As you come to the gap, ollie for this point.

- 2 - Make your way over to the fountain and do the Tower Poppin' transfer. From the inside pipe, use the left side and transfer out and over toward the grate. The point will be in mid-air. You'll bail, but the point will be yours.
- 3 - Get up onto the broken freeway after starting the earthquake then grind the left edge to the end. Ollie over to the building across from where you start, stop, turn around and ollie back over to the freeway. You'll get the point as you do so.
- 4 - Get the "They're Grate!" gap to open both sets of grating in the level then use the broken freeway to get up onto the building across from the starting point. Drop down through the open grating here for the point.
- 5 - Head over to the left side of the car wash. In between the two quarter-pipes just past the fire truck is another, smaller quarter-pipe. Above it is this last point.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - This first one can be found on the edge of the front of the car wash. To get it, go behind the car wash and grind the side of it all the way to the end where the stat point will be waiting.
- 2 - Head over to where the fountain is and go up the pipe on the left (as if you were going to do the Tower Poppin' transfer, but instead gain enough air to reach the balcony up above and grind its rail. The stat point is on the rail (note: this is the Washin' Windows gap).
- 3 - This point can be found above the quarter-pipe next to the movie theater. Go past the area with the "Free Ballin'" goal and you'll spot the pipe.
- 4 - In the area where you do the "Free Ballin'" goal, head over to the purple half-pipe. Grind the lip of the pipe on the right and it'll take you along a cable which leads to the Morehead Hotel. Along this cable is the point.
- 5 - After starting the earthquake, go up on the broken highway above the car wash and follow it to the ramp that leads to the building where you get the secret tape. Instead of using this ramp, grind the left edge of the freeway to the end then ollie on top of the building which is across the street from where you start. On the other side of this building (on a rail) is the last stat point.

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - Head over to the area where you do the "Free Ballin'" goal and get up top of the 'yellow stone shack' using the rail. Once on top of it, stop and turn to your left. You'll spot the the stat point.

- 2 - After opening the secret area (under grates) near the "They're Grate!" gap by the Tower Rails gap, use the half-pipe under the now opened grates to reach the stat point above.
- 3 - You'll need to start the earthquake before being able to get this next point. Once you've done so, make your way to the car wash and up to the broken up freeway then follow it to the end. Grind the left edge on the last portion of freeway and ollie over to the building to the left. The stat point is above the rail here.
- 4 - Get on top of the car wash by using the pipe behind it. Once on top, grind the left lip of the half-pipe and grind it toward the back of the car wash. You'll get the stat point at the end of the pipe.
- 5 - Go to the area with the "Free Ballin'" goal and head over to the purple half-pipe. Grind the left lip and it'll take you to the roof of the movie theater. From there, grind the wire straight ahead for the point.

* DECK LOCATIONS:

Skaters: Tony Hawk, Bam Margera, Elissa Steamer, Andrew Reynolds,
Rune Glifberg

- From the start of the level, make a right and grind the Nortertremor rail to the end. Quickly transfer the grind onto the traffic light and then up to the wire going from the light over to the balcony near the fountain. On this wire is the new deck.

Skaters: Rodney Mullen, Geoff Rowley, Eric Koston, Steve Caballero

- Near the same spot where you get the last stat point in set four. Grind the left lip of the purple quarter-pipe which leads onto a wire and takes you to the roof of the movie theater. The deck is on this roof.

Skaters: Jamie Thomas, Custom Skater, Chad Muska, Bucky Lasek,
Kareem Campbell

- Head over to the area where you do the "Free Ballin'" goal and locate the orange half-pipe (directly across the street from the car wash). Grind the right side of this pipe but make sure you hold down Y so you get onto the wire. Grind this wire a bit and you'll come to the deck.

=====
TOKYO
=====

* STAT POINT SET ONE:

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - From the start of the level, go forward a bit then stop and turn around. Go up one of the pipes next to the starting ramp and launch yourself off of it so that you reach the top of the observation stand. Grind the rail to get on top of it. From there, grind the cable to the right of the stand and you'll get this point.
- 2 - Continue grinding the same wire you got the first point from until you reach the end. Get up onto the next platform then Fastplant/Boneless

up to the higher ledge. Go straight to get the point.

- 3 - On the left side of the level (near the center) is a big red sign which reads "Gateway Plaza" - on top is the stat point. Go up the left walkway and transfer over to the sign to get the point.
- 4 - From the location of the first point, there is a small little area above the same red sign with quarter-pipes. Launch up from the middle of the quarter-pipe to reach this second point (use the C-Stick to spot it).
- 5 - At the far end of the level you will notice this last stat point hovering high above a "CS Skateboards" sign. Use the quarter-pipe below the sign to launch up to the point.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - Head up the pipe just past where you start (the one in between the two curving loops) and you'll get the first point.
- 2 - Get on top of the spectators' tower in the beginning of the level then grind the cable going right. At the end of the cable, continue the grind along the building's edge for this next stat point.
- 3 - In the back of the level, go inside the right pipe area and use the quarter-pipe near the corner to reach this stat point which is way up in the air. You'll need maxed out air/hangtime to reach it.
- 4 - Gain speed on the pipes near the back of the level then come out and go up the quarter-pipe in between the two curving loops. When you reach the lip, Boneless/Beanplant/Fastplant out and hope that you reach the inside of the red object underneath the blimp (which is where the point is).
- 5 - Get up on top of the specators' tower at the beginning of the level and grind the cable leading left. At the end of this cable, near the large sign will be the final stat point.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - The first point can be found all the way on the other side of the level, directly across from where you start. Go back into the pipes and use them to reach this point which is way up in the air.
- 2 - An easy-to-get point can be found above the quarter-pipe just to the right of where you start.
- 3 - The third point is found along the cable with the ornaments hanging on it. You can get to it by either grinding the cable from the top of the spectators tower in the beginning or by using the quarter-pipe on the right side of the level just before you enter the pipes in the back.
- 4 - Head to the back part of the level (where the pipes are) and use the quarter-pipe on the right side just before entering the area with the bowls/pipes. Catch enough air to reach the edge of the building above and grind it back toward the start of the level. As you come to the end

of the building and the start of the cable, ollie off to the left and you'll hopefully snag the point in mid-air.

- 5 - Head to the top of the spectators tower in the beginning of the level and from there, grind the cable leading off to the left. Continue the grind along signs until you reach this last point.

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - As you come down the starting ramp, make a left and go up the quarter-pipe to get the first stat point.
- 2 - From the start, stop and turn around. Use the quarter-pipe to the left of the tower to get up to the front of the stadium (you'll see the streets of Tokyo from up here). The stat point is along the neon railing in front of you - just grind to get it.
- 3 - Enter the secret area of the level (half-pipe above the tall sign next to the left-most pipe area in the back of the level) then when you get enough speed in the half-pipe, launch out to the side and you'll get the point as you do so. You have to get up pretty high to reach it.
- 4 - Get up to the top of the tower behind you when you start then grind the wire leading off to the right. Get off when you come to the first rooftop then grind the orange sign along the right wall. Once you reach the end of this sign, drop down to the rooftop below where the stat point is located.
- 5 - Taking the same approach as you did for the last one, get on top of the tower in the beginning and grind the wire leading right. This time, continue the grind along the wires all the way to the other end of the level where the last stat point is located (at the end of the last wire).

* DECK LOCATIONS:

Skaters: Tony Hawk, Bam Margera, Elissa Steamer, Andrew Reynolds,
Rune Glifberg

- This deck can be found on top of the spectators' tower in the beginning of the level. Boneless/Fastplant/Beanplant up to it with full air/hangtime stats then grind the rail to get on top. The deck is over near the rail.

Skaters: Rodney Mullen, Geoff Rowley, Eric Koston, Steve Caballero

- Head to the back of the level and enter the left side of the pipes. Go up the pipe all the way to the left and gain enough air to reach the sign on top to the secret half-pipe. Once you get up that high, do a lip trick or grind for the deck.

Skaters: Jamie Thomas, Custom Skater, Chad Muska, Bucky Lasek,
Kareem Campbell

- From the start, turn around and launch yourself up from the left quarter-pipe. This should take you up to the left of the observation stand. Grind the sign rail to the left and continue the grind over the sign with the deck above it.

=====

CRUISE SHIP

=====

* STAT POINT SET ONE:

Skaters: Tony Hawk, Jamie Thomas, Eric Koston, Chad Muska

- 1 - Hovering above the main pool. You can drain it first if you want but it's not really necessary. Since the point is rather high up, you'll need to do a Boneless/Fastplant/Beanplant (Up, Up + A) to reach it.
- 2 - This one is on the left side of the ship (when facing from the starting point) over by the lifeboats. Grind the railing and ollie when you get to the stat point to reach it.
- 3 - Get on top of one of the awnings on the left side of the level and start grinding it back toward where you started. When you reach where the ferry is, ollie over to and grind on the first of three cables above the ferry. Transfer over to the 3rd cable quickly and snag the point.
- 4 - Head over to the right side of the level and enter the atrium. Where the Neversoft girl stands (or where she was standing if you already impressed them all) launch yourself from the quarter-pipe out of the atrium and into the lifeboat on the side of the ship ("Abandon Atrium" gap). Then just launch yourself out of the lifeboat to reach the point hovering in between the two.
- 5 - Saved the easy one for last. Drop down to the deck with the main pool then grind the rail that leads down into the museum. Just before it ends, ollie up for the point.

* STAT POINT SET TWO:

Skaters: Rodney Mullen, Rune Glifberg, Elissa Steamer, Custom Skater

- 1 - Grind the top of the wall on the left side of the main pool (the one just in front of the quarter-pipe) to get the first stat point.
- 2 - After raising the ferry, grind the outer side of it where the second stat point is waiting.
- 3 - This one can be found on the edge of the waterslide in front of the main pool. Use the ramp from the top deck to reach it then grind it down and snag the point as you go.
- 4 - Just outside of the atrium, use the quarter-pipe to reach the white rail above then grind that rail toward the atrium and grab the stat point at the end of it.
- 5 - The final point can be found on the outer edge of the safety net, so you'll have to trash the museum first then grind the edge of the net and ollie for the point when you come to it.

* STAT POINT SET THREE:

Skaters: Andrew Reynolds, Steve Caballero, Bucky Lasek

- 1 - Head down to the back of the ship then launch yourself up over into the area with the fountain and cake, but make sure you do it over near the left wire. As you launch up, you'll be able to reach this point.
- 2 - After trashing the museum, go down to the right side, just past where the ferry is. Grind the white rail then transfer over to the safety net and when you come to the railing outside of the net, ollie over to it and snag this stat point.
- 3 - This one can be found lingering above the atrium. Grind the lip of the pipe near the main pool then ollie down onto the atrium to get it.
- 4 - The fourth point can be found way above the Captain's Gap in front of the museum entrance. Drop down to the main pool deck then turn around and use one of the pipes on the side of the museum entrance to transfer over the gap in between where the stat point is.
- 5 - Just like the second point, you'll have to trash the museum before being able to get this one. Head over to the left side of the bottom deck and grind the white rail then transfer over to the safety net. At the gap in between the safety net is the last point.

* STAT POINT SET FOUR:

Skaters: Geoff Rowley, Kareem Campbell, Bam Margera

- 1 - This one is on the high wire that goes across the pool and over to the mast. Use the quarter-pipe you come off of in the beginning to reach the wire and make sure you grind the left one since that's which one the point is on.
- 2 - Over near the back of the ship where the mini-pool is, you'll find this next stat point in front of the cake. Grind the railing that goes to the deck above down and jump once you reach the cake to reach the point.
- 3 - Head into the atrium and where the neversoft girl stands, go up the pipe facing the water and if you get enough air, you'll reach the stat point hovering above.
- 4 - Clear the "Abandon Atrium!" gap to get out of the atrium and into the lifeboats on the side of the ship. In between the middle and last boats is the stat point. Do a Boneless/Fastplant/Beanplant to reach it.
- 5 - Just before where the ferry is on the left side of the ship, if you grind the rail (coming from the back of the ship to the front) and ollie at the end, you'll get this last point.

* DECK LOCATIONS

Skaters: Tony Hawk, Bam Margera, Elissa Steamer, Andrew Reynolds,
Rune Glifberg

- Drop down to the main pool deck and grind the lip of the pipe to the left of the pool. From there, drop down onto the nearby awning and stop. Turn around and ollie over to the other awning. The deck is in between the two and you'll grab it as you go by.

Skaters: Rodney Mullen, Geoff Rowley, Eric Koston, Steve Caballero

- Right when you start, if you look to your left, you'll see the deck floating in mid-air. Go behind the starting pipes and grind the rail that leads over to where the deck is. When you get to the end of the rail, ollie off and grab the deck.

Skaters: Jamie Thomas, Custom Skater, Chad Muska, Bucky Lasek, Kareem Campbell

- This one is found in the same spot as the fourth stat point location in the first set. Go into the atrium, launch out through the window and land in the lifeboat on the side of the ship. Launch yourself out of the lifeboat to reach the deck which is in between the two boats.

=====

VI. TRICK LISTING

=====

This section contains all hidden combos for flip tricks, grinds, lip tricks, flatlands as well as the normal tricks for each that you can choose from (in the edit tricks menu). I have not listed special tricks in this section because they are all listed in the game's menu and you choose which controls you set for them, so listing them here would be pointless. Please make note that you must press the buttons in each combo quickly or they won't work.

