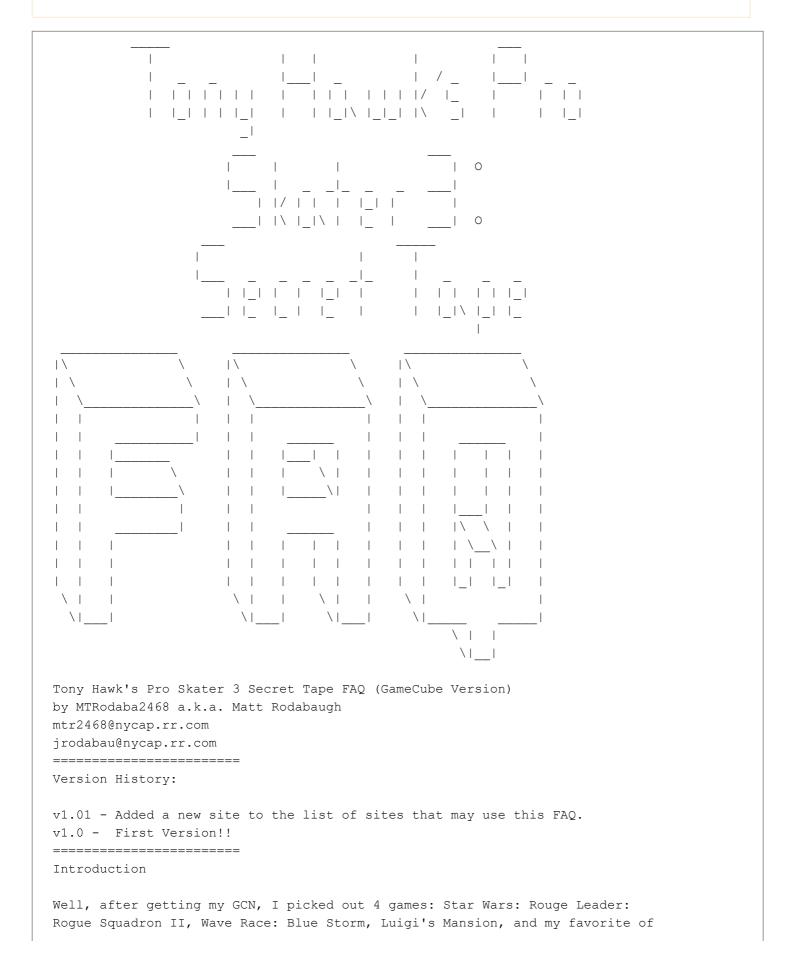
Tony Hawk's Pro Skater 3 Secret Tape FAQ

by MTRodaba2468

Updated to v1.01 on Dec 27, 2001

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



the bunch, Tony Hawk's Pro Skater 3. After getting all the tapes with my created skater, myself (looks just like me, skating is another story, since he's actually good at it), I decided to write an FAQ on getting all the secret tapes in the game. They're the same for each character, so there's one plus, since it took me a while just to complete the damn game with my created guy!!! Anyway, this FAQ was made by playing the GameCube version, but PS2 users can still use it, since the GCN version was a port. Anyway, I'm sure you're either not reading this, or if you are, you're sick of me talking. So, on to the FAQ!

-MTRodaba2468

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Foundary

From the start of the level, use the little ramps on the left or right to get onto the catwalks. Follow the catwalks to a small room with 2 glass walls. You must jump through the glass wall on the right, onto a rafter. The secret tape is on the rafter. One tip for when you're in the glass room: stop skating, and then line yourself up with the rafter. It's much easier than trying to make the jump without lining yourself up.

Canada

From the starting point, turn around, and use the blade to land on the walkway. Use a fastplant (or boneless, or no comply) to jump onto the 2nd walkway. Take the right path. You should eventually come to an area with a halfpipe over a ledge, with a guy, um, relieving himself off the edge. On the left, there should be a red box with a switch on it, and a rail in front of it. Grind the rail. The switch will be activated. The right half of the halfpipe (facing it from the path) should rise. Do a trick to reach the 2nd halfpipe, and then do a fastplant (or boneless, or no comply) to reach a large wooden board. Move to the left side of the board, then use a fastplant (or boneless, or no com...well, you know) to reach a second board. At the end of the board, there will be a railroad track, that breaks off into 2 pieces. Grind the right end of the railroad track. If you keep your balence, you should get the secret tape, which is at the end of the rail.

Suburbia

You must first complete the "Help The Thin Man" objective. To do this, go to the house under contruction. There should be two planks. One should have an axe on it. Grind the one with the axe to get the axe. Skate over to the haunted house, to where the thin man will be. He'll use the axe to chop open the boarded entrance, then sink underground. Skate though the walkway, til you reach a quarterpipe. Use the ramp to transfer into the back of the house. Head to the area where the quarterpipe opposite the house is at his highest point, and use it to pick up some speed. Then go up the opposite ramp, and jump through the window. Skate down the hallway, near the center. At the end off the hallway is another window. Hold down the Y button (or Triangle buton for PS2 users) as you skate through the window, to grind a small rail. The secret tape is at the end of the rail.

Airport

If you haven't already, you should complete the "Get The Tickets To Your Skate Buddy" goal, since it takes you into the same area. In this area, you should see red rails all around the perimeter of the room. On the right side of the room, the secret tape is on the top rail. To get onto the rail, use the large quarterpipes to reach the rails, then press Y (or Triangle for PS2 users) to grind the rail. Keep your balence, and you should skate into the secret tape.

Los Angeles

You must first complete the "Start the Earthquake" objective, by grinding the Four Tremor Rails. After you've done that, head to the car wash. Go around the back, and use the ramp to get on top of the car wash. The highway that runs above the car wash should be broken, allowing you to get onto the highway. Go ahead and complete the "Stop The Car Chase" goal, since the car you need to grind is right there. Follow the highway until you see some small wooden planks on the side of the road. Use a fastplant (or boneless, or no comply) to jump from the highway to the ledge of one building. Now skate down the ledge, and ollie onto another ledge (this one will be a pinkish color). You should notice this ledge sticks out in the middle. Skate to where the ledge sticks out, skate onto it, and ollie onto a rail. Grind the rail, and you should get the secret tape (as long as you keep your balance, that is).

Cruise Ship

From the start, turn around, and use the 2 quarterpipes to start grinding one of the high wires (the same wires you must invert if you're using a vert skater). Keep your balence, until you get to the big red column. Make sure you jump off early enough, or you'll either grind off it, skate off it, or jump over it. The small kickers will act as quarterpipes. Keep skating up them, doing tricks to build up your speed. The secret tape is above the kicker on the left (as if you were looking from the starting area). Continue doing tricks, until you get enough air to reach the secret tape.

Credits:

Me, for writing this up.

Activision, for releasing this kick-ass game.

Neversoft, for making this kick-ass game.

Tony Hawk, for endorsing this kick-ass game.

And finally, you, for reading this FAQ.

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