=====

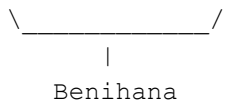
FLIP TRICKS

=====

Hidden Combos:

Normal Flips:

- Double Kickflip - Left, Left + B
- Triple Kickflip - Left, Left, Left + B
- Double Heelflip - Right, Right + B
- Triple Heelflip - Right, Right, Right + B
- Kickflip to Indy - Left + B, Right + X
- Kickflip to Craill - Left + B, Up + X
- 360 Shove-It - Down + B + B
- 540 Shove-It - Down + B + B + B
- Double Impossible - Up + B + B
- Triple Impossible - Up + B + B + B
- 360 FS Shove-It - FS Shove-It + B
- 540 FS Shove-It - FS Shove-It + B + B
- Beni Fingerflip - Right, Right + X + Up + B



- Impossible
- Inward Heelflip
- Heelflip
- Varial Heelflip
- FS Shove-It
- Varial Kickflip
- Kickflip
- Hardflip
- Sal Flip
- Fingerflip
- 360 Flip
- Varial
- 180 Varial
- Front Flip Impossible
- Heelflip Varial Lien
- 360 Varial
- Ollie Airwalk
- Ollie North
- Pop Shove-It

=====

GRIND COMBOS

=====

50-50 Grind Combos:

Nosegrind - Up + Y
Bluntslide - Down, Down + Y
Nosebluntslide - Up, Up + Y
5-0 Grind - Down + Y

Nosegrind Combos:

Noseslide - B + B
Nosebluntslide - Up, Up + Y
Overcreek - X + X

5-0 Grind Combos:

Bluntslide - Down, Down + Y
Feeble - X + X
Tailslide - B + B

Bluntslide Combos:

Feeble - X + X
Smith - Down, Up + Y
Tailslide - B + B

Nosebluntslide Combos:

Noseslide - B + B
Crooked - Up, Down + Y
Overcreek - X + X

Feeble Combos:

Bluntslide - Down, Down + Y
Tailslide - B + B

Crooked Combos:

Nosebluntslide - Up, Up + Y
Noseslide - B + B
Overcreek - X + X

Smith Combos:

Tailslide - B + B
Feeble - X + X
Bluntslide - Down, Down + Y

Tailslide Combos:

Feeble - X + X
Bluntslide - Down, Down + Y

Noseslide Combos:

Overcreek - X + X
Nosebluntslide - Up, Up + Y

Overcreek Combos:

Nosebluntslide - Up, Up + Y
Noseslide - B + B

=====
LIP TRICKS
=====

Yes, you can now pull off combos with lip tricks. There are two types of combos, just as there are two types of lip tricks: stalls and inverts. When in any type of stall, do one of the listed stall combos to pull it off. For the invert combos, you must be in any type of invert then do one of the listed invert combos to pull it off.

Hidden Combos (Stalls):

Axel Stall - Right, Right + Y
Boneless - Left, Left + Y
Disaster - Left, Right + Y

Normal Stalls:

FS Noseblunt
BS Boneless
Axel Stall
Disaster
FS Nosepick
Rock to Fakie

Hidden Combos (Inverts):

Invert - Right, Right + Y
 Gymnast Plant - Left, Right + Y
 One Foot Invert - Left, Left + Y
 Varial Invert to Fakie - Right, Left + Y

Blunt to Fakie
 Normal Inverts:
 The Switcheroo
 One Foot Invert
 Gymnast Plant
 Varial Invert to Fakie
 Invert
 Eggplant
 Andrecht Invert

=====

FLATLAND TRICKS

=====

A flatland trick is a trick you can do while skating on flat land (no pipes, ramps, rails, etc. necessary). In order to pull off flatland combos, you will need to have one flatland trick in a special slot to start with. From there, you can pull off the following combos.

Hidden Combos:

Truckstand - Right, Right + Y
 Casper - Right, Left + Y
 Anti-Casper - Left, Right + Y
 To Rail - Left, Left + Y
 Handstand - Right, Right + X
 Truckspin - Truckstand + Truckstand

Casper Flip - Casper + Left, Left + B
 Truckflip - Truckstand + Left, Left + B
 Handflip - Handstand + Left, Left + B
 Railflip - To Rail (or Primo) + Left, Left + B

Normal Flatlands:

Anti Casper
 Casper
 Handstand 360 Hand Flip
 HandStand
 HandStand Double Flip
 One Wheel Nosemanual
 Primo
 Reemo Slide
 Sproing
 Truckstand

=====

VII. GAP LISTING

=====

Each level in THPS3 contains a number of gaps and transfers that you can jump over or transfer to for more points. All gaps or transfers are listed in blue text in the game, so you'll know when you find one. Please note that this list is not 100% complete. I have found most gaps in all of the levels but I know that I've skipped over a few or simply didn't find some of them. If you know of any gaps that aren't listed here, please let me know both the name of the gap and how to get it. So without further ado, here's the list.

=====

FOUNDRY GAPS

=====

BACK END RAIL 2 RAIL - This one is from the back (long, curving) rail to one of the edges on either side. Simply transfer from an edge to the rail or vice versa.

BUCKET O' HOT SAUCE - When the bucket is dumping molten into the pit, use the

quarter-pipes on either side of the pit to transfer over the bucket and pit to clear this gap.

CATWALK BALANCING ACT - Go into the half-pipe near the start of the level and gain speed so you'll be able to reach the catwalk above. On the right side of the pipe (opposite where you get the "Catwalk Tight Lip" gap) do a lip trick on the catwalk rail for this gap.

CATWALK GRIND - Head down into the half-pipe and gain up enough speed so you pass the catwalks as you go up. When you think you're high enough, launch out of the pipe (Up) and grind on the catwalk rail for this one.

CATWALK TIGHT LIP - Get into the half-pipe near the start of the level and gain speed. Once you get high enough to reach the catwalk on the left side (where the worker is standing), do a lip trick on the railing of it to clear this gap.

CG'S SKDK 2 STFK - Make your way up to where the secret tape is and go past the rafters and over to the pipes above where the molten pit operation booth is. Use the back of this pipe to gain speed the ollie over to the hanging platform on the left and you'll get this gap.

CIRCUS ACT AROUND THE BEND! - Manual around the length of the flat path that wraps around the back of the level, and is directly on top of the molten control operations booth. (Thanks to Jordan for this gap location)

CONTROL BOOTH TRANSFER - Go to the back of the level (past the molten pit) over where the molten operation booth is. Using the quarter-pipes, transfer over the booth and land successfully for this gap.

DEEP FRIED TRANSFER - Also in the back of the level. This time, use the quarter-pipes on each side of the molten pit to transfer over it.

DON'T LOOK DOWN! - Get up where the secret tape is and go past the rafters, over onto the hanging platform to the right. From here, turn around and ollie over to the steel beam in front of you and grind the edge of it for this gap.

EDGE O' THE TUB EXTENSION - Go up one of the pipes on the side of the pool to the right of the level then do a lip trick on the edge of the pool to clear this gap.

FROM WAY DOWN TOWN! - There are 2 different places you can do this at. First place is to use the small ramp to the left at the beginning of the level to jump on the catwalk part that is going towards the far end of the level and is straight. Grind the rail on the left. When it ends, jump to the right and land on a grind on one of the 4 rails down there. The second place is to use the small ramp to the right at the beginning of the level to jump on the catwalk part that is going towards the far end of the level and is straight. Grind the rail on the left and jump over the little gaps in it. When it ends, jump off and land in a grind on the rails near the soaking tub to get it. (Thanks to Jordan for this gap location).

FURNACE ROW EXTENSION - Go up one of the pipes on either side of the furnace (canisters on left side of the level) and when you reach the top rail of the furnace, do a lip trick on it for this gap.

FURNACE TOPPER RAIL - Launch up from one of the quarter-pipes on the side of the furnace (canisters over on the left side of the level) and land in a grind onto the rail on top of the furnace to get this gap.

FURNACE WALK - If you grind one of the rails closest to the furnace (canisters near left side of the level) from end to end, you'll get this gap.

FURNACE WALK RAIL 2 RAIL - From the starting position, head over to the rails along the left wall near the center of the level. Transfer your grind from one of the two over to the other.

GENERATOR HOP - In the same spot as the Generator Transfer, only this time grind along one pipe and ollie over to the other. This can be pretty tricky if you're going fast, so slow down if you're having trouble.

GENERATOR TRANSFER - From right where you start (don't go down the ramp) turn around to find two quater-pipes on each side of the door to the secret area. Transfer from one side to the other for this gap.

HARDWAY OVER THE HOT TUB - You'll need to get some speed for this one. Go down the starting ramp, over the half-pipe, grind across the compressor rails then use the funbox to launch yourself over the molten pit.

HIGH VOLTAGE WALKWAY LIP - Go to the room opened up after unjamming the five valves, launch up from the base of the room (bowl) and do a lip trick on the 3rd level of the spiral walkway. (Thanks to Jordan for this gap location)

HOT TUB JUMP - Go over to the quater-pipes on each side of the molten pit. Grind along one then ollie over the pit and continue the grind on the other.

JUST PASSING THROUGH - Use the triangular ramp near the side of the water tank (it is tan) to leap up over the catwalk leading around towards the foreman. (Thanks to Jordan for this gap location)

LIL' RAIL HOP - Jump from either of the quarter pipes that sit at the base of the soaking tub, up over the tub, and down between the walkway rail on the other side. (Thanks to Jordan for this gap location)

LOW CURRENT WALKWAY LIP - Go to the room opened up after unjamming five valves. Now go to the side to the left of the entrance and launch up and do a trick on the 2nd level of the spiral walkway. I found that it only works on this side for some reason... (Thanks to Jordan for this gap location)

NAUSEA GRIND!!! - After opening the secret area with the spiral walkway by un-jamming the five valves, go back there. Make your way to the very top of the spiral walkway then grind it all the way back down without falling off and you'll get this gap.

NICE VIEW UP HERE! - Go to the back of the level and use the quarter-pipe behind the molten pit to reach the railing of the pipe above (just past where the secret tape is). Do a lip trick on this rail to clear this gap.

OVER THE PIPE - This one is right in the beginning. After going down the starting ramp, simply gain up enough speed to make it over the half-pipe.

POOLSIDE OVER UNDER GAP - Go up one of the quarter-pipes on either side of the pool then do a Boneless/Fastplant/Beanplant off of the pipe to launch yourself over the pool and land on the pipe on the other side.

PORCH RAIL TAP - Head to the back of the level and use the quarter-pipe behind the molten pit to launch up to the rail of the pipes just beyond where the secret tape is. Grind this rail to get this gap.

PRESS BOOTH RAIL 2 RAIL - Find the rail that is on the same raised part as TC's Rail. Grind this rail and use the kink to jump to the opposite side of the press booth and land on the yellow rail on its front side. (This side is near the pressing machine). [Thanks to Jordan for this gap location]

PRESS BOX KINK - On TC's Rail, grind the side with the roof to the room where the control guys are all the way through to get this one.

PRESS WALK RAIL 2 RAIL - Right near the previous transfer; this one is on the rails right next to the room where the guys are operating the compressor. Transfer from one rail to the other.

RAIL HOP - This gap can actually be found in two spots in the level. The first is the gap between the rail from the pool over to the back (curving) rail and the second is from the furnace wall rail (left of foundry) to the back rail and backwards for both.

ROLL IN HOP - This one is on the same quarter-pipes for the Roll In Transfer. Only this time, instead of jumping them, grind along one and ollie over to the other (continuing the grind).

RAILIN' ON FURNACE ROW - On the right side of the level (where the furnaces are) are two quarter-pipes (one on each side). Launch from one up to the rails on top of the furnaces and grind on one.

ROLL IN TRANSFER - Go down the starting ramp and turn around once at the bottom. You'll need to gain enough speed to get from one side of the quarter-pipe to the other (jumping over the starting ramp). I suggest starting your jump as close as possible to the edge so you'll clear the gap.

ROUND THE BEND!!! - Simply grind the long, curving rail in the back of the level from one end to the other and you'll get this gap.

SPLIT THE WICKETS! - Use one of the small ramps near the beginning of the level to jump near the Y shaped part of the catwalk and fall between the fork in the Y to get the gap. (Thanks to Jordan for this gap location)

STAIR STEPPIN' - In the back of the level (behind the curving rail) you need to grind along the edge and then jump the gap over the stairs.

STOMP THE PRESSES! - When the compressor in the center of the level is raised, use one of the ramps on either side of it to transfer into a grind along the edge of it to get this gap. Thanks to PsYcHo_MaRiLL for pointing out this missed gap.

TC'S RAIL - Same as the goal, only you don't have to 50-50 it. TC's rail is the one to the right of the furnace rail (it's to the left of the compressor in the center of the level). Grind it all the way through (not the one nearest the roof, that's Press Box Kink gap).

TUB RAIL TAP - Over on the side of the pool (below) you will find a small double-sided ramp. Use this to ollie up to the edge of the pool where the foreman stands and grind it for this gap.

UP AND OVER!!! - From the start of the level, use one of the kickers on either side of the roll-in (starting ramp) to launch yourself over the catwalk in front of the half-pipe to clear this gap.

WALKIN' A THIN LINE - Go up where you get the secret tape (up in the rafters) and grind along on the sides of the ledge that holds the tape for this gap.

=====

CANADA GAPS

=====

...TEX! - Continue the Nice Shootin'... gap and jump off of the rope and land on the upper wooden walkway. (Thanks to Jordan for this one)

AHHH! MY HEAD! - Make your way into the area behind the pools and you'll spot a totem pole on the outside portion of the level. Grind the fence then transfer onto the totem pole's arm. As you continue the grind, you'll knock the totem pole's head off, clearing this gap.

AIR OVER THE BLADE GAP - To the left of where you start, grind the rail and you'll come to a tractor blade just past where Chuck was stuck to a pole. Transfer the grind over the blade and land on the other side to get the gap.

AIRIN' UP AND OUT - Go to the bottom of the parking lot, near the quarter pipe, and turn to face the concrete skatepark so that the quarterpipe is to your left. Now ramp off of the quarter pipe and either lip trick, or land in a grind on the chainlink fence. (Thanks to Jordan for this one)

ALL THAT GLITTERS - Use the snowbank to get on top of the cabin, then jump onto the wooden walkway. Use the rope on the left to get a grind, then jump straight and land a grind on this wood rope to get the gap. (Thanks to Jordan for this one).

ANTENNA STOMP - Just in front of the pool to the right of where you start (the one with the corner wall) is a U-shaped walkway with a small quarter-pipe in the middle. Use this pipe to launch up and grind on the antenna wire that goes across the bowl and out into the street.

AROUND THE HORN - From the beginning, turn around and use the snowbank to reach the roof, then ollie on to the wooden walkway. Now. Ride down the walkway but do not grind the rope on the right. There will be a break in the rope, and right after this break, grind around the length of the rope to get the gap. (Thanks to Jordan for this one)

AURORA BURLY-ALIS! - Go into the bowl to the right of where you start then use it to launch out and over the railing then land in the other bowl. You'll need good air and hangtime stats to get it.

BANNER AD DOT COM - Go over into the parking lot area and begin a grind on one of the ads on the side wall. Transfer the grind to the second ad and you'll clear this gap.

BIG AIR FENCE STOMP - This one is REALLY DIFFICULT to get. Find the quarter pipe near the lower parking lot and its fence (not the one in the lower parking lot.) On one side of this quarter pipe is just a slanted slope of concrete going down to the ground and some other quarter pipes right here. Get some air on these tiny quarter pipes, go up the slope and grind the right edge which is concrete. Now jump to the right and land in a grind on the fence. This took me about 15 minutes to get right. (Thanks to Jordan for this one).

BOWL TO BOWL - From the beginning, turn right and ollie over the chainlinked fence. Now grind the right edge of the bowl furthest to the right that looks like an L. Once you get to the skinny part of the bowl, on the curve, ollie, and land in a grind on the bowl nearby. (Thanks to Jordan for this one)

BOWL TO RAIL - Get into the bowl on the far right of the skatepark and launch out then land in a grind on the nearby rail to get this gap.

BOWL TRANSFER - From the start, get over the fence to the right to find the bowls. Grind the edge of one then transfer the grind over to the edge of the one nearby to clear this gap.

BREEZY CHANNEL GAP - From the start, turn right, ollie over the chainlinked fence, and ride to the back of the park where the tan colored quarter pipes are. At the back, there is a rollin. Just use the quarter pipes on either side to launch over the rollin and land on the other side. (Thanks to Jordan for this one).

BREEZY PANTS GAP - Over in the area with the totem pole, grind along the back pipe and when you get to the starting ramp is, transfer the grind over it and to the lip of the pipe on the other side.

BUCK WILD - Find the frozen river and go to the part where it falls off of the cliff near the edge of the corral. There is also a tree here that has no limbs. Now, use the slopes of the river to ollie off of. You should launch over the fence, a rail, and land in a bowl. You have to make it into the bowl for the gap. If you do not have enough distance, you can grind the fence or the rail, then hop into the bowl and still get the gap. (Thanks to Jordan for this one).

CAR GAP - A rather simple one to get. Near the start, use the ramps to jump over the pair of cars in between.

CHAINSAW BUZZIN' - Go up to where the pipes that lead to the secret tape are and fall down below on purpose. You'll be repositioned in front of a log. Grind it then transfer the grind onto the rail where the switch to raise the pipe is and you'll clear this gap.

CLIMB THE TREE - From the start, go down the ramp, stop, turn around and use it to launch up to the platform for this gap.

COMIN' OUT OF THE SKY - Just like the Load and Go gap except backwards. Stop on the raised pipe that the generator raised. Now just use this raised loader to transfer down to the curved walkway below. (Thanks to Jordan for this one)

CORRAL GAP TRANSFER - Over in the circular area with the log fences, if you can go up one quarter-pipe next to one of the log fences and successfully transfer over the log fence, you'll clear this gap.

CORRAL TO TREE GRIND - Head to the circular area with the log fences and grind the top of these fences all the way to the end where a tree branch is sticking out. Transfer the grind onto the branch to clear this gap.

CORRAL TO TREE TRANSFER - Make your way over to the corral (circular area with log fences) and on the far left side, go up the pipe and transfer into a grind on the tree branch next to it.

CROOKED EXTENSION - Go into the bowl to the right of where you start and do a lip trick on the corner opposite where you get the "Fence Extension" gap and you'll get this one.

CROSSOVER THE EASY WAY - In the parking lot, grind one of the lower rails and transfer the grind over to the parallel rail to get this gap.

CROSSOVER THE HARD WAY - Basically you'll just be doing the same thing as the "easy way" only on the top set of rails.

CURB BOMB - Same as the "Curb Hoppin'" gap only you need to get air before you land on the curb. Use the ramps from the "Car Gap" to gain air then land in a grind on the curb.

CURB HOPPIN' - To the left of where you start, you'll find a thin blockade in the parking spaces. Grind on that then ollie over to the curb to the left and continue the grind.

CUT THE CORNER - From the start of the level, start grinding the chainlink fence to your right. Just before you reach the wall at the corner, transfer over to the rail on the other side of the corner and grind it to get this gap.

DEAD MAN'S SLIDE - Fall into the patch of icy water behind the starting point and you'll be repositioned in front of a fallen log. Grind this log all the way to the end then ollie off and transfer the grind onto the rail that leads toward the raised half-pipe and you'll clear this gap.

DOZER BLADE GAP - From the start, begin grinding on one of the curbs to the side, then when you reach the end, ollie over to the other curb and continue the grind. You'll need to get up enough speed to clear this one.

ENIM DETNUAH EHT - Do The Haunted Mine gap backwards. Start a grind on the rope near the generator grinding away from the man peeing off the side of the building. Now ollie off of the rope and land in a grind on the edge of the corral. (Thanks to Jordan for this one)

FELLED OAK - Use the ramp from There's Gold in Them Thar Hills gap that is nearest the corral. Ollie off of it to the left where there is a log leaning against the corral. Land in a grind on the log to get the gap. (Thanks to Jordan for this one).

FENCE BOMB - Same as the "Fence Hoppin'" gap only you need to gain air before landing on the fence and you'll be doing it on the rail to the left rather than the fence to the right. Use the ramps from the "Car Gap" to get air then land in a grind on the rail.

FENCE EXTENSION - In the bowl just to the right of where you start, go up on the side opposite the corner then go up the corner and do a lip trick on the corner wall at the top of the bowl to get this gap.

FENCE HOPPIN' - Right when you start, grind along the rail to the right then ollie over to the fence to the right of that for this gap.

FENCE TRANSFER - Back where the starting ramp is in the area with the totem pole, grind the lip of the pipe and transfer the grind to the chainlink fence to the left.

FLYING FENCE STOMP - At the beginning, jump over the chainlinked fence to your right and go right of the pool so you don't go in it. Now in front of you there will be a steel rail on a wooden type wall. Grind this rail, and grind the edge of the pool when it ends, then jump and grind the fence for this gap. (Thanks to Jordan for this one)

FLYING FENCEMAN - Grind the lip of the pipe just to the right of where you start then transfer over to the fence that leads to the totem pole and you'll have cleared this gap.

FUNBOX HOP - On the left side of the skatepark (just near the bowl) you'll find two funboxes. Use one to hop over the gap and land on the other to clear this gap.

FUNBOX TO RAIL STOMP - Head over to the two funboxes in the skatepark and use the one that faces toward the back of the park to launch over to the fence above the parking lot. Grind it then transfer that grind onto the edge of the block behind the pipe and you'll get this gap.

GO LONG AND GRIND - Grind the chainlink fence that runs above the lower parking lot. Grind so you are going away from the triangular stone platform that a skater is standing on. Transfer the grind on the fence, over to the short ledge behind the quarter pipe wall. (Thanks to Jordan for this gap location)

GOOD EYE! - From the beginning, turn around and fall in the creek. You will be placed on a wooden pathway. Grind the rope that is on the right side, then ollie and land on one of the branches in the pine tree to get the gap. (Thanks to Jordan for this one)

GRIND THE PINE - Head to the circular area where the log fences are and use the platform where the pine tree is to launch up to one of the pine tree's branches. Grind it or do a lip trick on it to get this gap.

HILLSIDE RAIL STOMP - Go to the corral where the huge tree is. Go up the vertical trunk and hold forward so you get up on the trunk. Now turn so that you are facing the wooden walkway where the Around the Horn gap is. Use the small ramp of the trunk to land in a grind on the rope of the wooden walkway. (Thanks to Jordan for this one)

HILLSIDE TREE PATH LAUNCH - Do the same as the Hillside Rail Stomp except DO NOT grind the rope, just land on the wooden walkway. (Thanks to Jordan for this one).

HITCH KNOT GAP - From the beginning, turn around and ramp back off of the "blade" and land on a wooden path. Quickly ollie off of this ramp on the wooden path to land on another wooden path that goes through a tree. After riding through the tree, grind on the rope on the left of the path and then ollie off of it straight, and land in a grind on another piece of rope. (Thanks to Jordan for this one)

IPO FUNDING - In the parking lot, grind the rails nearest the ads on the wall then transfer over to the lip of the quarter-pipe at the end of the lot.

IS NOT GOLD - Continue the All That Glitters... gap and then jump off to the right and land on the wooden walkway below in a grind on the rope. (Thanks to Jordan for this one)

...JUST WENT BANKRUPT - After getting an IPO Funding or Banner Ad Dot Com gap, transfer the grind to one of the handrails in front of the banners. (Thanks to Jordan for this gap location).

LIGHT IT UP! - Head into one of the two bowls on the right side of the skatepark area then transfer out and over into the other to get this gap.

LOAD AND GO - After raising the half-pipe with the switch along the rail, go up the quarter-pipe then transfer up to the half-pipe for this gap.

LOOK MA! NO TALENT! - Fall in the patch of icy water under the bridge behind the starting point and you'll be repositioned in the right spot. Grind the

wooden rail in front of you and you'll automatically transfer over to the next rail, clearing this gap.

MANDATORY VIDEOGAME MINE CART RIDE - Make your way up to the secret half-pipes and over to the split rails. The one leading right goes to the secret tape, so grind the one on the left all the way through to get this gap.

MANUAL TRANSMISSION - Manual the ledge near the fence in the skatepark that parallels the lower parking lot. (Thanks to Jordan for this gap location)

MINE CART LAUNCH - From where you end at the "Mandatory Videogame Mine Cart Ride" gap, transfer the grind onto the phone line that goes from the log cabin over to the telephone pole.

MOUNTAIN MAN MINE STOMP - Get up where you'd get the secret tape and grind the rail that leads right (same way you would for the secret tape). At the end of the rail, ollie off and land in a grind on the railing of the wooden railing of the platform below to get this gap.

NICE SAVE, CHEATER - Use the starting ramp to launch up to the platform behind it. From there, slow down a bit then ollie off and land in a grind on the wooden rail of the "Tree Air Gap" to get this one.

NICE SHOOTIN'... - Go to where the generator is, and turn so that you are facing away from the guy peeing off of the building. Grind the rope near the generator (should be on your right). Now, right in the middle of when the rail curves, ollie off of it straight and land in a grind on a tan piece of rope to get the gap. (Thanks to Jordan for this one)

OVER THE BLADE - Turn around after going down the starting ramp and jump from one side of the blade over to the other to get this gap.

OVER THE HUMP - Go over to the pipes near the back of the level (where the totem pole is) and start grinding the top of the chainlink fence. Grind it over the roll-in (starting ramp) and you'll clear this gap.

PARK TO LOT LAUNCH - Grind the edge of the pool to your right when you start and when you turn the corner, transfer down to the rail in the parking lot to get this gap.

PARKING LOT MINI GAP - In the parking lot, grind along the first rail to the right then ollie over to the second rail (over the mini gap) and continue the grind to get this one.

PICKAXE SLUICE - After raising the half-pipe near the back of the level, use it to get over to the next half-pipe above and finally use that to get over to the tilted pipe near the rail that leads to the secret tape. As you go from the second pipe to the tilted one, you clear the gap.

PROSPECTOR PATH - Use the snowbank to get on the roof of the cabin, and then jump to the wooden platform. Now turn around and skate so you are right by the cabin roof. Now, turn around again. Look to your left and you will see a small section of rope you can grind. Grind it, then jump to your right to land on the wooden log to get it. (Thanks to Jordan for this one)

RAIL BANK SHOT - From the beginning, turn right and ollie over the chainlinked fence. Grind the steel colored rail (that is curvy) on the right that is near another chainlinked fence and make sure you grind towards the totem pole. Now, jump off of the end of this rail and land on the smaller red rail to get the gap. (Thanks to Jordan for this one)

RAIL CHEATER - From the "Rail Stomp" gap, if you transfer the grind from the thin curved rail onto the thicker rail leading toward the front of the skatepark, you'll clear this gap.

RAIL STOMP - Near the back part of the skatepark, you'll find two thin, curved rails. Grind the lip of the pipe nearest the totem pole and transfer the grind onto the thin curved rail after it to get this gap.

RAIL TO BOWL - Grind the curving rail in the skatepark to the end then ollie off and transfer into a grind on the lip of the nearby bowl to get this gap.

RIVER HOP - Go up the ramp past where the bully is on the side of the river and use it to transfer onto the ramp on the other side.

SAP SLAPPER - From the start, turn around and use the starting ramp to launch up by the trees. Land in a grind on the railing of the platform above to get this gap.

SAVED BY THE GENERATOR - Ollie off of the walkway near the generator, and hit the generator to get this gap. If this doesn't work, grind, ollie off and hit the generator. (Thanks to Jordan for this one)

SMOOTH AS SILK - After raising the half-pipe, use it to launch up to the lip of the next pipe above. Land on the lip in a grind and you'll have cleared this gap.

STEAM STOMP! - Go to the rope that is right near the generator that raised the halfpipe. Now do an ollie and press the grind button at the last second to hopefully get this gap. You also need to do this right near the generator. (Thanks to Jordan for this one)

STILL BOOTLEGGIN' - From where you land in the "Tree Air Gap" the path splits into two. Take the left one and ollie over the gap to get this.

THE HAUNTED MINE - Grind around the corral clockwise toward the wooden walkways. Now, ollie off of the grind on the corral, into another grind on the rope that goes by the generator. (Thanks to Jordan for this one)

THE OLD WING DAM - Head to the ice patch under the rickety bridge near the bully and use the ramp on the opposite side to launch over the icy water then grind the bridge the rest of the way out.

THE PANHANDLER - Make your way into the corral area (circular area with log fences) and on the right side, go up the pipe and do a lip trick on the wooden rail of the walkway above.

THE RUSH IS ON - If you grind the top of the log fence in the large circular area from start to finish, you'll clear this gap.

THERE'S GOLD IN THEM THAR HILLS - Over in the area to the left of where the bully is, you'll find a ramp on each side of the ditch in the ground. Ollie over the ditch and land on the ramp on the other side for this gap.

TREE AIR GAP - From where you land in the "Climb the Tree" gap, go straight and ollie off of this platform onto the next to get this gap.

TREE TO CORRAL GRIND - Exactly the opposite of the 'Corral to Tree Grind' gap. This time you'll need to grind the tree branch first then transfer the grind to the top of the log fence.

WALKIN' THE RIFFLES - After raising the half-pipe, use it to reach the next half-pipe above. Grind the left lip of this pipe then transfer the grind over to the left lip of the slanted pipe across from it to get this gap.

WE DON'T NEED NO STEEENKING RAILS - Over in the area where the totem pole is you will find two snow piles with some rails in between just below the starting ramp. Ollie over the rails between the snow to get this gap.

WHOA. THAT WAS COOL. - Go into the corral that surrounds the pine tree. Use the snow bank to launch up over the wooden path and land in a grind on the logs that are across the river. (The Old Wing Dam). [Thanks to Jordan for this one]

YOU'RE OVER THE HILL! - In the circular area with the log fences, gain speed and go up the hill with the large tree on it. If you can manage to get over the hill and successfully land on the other side, you get this gap. You can also get it by grinding the whole circular platform the pine tree is on.

=====

RIO RUCKUS GAPS

=====

2 WHEELED BOX GAP - Get up on top of the first tunnel you come to (from the starting point) in the skatepark. Manual across the entire top of this tunnel to get the gap.

2 WHEELED WHOOPY GAP - Over to the right of the level from the starting point, do a manual all the way over the "Whoopy" walkway (curves up and down) to clear this gap.

BANK LEDGE GAP - The Bank Ledge is the rail with the Quiksilver sign above it. Grind from the rails on either side of it then ollie over to it and grind it to clear this gap.

BENCH TRIPPIN' - Go to the Ghetto Pool area which is to the left of the starting point and is between two buildings. Break the wooden fence and skate straight ahead to the dumpster. Now turn around and on your left are 2 benches with a plant thing between them. Grind this with some speed, grind, and just as you hit the concrete plant part ollie and you will fly over to the bench on the other side and land in a grind to get the gap. (Thanks to Jordan for this one).

BIG TUNNEL GAP - Head straight over to the other end of the skatepark from the start of the level and at the tunnel just before the bridge, use the pipes on each side to transfer over the "Big Tunnel" and you'll get this gap.

BUS STOP STOMP - On the outer edge of the skatepark is a bus stop. Come off either the bank ledge or curving rail and grind the bench or top of the bus stop to clear this gap.

CAKE WALK LEDGE 2 LEDGE - Near the back of the skatepark, get up on top of the Big Tunnel (just in front of the bridge) and grind one of the ledges. Transfer this grind onto the other ledge and you'll get this gap.

CHANNEL GAP - Go straight from the start of the leve until you reach the sloping ramp in the ground. On each side of this is a quarter-pipe. Go up one side, over the slope (channel) and land on the other side to clear it.

CORNER STOMP - Grind from a rail or edge or something near one of the curved rails then ollie over to and grind along the curved rail to get this gap. The object you're grinding from must be near the rail in order to clear the gap.

DUMPSTER DIVE - In the secret area (across street past broken fence), grind a bench as you enter then ollie over to the dumpsters and grind on those to clear this gap.

GHETTO EXTENSION - Head left from the start of the level and go up the pipe with the Quicksilver sign. Do a lip trick on the top of this sign to get the Ghetto Extension gap.

GHETTO RAIL GAP - From the beginning, go to your left near the quarter pipe with the Quicksilver flag. Now, cut between this quarter pipe and a brick planter so you are in the street. On your right and near the planter are benches and other edges you can grind. Grind any of these facing the way you just came from and jump and land on a grind on the wooden rail behind the quarter pipe with the Quicksilver flag on it. (Thanks to Jordan for this one)

HIGH WIRE ACT - Get up to one of the power lines by using a quarter-pipe or ramp then grind along one of them. At the end of one line, ollie over to the next and grind it to get this gap.

LIP 2 BOX - In the center of the skatepark is are two quarter-pipes (tunnel in the middle) with a funbox on top. Grind the lip of one of the pipes and transfer over to the funbox (continuing the grind) to clear this gap.

OVER THE BANK - Go down the ramp from the start, then stop and turn around. Use the quarter-pipes on either side of this ramp to transfer over it and you'll get this gap.

OVER THE BREAK - Go behind the area from where you start and use the pipes near the short end of the starting platform to transfer over it, clearing the gap.

OVER THE PLATFORM - Go behind the area from where you start and you'll find a quarter-pipe on each side of the starting platform. Use one to transfer over the platform and land on the other side for this gap.

QUARTER BACK EXTENSION - Over where you go for the "Ruby Red Lip" and "Red Line Grind" gaps, go up the pipe but do a lip trick on the back of one of the small, wooden quarter-pipes instead to get this gap.

RAMP 2 RAMP TRANSFER - Go over to the 2 ramps near the back of the park (you'll notice them because they're a different color than everything else in the park) and transfer from one to the other.

RAMP HOP - Near the back of the park, there are two wooden quarter-pipes (same ones in the "Ramp 2 Ramp Transfer") - grind the lip of one of them then transfer the grind onto the lip of the other for this gap.

RED LINE GRIND - In the main skatepark, use the pipe behind the two small quarter-pipes to reach the red line above. Grind this for the gap.

RUBY RED LIP - On the same red line you use for the "Red Line Grind" gap, do a lip trick on it instead and you'll clear this one.

SHORT WALL STOMP - Grind from a curving rail and ollie over to the short wall after it. Grind on this to clear the gap.

SPECTATOR BOX STOMP - Grind from the curving rail over to the spectator box and grind on that for this gap. The spectator box is the stand which has the "Parque Publico do Skateboard" sign on it.

TAKE IT TO DA BRIDGE! - Directly across from where you start (on the other side of the level) is a bridge. Grind one of the curving rails on the corners then transfer onto the edge of this bridge to get the gap.

TUNNEL GAP - Directly across from the Channel Gap is an overhang with a quarter-pipe on each side. Go up one side, over the overhang (tunnel) and land on the other side to get the gap.

WHOOPTY RAIL GAP - From the curving (metal) rail to the right of the start of the level, ollie to the wooden zigzag ("whoopy") rail and grind on that to get this gap. It's best to grind on the edge next to the metal curving rail instead of the rail itself since that's closer to the whoopy rail.

=====

SUBURBIA GAPS

=====

2X4 HOP - Go into the backyard of the construction site and look just before the start of the two wooden strips where the axe is found to find a ramp. Ollie over the ramp then grind one of the wooden strips for this gap.

BETWEEN THE RAMPS - Over in the trailer park, across from the pipe with the picnic table above it are two quarter-pipes. Go up one and transfer over to the other to clear this gap.

CASH MONEY TRANSFER - In the backyard of the house with the satellite dish, turn around so you're facing the front of the house and use the pipes to transfer over the gap where the driveway is and you'll clear this one.

CHAINLINK GAP - In the backyard of the construction site, grind the first part of the chainlink fence then ollie over the gap when you get to it and continue the grind along the fence to complete this gap.

CORNER CUT CONSTRUCTION - Turn right from the starting point and go over to where the construction site is. Use the ramp by the fire truck to launch over to the chainlink fence then grind it for this gap.

DING DONG DITCH TRANSFER - Go over to the porch of the house with the satellite dish and use the lawn on either side of the stairs as a pipe to transfer over the stairs. You'll hear the doorbell ring as you clear it.

GRABBIN' PINE! - Make a right from the start of the level and go up the pipe in front of the construction site. Once you reach the frame of the house above this pipe, do a lip trick on it to get the gap.

HAUNTED STAIR SET I - Over in front of the thin man's mansion, there are two sets of stairs. Ollie over the set on the left side (closest to where the thin man stands) and you'll get this gap.

HAUNTED STAIR SET II - In front of the thin man's house, ollie down the other set of stairs and you'll get this gap.

HOP THE FENCE - In the backyard of the construction site, use the ramp nearest the pool to get up to the chainlink fence and grind it for this gap.

HOT FOOT - In the backyard of the house across from the trailer park, you will find two men standing by an unlit barbecue. Ollie over the barbecue and hit the Y button as if to grind it to light it, clearing this gap.

HOWDY NEIGHBOR PART I - Get into the pool in the backyard of the construction site then launch out of it and over the wall, into the backyard of the house with the satellite dish and you'll get the gap.

HOWDY NEIGHBOR PART II - Make your way into the backyard of the house with the satellite dish then use the pipe on the side to launch yourself over the wall and into the backyard of the construction site.

I GOT A BAD FEELING ABOUT THIS - After helping the thin man, go over into the driveway of his house and use the pipe in the back to transfer over the wall that leads into his backyard.

MANSION ON WHEELS TRANSFER - In the trailer park, go up the pipe to the right of the orange trailer then transfer over the trailer and land on the narrow walkway on the other side to clear this gap.

NUDE FENCE GAP - In the backyard of the house with the barbecue (across from the trailer park) grind the lip of the back pipe (or just go up as normal) and transfer over the opening in the fence over to the lip of the pipe on the other side.

PICNIC LIP TRICK! - Go into the trailer park and up the ramp with the picnic table above it. Do a lip trick on the top of this picnic table to clear the gap.

PLYWOOD POP - Head over to the construction site to the right of the start and you'll spot two wooden strips (where you get the axe for the thin man). Grind one of these strips then transfer the grind over to the other.
[reminder: game faqs (dot) com has the latest version of this guide]

RAISIN' THE BAR! - Head to the backyard of the house with the barbecue and use the quarter-pipe on the left of the back of the house to reach the bar above it. Do a lip trick on this bar to clear the gap.

RAISIN' THE ROOF! - Similar to the "Raisin' the Bar!" gap, only this time go up the pipe on the other side of the back of the house and do a lip trick on the roof above it for this gap.

RICH HUMP HOP - In the backyard of the house with the satellite dish, get up on the platform above the quarter-pipes. You'll notice a large ramp up here which you must ollie over to get this gap.

RICHES TO RICHES MINI-GAP - In the backyard of the house with the satellite dish, make a left. You'll notice two quarter-pipes with a gap in the middle. Behind this gap is the quarter-pipe against the wall. Use these two pipes to transfer over this gap.

ROOF RAGE LEVEL I - As you enter the backyard of the house with the satellite dish, stop and look to your left. You'll spot a small quarter-pipe in between the driveways. Use this pipe to reach the lower level of roof above it. Do a lip trick on this roof for the gap.

ROOF RAGE LEVEL II - In the backyard of the house with the satellite dish, use the pipe past the driveways to reach the higher portion of roof and do a lip trick on it to clear this gap.

SCARY TREE PLANT - After helping the thin man, go into his backyard and you'll spot a tree in the upper-left corner. Do a lip trick on the bar in this tree to clear the gap.

SO COLD... - Make your way into the backyard of the thin man's mansion (after helping him, of course) and go up the pipe near the back wall. When you get up to the rail above the pipe, do a lip trick on it for this gap.

SPOOKY DROP - After helping the thin man, go into his backyard and use the ramp behind his house to get up to the second story. Break through the windows then grind the pole outside. As you drop back to the street, you'll clear this gap.

STREET TRANSFER - Head over near the construction site and over where the fire truck is. In front of it are two pipes - go up one, transfer over the gap and successfully land on the other to get this gap.

THE HOLLY MATCHET RULES TRANSFER - Go up the left side of the half-pipe in the trailer park and transfer over to the small quarter-pipe on the other side to clear this gap.

TRAILER HOP - In the trailer park, go to the back of the long blue trailer and use the pipe to gain speed. Head up the ramp on the trailer's end and clear the whole trailer to get this gap.

TRAILER ROOF GAP - Go up to the roof area of the house with the barbecue in the backyard and launch yourself off of the ramp. If you clear the roof of the trailer below, you'll get this gap.

TRICK UP A TREE! - In the backyard of the house with the satellite dish, there are two large trees above the pipes. Turn left when you enter, go up one of the pipes and do a lip trick on the tree for this gap.

UP N OVER - At the very start of the level, go straight and grind one of the two rails that lead up to the fence of the house with the barbecue.

WALL HOPPIN' - Similar to the 'Howdy Neighbor Part II' gap only this is on the other side. Go into the backyard of the house with the satellite dish and use the pipe on the left side to get over in the backyard of the house with the barbecue.

WHERE'S YOUR HARD HAT? - At the back of the construction site, use the ramp to launch up to the frame of the house and grind it for this gap.

WHOSE HOUSE? ...SKILLZ HOUSE! - Make your way into the backyard of the house across the street from the trailer park (the one with the barbecue) and you'll spot quarter-pipes on each side of the back of the house. Use one of them to transfer over the house and land on the other pipe to clear the gap.

=====
AIRPORT GAPS
=====

1ST CLASS GRIND - Head down to the very bottom level of the level (below the area with the flags in the window) and use the pipes down here to launch up to the very top rail and grind on it for this gap.

1ST CLASS LIP! - Head down to the very bottom level of the level (below the area with the flags in the window) and use the pipes down here to launch up

to the very top rail and do a lip trick on it for this gap.

ADIOS CHOPPER! - Over in the secret area (above escalators in baggage claim) you will find a helicopter parked. Use the ramp in front of it to get up to its blade then grind the blade to send it on its way.

AMERICAN MADE - Go down to where the flags are and grind the rail. When you rip the US flag, you will get this gap.

BUSINESS CLASS GRIND - Head down to the very bottom level of the level (below the area with the flags in the window) and use the pipes down here to launch up to the second rail up and do a lip trick on it for this gap.

BUSINESS CLASS LIP - Head down to the very bottom level of the level (below the area with the flags in the window) and use the pipes down here to launch up to the second rail up and grind on it for this gap.

CLAIM HOP - Head to the baggage claim area and begin grinding on any of the rails here. When you transfer over to another rail and continue the grind, you will get this gap.

COUNTRY OF 700 ISLANDS - Go down to where the flags are and grind the rail. When you rip one of the flags, you will get this gap.

DRAINING THE VEIN - Stick to the left of the level when you start and go into the first bathroom. Grind the rail as you go in then transfer that grind onto the urinals and finally onto the rail on the other side to get this gap.

ECONOMY CLASS GRIND - Head down to the very bottom level of the level (below the area with the flags in the window) and use the pipes down here to launch up to the first rail up and grind it for this gap.

ECONOMY CLASS LIP - Head down to the very bottom level of the level (below the area with the flags in the window) and use the pipes down here to launch up to the first rail up and do a lip trick on it for this gap.

ESCALATOR HOP - Grind the side rail of an escalator then transfer the grind over to the rail on the other side to clear this one.

FLYING HIGH IN THE SKY - Go straight from the beginning and once you get past the first set of escalators, you'll come to the two small quarter-pipes just before the bathroom on the right. Use one of these pipes to reach the light fixture above and do a lip trick on it for this gap.

G'DAY - Go down to where the flags are and grind the rail. When you rip the Australian flag, you will get this gap.

GATE HOP - Head to the area with the flags and use the tall pipes to reach one of the red rails high up. Grind this rail and jump over the gaps when you come to them for this gap.

GOLDEN! - Go down to where the flags are and grind the rail. When you rip one of the flags, you will get this gap.

GRIND BAGGAGE CLAIM - Go to where the baggage claim is and start grinding it. You must hold the grind all the way around the claim to get this gap.

HELIPORT BAGGAGE - After getting into the secret area via the "X-Ray" gap, grind the edge of the conveyor belt then transfer onto the other edge where the heliport is and you'll get this gap.

HOLA! - Go down to where the flags are and grind the rail. When you rip the Mexican flag, you will get this gap.

ILLUMINATIN' - At the start of the level, go up the phone booths and use that to reach the light fixture above - grind it for this gap.

LIGHT HOP - Down in the lowest part of the level (under where the flags are) grind on one of the light fixtures along the sides of the room then transfer that grind over to another light to get this gap.

LIGHT POP - Similar to the 'Light Hop' gap only you will need to transfer from the edge of the room over to the light rather than from light to light.

LIGHTEN UP! - Similar to the 'Illuminatin'' gap, this one is done by grinding the light fixture above the second phone booths.

LOCAL CALL - Stick to the left side of the level from the start and when you come to the first phone stand, grind the curved edge of it from beginning to end and you'll get this gap.

LONG DISTANCE - When you reach the second set of phones on the left side of the level, grind the curved edge of them from beginning to end for this gap.

LOOK OUT!! - When you reach the second bathroom on the right side of the level, go inside. Grind the rail as you enter then transfer that grind to the urinals and finally onto the rail on the other side to clear this gap.

MULIN' - Over in the baggage claim area, use one of the small ramps on the sides of the metal detectors to launch over the detector for this gap.

MUSICAL CHAIRS - Down in the area with the flags in the windows, grind one of the sets of chairs then manual over to the set on the other side and grind those to get this gap.

O THE S - Over by the escalators that lead down to where the flags are you will find more metal detectors. Use the ramps in between each to launch over for this gap.

PARLEZ-VOUS SKATE? - Go down to where the flags are and grind the rail. When you rip one of the flags, you will get this gap.

SPIRAL STAIRS NORTH - When you reach the area with the flags in the windows, turn right and make your way over to the spiral staircase that leads down to the bottom floor of the airport. Grind the railing of this staircase from top to bottom to get this gap.

SPIRAL STAIRS SOUTH - When you reach the area with the flags in the windows, turn left and make your way over to the spiral staircase that leads down to the bottom floor of the airport. Grind the railing of this staircase from top to bottom to get this gap.

SPOTTED BAGS - Over in the baggage claim area, use the pipes on either side of the escalators to reach the edge of the wall above. Do a lip trick on this edge to clear the gap.

TAKIN' THE HIGH ROAD - At the first escalator you come to, use the middle divider to launch up to the light fixture and grind on it for this one.

TEA TIME - Go down to where the flags are and grind the rail. When you rip

one of the flags, you will get this gap.

THE HARD WAY UP! - From the start of the level, stay to the right until you come to the first set of lockers. Wallride them to get up on top then grind the top, ollie over to the next set and then only the directories. From there, transfer the grind onto the nearby light fixture for this gap.

THROUGH THE PAD! - From the start of the level, ollie over the reception desk to the right and go through the baggage claim (which leads to the open area with the chopper). Grind the conveyor belt over to the escalator that leads into the baggage claim then transfer the grind onto the escalator rail for this gap.

WALKWAY HOP - In the very beginning of the level, go up to the first walkway and grind one of the rails. To clear this gap, simply transfer the grind to one of the other rails on the walkway.

WALKWAY RIDE 1 - When you first start, grind the center rails of the walkway in front of you. Grind them all the way to the end without jumping out and you'll clear this gap.

WALKWAY RIDE 2 - Identical to the first, only this time you need to grind the center rails of the second walkway you come to.

WELCOME, EH - Go down to where the flags are and grind the rail. When you rip the Canadian flag, you will get this gap.

WELCOME TO THE TRIANGLE - Go down to where the flags are and grind the rail. When you rip one of the flags, you will get this gap.

X-RAY - At the start of the level, hop over the reception desk to the right and go through the baggage scan to get this gap. You can also get it by through on the other end.

ZORASVUITE! - Go down to where the flags are and grind the rail. When you rip the Russian flag, you will get this gap.

=====

SKATER ISLAND GAPS

=====

42 MILES TO NYC HOP - Right after the "Fiji Mermaid Hop" if you ollie over the next platform you come to, you'll clear this gap.

A BURNING SENSATION - After opening the secret area (outside with the pirate ship) you'll notice a campfire on the beach. Ollie over it to clear this gap.

AT THE 10 - Transfer from the bowl to the left of the half-pipe to the spot just before reaching the Activision logo on the half-pipe floor. If you get too close to the logo, you'll get the "At the 5" gap instead.

AT THE 5 - Transfer from the bowl to the left of the half-pipe to the spot right in front of the Activision logo on the half-pipe floor to get this gap.

AT THE 50 - Transfer from the bowl to the left of the half-pipe to the left side of the half-pipe floor (way before reaching the Activision logo in the center of the half-pipe floor).

BLAST 'EM - After opening the secret area, you will notice two quarter-pipes

on each side of the opening in the level that leads out onto the beach. Go up one and transfer over to the other to clear this gap as well as fire the cannons on the wall.

BOWL TRANSFER - Pretty self-explanatory, really. Go into one of the pools near the start of the level and transfer over into the other.

CANNON FODDER - After opening the secret area, go up one of the pipes on the beach (on either side of the entrance to the secret area) and do a lip trick on the cannons above the pipe for this gap.

CANNON GRIND - To get this, you can either grind around the whole outer edge of the ship without falling or just grind the edge near the entrance to the ship then transfer over the entrance and continue the grind on the other side.

COPING 2 RAIL POP - Grind the lip of any pipe over in the area where the pools and half-pipe are and then transfer that grind over to a wooden rail.

CROWD PLEASER I - Use the quarter-pipe behind you when you start to reach the railing up on the wall. Do a lip trick on this railing to get this gap.

CROWD PLEASER II - Head over to the bowl to the left of the half-pipe (the one on the opposite side of the level from where you start); get up to the rail above it and do a lip trick on it for this gap.

DANCIN' ON THE TABLES TRANSFER - Use the quarter-pipe behind you when you start to reach the railing up on the wall. Grind this railing toward the bowls and land in the nearest bowl to clear the gap.

FEARLESS SHARK HOP - After opening the secret area, look to the right of the pirate ship and you'll spot an overturned rowboat in shark infested waters. Ollie over the sharks and land on the boat then grind the wire back to safety to successfully clear this gap.

FIJI MERMAID HOP - Right from the start, ollie over the platform with the lone rail on it (toward the left wall) and you'll clear this gap.

FRONT MAST BACK GRIND - After opening the secret area, board the pirate ship and get up to the bow. Grind the mast, but do so at slow speed so that you won't go off into the shark infested waters but instead grind back down, clearing this gap.

HANDRAIL HOP - Go over to the bowl to the left of the half-pipe (where the soda machines are) and grind the rail leading into it. Transfer the grind onto the short handrail in between the soda machines for this gap.

HELL NO H2O - Get into the bowl to the left of the half-pipe and use it to transfer out and over the second rail above the half-pipe. You'll need a lot of air and hangtime to do it. (This will also turn on the sprinkler system).

HIGH RAIL STOMP - Get into the bowl on the right of the half-pipe and launch out of it, onto the rail above the building where the flags are. Grind this rail for the gap.

HOW'D YOU FIND THAT? - From the starting point, stop and turn around. Go over to the right of the pipes and behind a fence, you'll find a secluded, small quarter-pipe with a rail above it. Go up this pipe and do a lip trick on the rail to get this gap.

KEEL HAUL GAP - Once you open the secret area, board the pirate ship and go

up to where the sail is. Use the quarter-pipe here to transfer over the board holding the sail up and you'll get this gap.

MR. O'DONNELL HOP - Veer right from the start and go up the ramp near the wooden railing. Ollie over this entire platform to clear the gap.

PALM TREE HOP - After opening the secret area, a hole will be blown through the wall. Where this hole is there will be a small board. Grind it then transfer the grind onto the bent palm tree on the beach.

PIEDMONT, NORTH DAKOTA GAP - From the start of the level, veer right and use the ramp near the wooden railing to launch over the rail and into the bowl which will net you this gap.

RAIL 2 RAIL HOP - Grind one of the wooden rails near the half-pipe/pool area then transfer it to a separate rail to clear this gap.

ROOF BUSTIN' - If you gain enough air on the back part of the half-pipe, you'll break through the roof of Skater Island.

RUSSIAN TEASE GAP - Go into the pool to the right from where you start and Boneless/Fastplant/Beanplant out of it to reach the light fixture that's above the starting point. Grind this light fixture to clear the gap.

SAIL RIP - After opening the secret area, board the pirate ship and go up to where the sail is. Use the quarter-pipe to launch yourself right through the sail, ripping it to pieces.

SHORE LEAVE - As you board the ship, use the pipes to your left to reach the wooden bar above. Grind this bar and transfer down onto the rope that leads to the shore and you'll get this gap.

SKULL N' BONES - Over on the right side of the level, get up to the top of the half-pipe and follow it to the end. Ollie off and toward the balcony where the flags are hanging then grind the pirate flag for this gap.

SOUTH AMBOY, NJ GAP - Go straight from the start of the level until you reach the other end. Use the quarter-pipe on the right to launch yourself into the bowl on the other side for this gap.

STAIR SET - Simply ollie over the entire stair set that leads down into the half-pipe (it's right near the soda machines).

STARS N' STRIPES - Get up on top of the half-pipe (on the side with the roll-in) then follow it to the end and ollie off toward the balcony with the flags. Grind the US flag for this gap.

SURF'S UP - Get into the half-pipe and launch out near the roll-in to reach the surf board that's hanging on the wall. Grind the board to get this gap.

SWAB THE DECK GAP - Once you open up the secret area (pirate ship outside) go onto the pirate ship and right as you board, you'll notice a quarter-pipe on each side of the mast. Transfer from one pipe to the other for this gap.

THE AARON C. ROLL-IN OF DEATH GAP - Head into the half-pipe and begin grinding the lip of the side with the roll-in (or starting ramp, as I've referred to it throughout the guide). Ollie over the roll-in and continue the grind on the other side for this gap.

THE BOSS GAP - Where the entrance is to the half-pipe, you will find a

quarter-pipe on each side. Go up one, over the gap and land on the other side to clear this gap.

THE FLAME TRANSFER - Go up the half-pipe and transfer over the handrail and into the bowl to the left to clear this gap.

THE HEARTBREAKER GAP - Go straight from the start of the level but stay close to the left wall. Grind the lip of the first pipe when you come to it then ollie over the gap in between the two pipes for this gap.

THE LAW TRANSFER - Go into the half-pipe and use the side opposite the roll-in to transfer over the rail to the right and land in the bowl for this gap.

THE NEW JERSEY NUN GAP - Continuing from where you left off with the "Heartbreaker Gap" continue grinding and ollie over the next gap you come to (just after the corner) and land the grind on the raised platform.

THE ROLLERBOY GAP - Grind the roll-in side of the lip of the half-pipe then when you reach the end, ollie over the flags and balcony for this gap.

TOUCHDOWN! - Transfer from the bowl to the left of the half-pipe into the center of the Activision logo on the half-pipe floor to get this gap.

=====

LOS ANGELES GAPS

=====

ALL THE WAY - From where you get the "Down the Stairs" gap, ollie from the top and clear both sets of stairs this time to get this gap.

BUNKER - Right from the start, if you ollie over the stairs by the zig-zagging handrails and successfully land, you'll get this easy gap.

BURRITO CARNITAS - Head to the side of the car wash where the quarter-pipes and fire truck are. Get up on the car wash's side wall (which is a quarter-pipe) and grind the lip all the way to the end for this gap.

BURRITO GRANDE - Go up the side of the car wash (near the fire truck) and transfer over the protruding block from the roof then land on the other side to get this gap.

BUSTIN' CHERRIES! - Use the broken freeway after starting the earthquake to get up where you'd go for the secret tape. Grind the right edge of the building then transfer onto the rail the secret tape was on to get this gap.

BYE-BYE - After starting the earthquake, go up on top of the car wash (using the pipe behind it) and onto the broken freeway. Grind the left edge onto the top of the car (same as when you stop the car chase) to get this gap.

COLD CHILLIN' - Go to where the quarter-pipes are across from the car wash (near the fire truck). Go up one and do an air transfer over to the other to clear this gap.

DOORWAY HOP - Over where you get the "They're Grate!" gap, grind the edge near the grating and when you come to the gap, ollie over and continue the grind on the other side to get this gap.

DOWN THE STAIRS - From the start of the level, make a right and go over to the building across the street. You'll find some stairs that lead down toward the

fountain - ollie over them to get this gap.

EAST SIDE! - Grind the lip of the side of the car wash pipe (where you get the "Burrito Carnitas" gap) toward the street; at the end ollie off and do a car plant (there has to be a car there for it to work, naturally) and then transfer onto the edge across the street to get this gap.

EASTERNTREMOR - From the start, go down the zig-zagging rail and turn left. Use the quarter-pipe at the end of the street to launch over the wall where three rails can be found. The one on the left is long while the two shorter ones are on the right. Grind the long one for this gap.

FOUNTAIN HOP - Make your way over to the fountain near the 'Tower Poppin'' gap and grind one of the curbs next to it. From the curb, transfer the grind onto the edge of the fountain to clear this gap.

GETTIN A LEARN ON - Right from the start, go down the zig-zagging rail and over to the diagonal edge straight ahead. Grind it then transfer the grind over to one of the small boxes in the middle of the steps of the building across from the fountain.

GOIN' BALLISTIC - Over where the pipes area near the fountain, gain a lot of air on the one nearest the tower building to get the gap.

GRIND ILLIN' - Opposite the side of the car wash (where the Burrito Carnitas gap is) grind the lip of one quarter-pipe then transfer over the gap and continue the grind on the other.

HOT, HOT, HOT! - In the same spot where you complete the Grind Illin' gap, grind the lip of the pipe nearest the fire truck then ollie off and over the flaming barrel below to get this gap.

HUNG OVER - Go to the front of the Morehead Hotel (across from the 'Free Ballin'' area) and transfer from one small quarter-pipe to the other to get this gap.

KIOSK! - To the right of the car wash is a small block with pipes on the front and back. Use the pipe on front to launch over the block and land on the other side to clear the gap.

NORTHERNTREMOR - On the street to the right of the starting point there will be a rail near the traffic light - grind it to clear this gap.

NOSEBLEED TIME - If you get enough air while doing the 'Tower Poppin'' gap you will get this gap.

OVER THE FOUNTAIN - Approach the fountain near the "Tower Poppin'' transfer and use the edge of it to launch yourself up and over it, clearing this gap.

OVER THE YELLOW STONE SHACK - Head to the area where you do the 'Free Ballin'' goal and you'll see the yellow building. Grind the slope that leads up to the stone shack then ollie over it.

OVERPASS LEAP - Get onto the broken freeway after starting the earthquake then use the ramp at the end of it to launch yourself up to the tall building (where the secret tape is) to get this gap.

PERSHING RAMP - In front of the building where the 'Free Ballin'' goal is found you will notice a set of long stairs that curve. Just before these stairs is an edge - grind it then transfer the grind onto the stairs for this

gap.

PURPLE SKIPPIN' - Head over into the area where you do the "Free Ballin'" goal and go up the backside of the purple half-pipe. Ollie over the entire pipe and land on the other side.

RAIL SKIP - Go over to where the eastern quake rail is and grind it then transfer over to one of the shorter rails next to it to complete this gap.

RIDIN' THE XXX - In the purple half-pipe in the "Free Ballin'" goal area, grind the lip of it and onto the wire that leads toward the roof across the street. Continue grinding it around the corner and across the rooftop of the adult cinema to get this gap.

SHOOTS N' LADDERS - You can get this one as well as the 'Hot, Hot, Hot!' gap at the same time. As you come off the lip of the pipe, transfer over the flaming barrel and continue the grind on the fire truck's ladder.

SOUTHERNTREMOR - Head over to the opposite side of the building across the street from where you start and you'll see a rail near the newspaper stands. Grind it to get this gap.

SQUEAKY CLEAN - Go to the car wash and you'll find two rails inside. Grind one then transfer the grind over to the other for this gap.

STAIR SKIP - On the opposite side of the building across from the starting point will be some stairs with planters on each side. Grind the edge of a planter then ollie over the steps and continue the grind on the other planter to get this gap.

THEY'RE GRATE! - Go over to where the 'Tower Rails' gap is and use the nearby quarter-pipe to get up where the steaming grate is. Next to the grate (along the walls of the building) is an edge that you grind to not only clear this gap but open the grate as well.

TO THE LADDER! - Over where the fire truck (on the side of the car wash) there will be a ramp in front of it. Use this to get up to the fire truck's ladder and grind it to clear this one.

TOWER LOCKIN' - Similar to the 'Tower Poppin'' gap only this one is done from the inside pipe over the wall and landed on the pipe on the other side of the building.

TOWER POPPIN' - From the start of the level, head right and go over to where the fountain is. Behind the fountain are two quarter-pipes and a wall. Use one of the pipes to get over the wall and land on the pipes on the other side to get this gap.

TOWER RAILS GAP - On the opposite side of the building with the fountain go to where the small set of stairs are. Grind up one handrail, transfer over the gap and land on the other rail for this gap.

TOWER RAIL SWAP - Transfer from one of the small handrails to the stairs over by the "Tower Rails Gap" over to the longer railing on the side and you'll get this gap.

TRIPLE X HOP - Go over to where the movie theater is and grind the edges. Transfer the grind from one edge to the next to get this gap. I'm sure you can guess where it gets its name.

VENTING FRUSTRATION - After opening the grates to the right of the "Tower Rails Gap" use the pipe next to the grates to transfer over and into the underground area where the grating was.

WASHIN' WINDOWS - Head over to where the fountain is and where you can get the Tower Poppin' gap. Go up the left pipe and gain enough air to reach the balcony up above. Grind the rail of the balcony for this gap.

WESTERNTREMOR - You will get this gap by grinding on one of the fourth earthquake rails. This one happens to be the one on the left side of the tunnel in the building across the street from where you start.

WEST SIDE! - From the start, make a right and grind the northern quake rail. As you come out of the grind, land as close as possible to the curb near the fountain to get this gap.

WIRE RIDIN' 1! - Get into the purple half-pipe in the "Free Ballin'" goal area and grind the lip of it which leads onto the wire that goes toward the Morehead Hotel. You'll get this gap as you get past the Morehead Hotel.

WIRE RIDIN' 2!! - From "Wire Ridin' 1!" keep grinding the wire past the next pipe in the "Free Ballin'" area and you'll get this gap.

WIRE RIDIN' 3!!! - From the last two "Wire Ridin'" gaps, continue the grind all the way to the end, and you'll land in front of the fountain and you'll get this gap.

=====

TOKYO GAPS

=====

BENTO BOX GAP - From where you start, ollie over the funbox straight ahead and you'll clear this gap.

BOTAN NABE GAP - In the secret area beyond the large, broken circular sign make a left right when you enter and go down the ramp here. Now, use one of the pipes on either side of this ramp to transfer over it and clear this gap. You can also do this for any of the other three ramps that lead down to the lower portion of the secret area.

BUTA NIKU GAP - In the secret area beyond the large, broken circular sign go over to the area directly across from the roll-in. Use the taller pipes on either side of the shorter pipe that's in the middle to transfer over it and you'll get this gap.

CHANKO NABE GAP - Once you break the large, circular sign on the left side of the level, enter the secret area. Go straight once you enter and use the first ramp you come to to transfer over the gap and land on the other side to clear this gap.

CHIRI NABE GAP - In the secret area beyond the large, broken circular sign, drop down to the lower level. Grind the lip of a pipe and when you reach a roll-in ramp, ollie over it and continue the grind on the other side to get this gap.

DONBURI TO DONBURI TRANSFER - Head to the back of the level where the bowls are and go into one. Head up the back quarter-pipe and use it to transfer over into the adjacent bowl and you'll get this gap.

DONBURI WARI GAP - Make your way to the back of the level where the bowls are and go inside one of the two. Use the pipes on each side of the entrance of the bowl to transfer over it, clearing this gap.

FUGU GAP - Gain speed from the back of the level and use the ramp in between the two loops to Fastplant/Beanplant/Boneless up to the red bowl underneath the blimp to get this gap.

FUTO MAKI GAP - While grinding the red "Gateway Plaza" sign on the left side of the level, if you transfer down to the edge for the "Nori Maki Gap" and then over to the next sign, you'll get this gap as well as the "Miruga Gap."

GYU NIKU GAP - After opening the secret area beyond the broken large, circular sign, if you use the quarter-pipes on either side of the roll-in to the secret area and transfer over it, you'll clear this gap.

HAMACHI NO MICHI RAIL - Get up on top of the spectators' tower and grind the cable that goes off to the left. At the end of this cable, transfer your grind onto the edge of the building and from there, up to the next sign above and you'll get this gap.

HAMAGURI GAP - From the start of the level, grind the lip of the pipe to your right until you reach the end of it. Transfer the grind over onto the short wall on the platform straight ahead and you'll get this gap.

HARUMAKI LAUNCH - Just after the "Onigiri Launch" gap, you'll come to another ramp which is in between the two loops. Use this ramp to launch yourself over the overpass and land on the other side to clear the gap.

HASAMI GAP - On the left side of the level (when facing from the starting position) there is a rail with yellow and green stripes on it. Just before this rail there are a couple of edges near the wall with the JEEP ad on it. Grind one of these edges and transfer to the rail with the stripes (or vice versa) to clear this gap.

HIDARI MEN - This gap is the same as the "Migi Men" gap only once you get on top of the platforms on either side of the spectators' tower, you'll need to grind to or from the neon railing on the left side of the tower to get this.

HOKKIGAI GAP - Start grinding the lip of the pipe to the left of the roll-in (starting ramp) until you reach the end then transfer it onto the curving edge of the building on the left.

KANPACHI GAP - Just before the red "Gateway Plaza" sign, there's a flat, curving roof. If you transfer a grind from either the "Gateway Plaza" sign or the curving edge on the other side of this roof, you'll clear this gap. (Note: the roof you need to grind says "Kiddie Zone" on the front of it).

KAREI KARA AGE GAP - Head to the back of the level and enter the pipe area on the left. Use the left-most quarter-pipe to get up where the secret half-pipe is. But instead of grinding on the top edge to reach it, do a lip trick on this edge for the gap.

KATSUDON GAP - Begin grinding the lip of the right bowl in the back of the level all the way to the end then ollie off and transfer the grind onto the platform of the building to the left.

MEGA MECHA MAYHEM! - Go up on top of the spectators' tower and grind the cable that leads off to the left. Once you reach the end of the cable, begin grinding the signs on the buildings until you come to the large, circular

sign suspended by two wires. Snap the first wire by grinding it, causing the sign to fall and break and you'll get this gap.

MIGI MEN - From the start of the level, use one of the pipes on each side of the spectators' tower to launch up to one of the platforms next to the tower (you'll see the streets of Tokyo from up here). Grind along the neon railing and transfer either to or from the neon railing on the right side of the tower to get this gap.

MIRUGAI GAP - While grinding the red "Gateway Plaza" sign on the left side of the level, if you transfer down to the edge for the "Nori Maki Gap" and then over to the next sign, you'll get this gap as well as the "Futo Maki Gap."

NORI MAKI GAP - Get up onto the walkway/overpass on the left side and grind the left rail. Transfer the grind onto the red "Gateway Plaza" sign then grind that to the end and ollie off onto the edge below - grind it.

ONIGIRI LAUNCH - Right after the "Bento Box Gap" use the ramp straight ahead to launch over the overpass and land on the other side to clear this one.

SHABU SHABU GAP - Head over to the right side of the level (when facing from the starting position) and grind the second circular fountain-like object you come to. Timing is everything in this gap - grind the fountain and ollie out when you're facing the handrail to the walkway/overpass. Transfer the grind onto this rail for this gap. This one can be pretty tough to get.

SUPPON NABE GAP - In the secret area beyond the large, broken circular sign go down to the lower level via one of the four ramps. Now, go up one of these four ramps and transfer over the entire upper level, landing on the other side of the lower level to get this gap.

SUZUME GAP - Go to the back of the level (where the pipes) are and face the railing that leads up to the walkway/overpass. On the right side (facing toward the start of the level) grind the left rail then ollie once you get up to the overpass. As you come down, land in a grind on the green and yellow striped rail next to the JEEP advertisement and you'll clear this gap.

TARA CHIRI NABE GAP - In the secret area beyond the large, broken circular sign, go down to the lower level. Now, find a small, curved opening in the pipes and grind the lip through the opening for this gap.

TEBASAKI GAP - Over where the three rails are in between the glass directories (on the right side of the level), if you grind the rail closest to the start of the level and transfer it onto the handrail of the walkway/overpass, you'll get this gap.

TORIGAI GAP - Get up on top of the spectators' tower in the beginning and the cable that leads off to the right. Continue grinding it until you get to the rooftop of the building. From this rooftop, transfer your grind down onto the roof above the glass directories and you'll get this gap.

TORI KARA AGE GAP - Head down the starting ramp, go straight a bit then stop and turn around. Launch yourself up to the top of the spectators' tower and do a lip trick on the rail of it to clear this gap.

TRICKY ONIGIRI TRANSFER - Head straight from the start of the level over to the ramp just past the Bento funbox. Go up one of the pipes on either side of this ramp and transfer over it then land on the other side to clear the gap.

TSUBUGAI GAP - Go up the left side of the walkway/overpass and begin grinding the left rail. Transfer the grind onto the top of the red "Gateway Plaza" sign and you'll get this gap.

UNAGIDON GAP - Head to the back of the level and start grinding the top lip of the pipes. When you come to the exit of this pipe area, transfer the grind on to the lower rail of the outer pipe to get this gap.

WARIBASHI GAP - Go up onto the walkway/overpass and begin grinding one of the rails. Transfer this grind over to the rail on the other side of the walkway to clear this gap.

WEAK ASSED CALIFORNIA ROLLIN RAIL - From the start of the level, stop and turn around. Begin grinding the lip of one of the quarter-pipes then transfer over the roll-in (starting ramp) and land the grind on the other side to get this gap.

WEAK ASSED CALIFORNIA ROLLIN TRANSFER - Same as the rail version of the gap, only this time you need to use the pipes to air transfer over the gap rather than grinding over it.

YAKITORI GAP - Over on the right side of the level (when facing from the starting point) you'll find three rails with some glass directories in between. Grind one of these rails and transfer the grind onto another one of the three to get this gap.

TOKYO GAP TRANSLATIONS

You may have noticed that a lot of the gaps in Tokyo are in Japanese. While knowing what they actually mean in English may not be too important to most, I thought I'd go ahead and list the English translations for some of them here just for anyone who was curious as to what they meant. If you spot a mistranslation or you know translations for other gap names, let me know.

YAKITORI - Grilled chicken
WARIBASHI - Splittable chopsticks (wood)
MIGI - Right hand side
UNAGIDON - Bowl of eel and rice
ONIGIRI - Hand rolled sushi
HASAMI - Scissors
HARUMAKI - Spring roll
HIDARI - Left hand side
SUZUME - Sparrow
DONBURI - Bowl
KATSUDON - Breaded pork on rice
HAMAGURI - Clam

CRUISE SHIP GAPS

A LINKIN' THE CHAIN - Go down the ramp on the left side of the main pool and grind the rail as you do. At the end, ollie off and transfer over to the small rail on the ground near the front of the ship and grind that to clear this gap.

ABANDON ATRIUM - Head over to the atrium on the right side of the ship and face the pipes near the right window. Launch yourself off of the pipe to break through the window and land in the lifeboat (or water) outside.

AAHHHHH!!! - Get up onto the red mast in the center of the ship (where the secret tape is located) then transfer down into the main pool (which must be emptied) to get this gap. Thanks to Rampago for pointing this gap out to me.

AHOY, CAP'N! - Head down to the deck where the museum's front glass is visible and use the funbox in front of the window to smash through, clearing this gap.

AIR SUPPORT - Get into one of the lifeboats on the left side of the level (or right if you get in the ones past the atrium) and launch out of one into the other to clear this gap.

ATRIUM HIGH LINES - You can clear this one by going over to the atrium on the right side of the ship and using the ramp to launch up to and grind the rails hanging above.

AWNING POP - Drop down to the main pool deck from the start then grind the left quarter-pipe. Drop down to the awning and grind its edge toward the way you came from. Ollie over and grind the other awning for this gap.

AWNING TO FERRY SUPPORT - This one is rather easy to get, just grind the edge of the awning nearest the ferry and transfer the grind over to the ferry support cable.

BALCONY HOP - Begin grinding one of the balconies on either side of the ship then transfer over to the one after it and grind it for this gap.

BOW DOWN BEFORE ME! - Grind the high wire behind you from the start and take it to the bow of the ship. Once there, do a grab trick off the pipe and you'll get this gap.

BUFFET 2 FOUNTAIN - Go down to where the mini-pool (or fountain, whatever you want to call it) is located and grind the edges where the cake is. When you reach the cake, transfer your grind to the edge of the fountain/mini-pool to clear this gap.

BUMPER HOP - Just before the entrance to the atrium, you'll find a circular bumper along the outer edge of the ship. Grind the edge, ollie over the bumper then continue the grind on the other side to get this gap.

CAPTAIN'S GAP - Drop down to the main pool deck and turn around to face the entrance to the museum. On each side is a quarter-pipe. Go up one, transfer over the gap and land on the other side.

COMPLETE BOB! - If you grind the criss-crossing railing above the atrium (the ones that go around the plants) all the way around, you'll get this gap.

DISEMBARKING - Not much to it. After doing the embarking gap on the raised ferry, transfer to the rail on the other side and grind that for this gap.

DON'T LOOK DOWN!!! - Get up on the mast in the center of the ship (where the secret tape is) and if you get enough air on the quarter-pipe here, you'll clear the gap.

DROP A DECK - You will automatically get this gap by dropping down from one deck of the ship to the one beneath it.

DROP ANOTHER DECK - Just as the name suggests, you'll get this gap by dropping to not only the next deck beneath but the one underneath that.

EMBARKING - Go over to the left side of the level and after raising the ferry, grind the rail on the left then transfer over to one of the rails on top or on the side of the ferry for this gap.

GAP THE POOL - Simply ollie over the main pool and you'll get this gap.

GOD SAVE THE CAKE - Head down to the deck where the round mini-pool and cake is. If you grind one of the edges on the side of the cake then smash into the cake, breaking it, you will get this gap if the cake you smash is the third (UK flag) cake.

KING OF THE WORLD - From the starting point, turn around and grind the high wire all the way to the bow of the ship. Do a lip trick on the pipe here to clear this gap.

NICE LANDING - Transfer a grind onto the ferry support wires then transfer that over to the rail on the bow of the ship to get this gap.

OVER THE ATRIUM WALL - Just outside the entrance to the atrium, if you go up the quarter-pipe and transfer over the wall that leads into the atrium, you'll get this gap. You can also do it from inside the atrium. Make note, however, that if there's still glass in the way when you transfer, you'll get a different gap.

OVER THE PILLAR - In the atrium, if you go up the pipe just before reaching one of the pillars on the side nearest the water and transfer over it onto the other side, you'll get this gap.

OVER THE PLANTER - Also in the atrium, go up the pipe just before reaching the planter in the center of the atrium (on side furthest from water), clear it and land on the side to get this one.

PANE IN THE GLASS - This is basically the same as the "Over the Atrium Wall" gap, only if there's glass in the way when you transfer over, you'll get this gap instead.

PASSIN' THRU! - Pretty much the same as the 'Ahoy, Cap'n' gap only this time you will be smashing through the glass from the inside of the museum rather than outside.

POP THE NOTCH - After emptying the main pool, grind along the edge of it. When you come to the gap where the slide enters the pool, ollie/trick over it then continue grinding the edge of the pool to get this gap.

RAILING HOP - Grind one of the rails on the left side of the level near the ferry and transfer it over to another rail for this one.

RAMP 2 RAIL - When you first start, go up the ramp on the right side of the chopper then transfer over to the railing that leads to the pool slide. Grind it to clear this gap.

SPIRAL SCULPTURE - From the upper deck, launch down to the deck with the mini-pool/fountain and land on the spiral sculpture above it. Grind this sculpture from top to bottom to get this gap.

SPIRAL SLIDE - Start from the top of the spiral slide above the main pool and grind it all the way down to the bottom to get this gap.

SPIRAL STAIRCASE - From the main pool deck, pass the pool and mast and you'll find a carpeted spiral staircase. Grind down the railing from top to bottom to clear this one.

SPRINKLE YER SHORTS! - Grind the sprinkler rail that goes all around the atrium and when you come to the gap on the left side, ollie over it and continue the grind for this gap.

STAR SPANGLED SPLATTER - Head down to the deck where the round mini-pool and cake is. If you grind one of the edges on the side of the cake then smash into the cake, breaking it, you will get this gap if the cake you smash is the second (US flag) cake.

SURE ABOUT THAT? - From the "Um..." gap if you transfer the grind from the first safety net over to the next, you'll get this gap.

SWEET TEMPTATION - Head down to the deck where the round mini-pool and cake is. If you grind one of the edges on the side of the cake then smash into the cake, breaking it, you will get this gap if the cake you smash is the first (normal) cake.

TAKIN' THE HIGH ROAD - Use the quarter-pipes behind you when you start to launch up to the wires that go across the pool below. Grind one of these wires to clear this gap.

TOP O' THE ATRIUM 2 YA! - If you grind the rail on top of the atrium on the right side of the ship, you'll clear this gap.

TO THE FERRY SUPPORTS - You'll clear this gap by grinding the rails near the ferry and transferring up to the cables supporting the ferry.

TRICKY POP - On the right side of the ship on the deck just below where the museum is, get up on the rail on the right and transfer over the gap and onto the rail that leads to the atrium entrance. You'll also get this gap after pulling off any tricky grind transfers.

UM... - Once the museum has been trashed, head to the lower deck and on either side of the ship, grind the white rail and transfer over to the safety net on the outside of the ship to clear this gap.

UP TO AWNING - If you start grinding the rails near the lifeboats/ferry on the left side of the level and transfer the grind up to the edge of an awning, you'll complete this gap.

=====

WAREHOUSE (SECRET THPS1 LEVEL)

=====

BIG RAIL - As you come down the starting ramp, grind the long rail straight ahead from beginning to end and you'll get this gap.

CHANNEL GAP - Locate the quarter-pipes along the ends of the starting ramp. You can either transfer grinds on the lips of these pipes or do air transfers to clear this gap.

DECK 2 RAIL - Go over to where the two pipes are (one below and one above) and get up in between the two (on the deck). Gain speed from the pipe behind you then launch off the deck and land in a grind on the big rail.

ENJOI THE LIP - No, not a typo. Go up the pipe on the other side of the level (across from the taxi) and use it to reach the sign with the rail above and do a lip trick on it. The "J" is rather hard to make out, but if you look at the ad that's on the sign, you'll see where the name comes from.

HIGH RAIL - Go over to the quarter-pipe behind the half-pipe (the one with the rail above it) and Beanplant/Fastplant/Boneless off of it to reach the high rail up above - grind it for this gap.

HOLY SHI... - See the long quarter-pipe behind the half-pipe? Grind it end to end and you'll clear this gap.

KICKER 2 LEDGE - Over on the left side of the level, use the one ramp of the Kicker Gap to reach the ledge just past the pool of water and grind it to get this gap.

KICKER GAP - Along the left side of the level (near the large water puddle) you will find two kickers (ramps). Use one to launch over to the other and you'll clear this gap.

MONSTER GRIND - Gain speed and get up the high rail (the rail in the "High Rail" gap) and grind it. Ollie off and land in a grind on the lip of the quarter-pipe then follow that around to the rail in front of the half-pipe and grind that to clear this gap.

OVER THE PIPE - Simply go down the starting ramp on the other side or gain enough speed to launch yourself over the half-pipe and you'll get this gap.

SECRET ROOM - Launch yourself over the half-pipe, but make sure you have good speed and air. As you go over, break through the glass in the room above the pipe and go through it to get this gap.

TAXI GAP - See that taxi surrounded by plywood? Go up one side, over the taxi and land on the other to clear the gap.

=====

BURNSIDE (SECRET THPS1 LEVEL)

=====

BRIDGE GAP - Look up and you'll spot two a bridge support. Do a Beanplant/Fastplant/Boneless off of the kicker near the support to ollie over the whole thing and clear this gap.

OVER DA POOL - Make your way over to where the eyeball pool is and use the ramp in front of it to ollie all the way over it and land on the other side to clear this gap.

TRANSFER - A pretty basic gap. Just transfer in to or out of the one bowl in the upper-left corner of the level.

TRIPLE RAIL - Over near the fence, you'll spot three short rails/walls. Grind one, transfer over to the second and finally over to the third to get this.

TWINKIE TRANSFER - Locate the small hump on the ground near the bowl. Use this to transfer over into the bowl and you'll get this gap.

VERT WALL GAP - Make your way down into the eyeball pool, gain speed then launch out from under the short vert wall in front of the pool. If you go

over it and land, you'll clear this gap.

=====

ROSWELL (SECRET THPS1 LEVEL)

=====

BHOUSE RAIL - From the start of the level, make a left and get up on top of the quarter-pipe. You'll see a long yellow and black striped rail that's raised a bit in the center. Grind it all the way through (ollie onto the raised portion) to get this gap.

CHANNEL GAP - Make a left from the starting point and enter the room with the bowl and guarded spaceship. Transfer over the entrance to this room using the quarter-pipes and you'll get this gap.

DECK GAP - Head down the roll-in (starting ramp) then launch up to the platform across from you (the one which has a quarter-pipe, two ramps and a rail with flashing arrows on it). Gain speed off the pipe then Boneless/Fastplant/Beanplant off one of the ramps to clear the entire deck below.

DECK GRIND - Do the same as you would for the Deck Gap, only this time when you clear the gap, grind the end of the flashing arrow rail or the two short horizontal walls.

ET GRIND - In the main part of the level, you'll spot a tunnel with an alien behind glass inside. Go through and at the opening on the other side, there will be a rail. Grind it as well as the two subsequent rails and you'll clear this gap.

ET REWIND - Exactly the same as the ET Grind gap, only this time you'll need to grind the three rails in opposite order (hence the name of this gap).

HANGAR CHANNEL - Make a left from the start of the level and go into the metallic half-pipe. Use the back side of this pipe to transfer over the entrance into the room with the bowl/guarded spaceship and land on the quarter-pipe on the other side to clear this gap.

POOL GRIND - Go into the room with the bowl and guarded spaceship then start grinding the lip of the bowl. Grind it all the way around to get this gap.

RING AROUND THE ROSWELL - "From the start of the level go straight ahead to the big silver half pipe. Go to the far right side of it and start to grind towards the left. Keep grinding past the Hangar Channel gap and continue grinding around the lip past the Rollin Channal gap. Continue grinding until you cannot grind anymore then ollie off and manual onto the ET Rewind gap. Once you complete the ET Rewind gap in combination with the rest, you will score [this gap]." - Thanks to Andy for this one.

ROLLIN CHANNEL - After going down the roll-in (starting ramp) grind the lip of one of the pipes on either side then ollie over it and continue the grind on the other side to clear this gap.

=====

VIII. SECRETS / CODES

=====

CHEAT CODES:

- FREAKSHOW - When entered, this code will unlock all of the secret skaters so you don't have to beat the game many times to get them all.
- MARKEDCARDS - This code will unlock all game 'modes' (Giant Mode, etc.) that you would normally have to beat the game multiple times for. Access them from the pause menu.
- MAXMEOUT - This code will max out your current character's stat points (meaning each category will have all 10 points) - you'll need to reenter it for each skater you want to max out.
- POPCORN - Enter this into the cheat menu to unlock all of the game's movies (in the 'movies' section).

SECRET CHARACTERS:

Darth Maul: To unlock Darth Maul as a character, beat the game with all goals completed and all gold medals in the competitions with ONE character.

Wolverine: To unlock Wolverine as a character, beat the game with all goals completed and all gold medals in the competitions with TWO characters.

Officer Dick: To unlock Officer Dick as a character, beat the game with all goals completed and all gold medals in the competitions with FOUR characters.

Private Carrera: To unlock Private Carrera as a character, beat the game with all goals completed and all gold medals in the competitions with FIVE characters.

Ollie the Magic Bum: To unlock Ollie the Magic Bum as a character, beat the game with all goals completed and all gold medals in the competitions with SEVEN characters.

Kelly Slater: To unlock Kelly Slater as a character, beat the game with all goals completed and all gold medals in the competitions with EIGHT characters.

Demoness: To unlock the Demoness as a character, beat the game with all goals completed and all gold medals in the competitions with TEN characters.

Neversoft Eyeball: To unlock the Neversoft Eyeball (the one you see in the opening movie) as a character, beat the game with all goals completed and all gold medals in the competitions with TWENTY-ONE characters.

SECRET LEVELS:

Warehouse: To unlock the original Warehouse level from THPS1, beat the game with all goals completed and all gold medals in the competitions with THREE characters. The Warehouse level will be available for Single Session, Free Skate and 2-player modes.

Burnside: To unlock the original Burnside level from THPS1, beat the game with all goals completed and all gold medals in the competitions with SIX characters. The Burnside level will be available for Single Session, Free Skate and 2-player modes.

Roswell: To unlock the original Roswell level from THPS1, beat the game with all goals completed and all gold medals in the competitions with NINE

characters. The Roswell level will be available for Single Session, Free Skate and 2-player modes.

SECRET GAME MODES:

Snowboard Mode: The snowboard mode makes it so you have less control over your skateboard (as if you were on snow) but it still looks the same (wheels and all). You can unlock this by beating the game with all goals and all gold medals in the competitions with ELEVEN characters.

Always Special: This mode will make it so you always have a flashing special meter, making it so you can pull off specials any time you want to. You can unlock this by beating the game with all goals and all gold medals in the competitions with TWELVE characters.

Perfect Rail: This is pretty self-explanatory, but I'll explain anyway. Whenever you grind or do a lip trick, you no longer have to worry about balancing because you'll never fall. You can unlock this by beating the game with all goals and all gold medals in the competitions with THIRTEEN characters.

Super Stats: This will give your skater stats that are slightly higher than when you have maxed out stats (meaning your skaters will go slightly faster, have slightly better balance, etc.) You can unlock this by beating the game with all goals and all gold medals in the competitions with FOURTEEN characters.

Giant Mode: Makes your skater giant. You can unlock this by beating the game with all goals and all gold medals in the competitions with FIFTEEN characters.

Slowmo: This mode gives you slow motion, but only in certain situations. While skating, everything will be normal speed but once you ollie, slow motion goes into effect. You can unlock this by beating the game with all goals and all gold medals in the competitions with SIXTEEN characters.

Perfect Manual: Just as it sounds, this makes it so you don't have to balance your manuals anymore. You can unlock this by beating the game with all goals and all gold medals in the competitions with SEVENTEEN characters.

Tiny Mode: Makes your skater tiny. You can unlock this by beating the game with all goals and all gold medals in the competitions with EIGHTEEN characters.

Moon Physics: Makes it so your skater does not totally defy gravity but pretty near it. You'll be able to gain tons of hangtime and air with this mode on. You can unlock this by beating the game with all goals and all gold medals in the competitions with NINETEEN characters.

Expert Mode: This basically makes the game more realistic. Your skater will only be allowed minimal hangtime and air just as he/she would in real life. You can unlock this by beating the game with all goals and all gold medals in the competitions with TWENTY characters.

First Person Mode: Makes it so you see through the eyes of your skater. You can unlock this by beating the game with all goals and all gold medals in the competitions with TWENTY-TWO characters.

SECRET AREAS:

FOUNDRY: The secret area for the first level is a small room in the front part of the level with a spiral pathway inside. To unlock it, grind all five valves located around the level to un-jam them and the door to this secret area will be opened.

CANADA: This one is actually where you go to get the secret tape in the level. From the start of the level, go straight a bit then stop and turn around. Use the starting ramp to launch yourself up to the tree pathway. Skate through the tree and when you come to the fork, go left. Grind the wooden rail on the left to hit a switch which will cause the nearby half-pipe to rise into the air. From here, you can go to another two half-pipes.

RIO RUCKUS: Leave the skatepart and skate in the street. When you see a small opening, go into it and you'll find a broken up wooden fence. Break through it and you'll enter the secret area for this level, which contains a pool to the left.

SUBURBIA: After helping the Thin Man by giving him an axe, you'll gain access to the back part of his house. Go past the tall glass doors and use the quarter-pipe to get into his eerie backyard. The second part of this secret area is in the Thin Man's house. Use the ramp in his backyard to launch up through the window of the second floor to get in.

AIRPORT: From the start of the level, hop over the right reception counter and you'll see a luggage belt. Go through it and you'll be brought to the secret area which is a helicopter landing spot. If you grind the blade of the chopper, it'll take off. You can also reach this area by grinding up the escalator rails in the baggage claim area.

SKATER ISLAND: Up on the balcony in between the right pool and half-pipe are two hanging flags. One is an American flag the other is a black pirate's flag. Grind the pole of the pirate's flag to unlock the secret area in this level - a pirate's ship outside in the water.

LOS ANGELES: There are actually two secret areas in this level. The first is gaining access to the freeway after the earthquake has been started. Go behind the car wash and use the quarter-pipe to get on top of the car wash which then lets you get to the broken up freeway. The second secret area are two small underground-like area which are covered by grating. One is near the "Tower Rails" gap - when you see the grating with steam coming out, grind the edge of the side wall to open it. The other is on top of the building across the street from where you start. Use the broken freeway to reach it.

TOKYO: If you go to the back of the level (where the shorter pipes are) and stay on the left side, you'll be able to launch way up to the top of a sign which you must grind. Behind this sign is a large half-pipe which you can drop down into. This is the secret area. If you grind too far when you get up to it, you'll land on the train tracks. You'll need maxed out air, hangtime and speed stats to easily reach it.

The second secret area in Tokyo is a rather large one. Get on top of the specatators' tower in the beginning of the level then grind the wire leading off to the left side of the level. From there, grind from sign to sign until you reach the large, circular sign suspended by two wires. Grind the first wire and it'll snap, causing the large sign to fall and break, revealing a new (fairly large) area filled with pipes.

CRUISE SHIP: The only secret area I've opened in this level would be the

safety nets. After trashing the museum, you'll send a man overboard and the safety nets on the outer edge of the ship will be deployed, allowing you to grind on them. Other than that, I don't think there are any other secret areas to be found in this level.

UNLOCKABLES SUMMARY:

The number next to each character/level/mode is the number of times you must complete the game with all goals and all gold medals in the competitions. Remember, you must complete the game with a different skater each time.

1 - Darth Maul	8 - Kelly Slater	15 - Giant Mode
2 - Wolverine	9 - Roswell Level	16 - Slowmo
3 - Warehouse Level	10 - Demoness	17 - Perfect Manual
4 - Officer Dick	11 - Snowboard	18 - Tiny Mode
5 - Private Carrera	12 - Always Special	19 - Moon Physics
6 - Burnside Level	13 - Perfect Rail	20 - Expert Mode
7 - Ollie the Magic Bum	14 - Super Stats	21 - Neversoft Eyeball
		22 - First Person

IX. INFORMATION

Disclaimer:

This document is Copyright 2001-2002 by Dallas Scott. All rights reserved. It may not be altered or reproduced in any form (this includes posting on web sites) without advance permission from the author. The latest version of this guide can always be found at the GameFAQs web site, so if you're reading an outdated version, please check the above site before e-mailing me with questions. This guide and its author are in no way affiliated with Nintendo, Activision, Neversoft, or any other company. In short, do not steal my work and if you want to use it on your web site or somewhere else, ask me first. It's not that hard and will save a lot of trouble in the long run. Thanks.

Tony Hawk's Pro Skater 3 is Copyright 2001 by Activision, Inc.

Credits and Sources:

Thanks go out to CJayC (<http://www.gamefaqs.com>) for hosting this FAQ and all of my others on his site.

Many thanks to Jordan (sjjgilchrist@aol.com) for sending in a bunch of gap locations that I missed!

JHeinemanolc and Mikedy Mike both informed me of the hidden Beni Fingerflip combo I missed.

Mikedy Mike also told me the new set of flatland tricks listed in the Tricks section, so thanks for that!

Mindgame sent me an alternate strategy to getting the secret tape in the Suburbia level.

Matt Rodabaugh sent me an extra tip to completing the 'Invert the High Wires' goal which should be useful to those having trouble with the goal.

Major thanks also to isaacs@infi.net for pointing out the second secret area in Tokyo (the one with the circular sign) which I missed!

Also, kudos to Shakkuman for finding the new captain voice in Cruise Ship secret which I've listed under the Cruise Ship section in the walkthrough.

I also want to thank AstroBlue for coming through with the excellent ASCII art once again. Thanks!

Last but not least, I'd like to thank Neversoft and Activision for this fun-filled series - without a doubt one of the best.

Contact Information:

Should you need to contact me with questions, comments, suggestions, praise, contributions, or even some constructive criticism, I'm always willing to hear it. Though I may not reply to 80% of the e-mail I receive, keep in mind that I do read it all. You may contact me via one of the following:

E-mail address: SDallas19@yahoo.com
Web site URL: <http://www.dallasmac.com>

Webmasters:

If you're wanting to post this FAQ on your web site, please contact me first letting me know the address of your site. Any site wanting to post this FAQ must not alter the guide in any way, must keep it in TEXT format, must give proper credit, must not place any advertisements on the FAQ and must keep the FAQ up to date. If you meet the aforementioned criteria, go ahead and drop me a line.

=====

This document is Copyright 2001-2002 by Dallas Scott.

-EOF-

This document is copyright Dallas and hosted by VGM with permission.