

Tony Hawk's Pro Skater 3 Trick Point Values FAQ

by Chsnn

Updated to v1.0 on Aug 22, 2002

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

Tony Hawk's Pro Skater 3 trick point values FAQ v1.0

Last updated Aug 22, 2002. Likely the first and final version.

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Intro

The reason I chose to write this FAQ is that although many trick point values have been published elsewhere they haven't been 100% accurate and definitely not 100% complete. They usually only write the trick points for flip tricks and air but forget about lips, manuals and grinds. In this document I'll describe exactly how all tricks are rewarded. In other words you will be able to answer this question "Exactly how much points is a 2.5 secs FS Nosebluntslide worth" and more complicated questions.

This FAQ has been tested on PAL THPS3 NINTENDO GAMECUBE, but it most likely works on all THPS3 versions for PAL/NTSC GCN, PS2, XBOX, and PC.

New Ultimate Air Trick

While writing this FAQ, I discovered a 1080 air trick combo much better than the commonly used one, i.e.:

Switch 1080 Boneless + Handspring Layout + 1-2-3-4 = 55,200 X 3

This and the following air tricks must be performed while in air before landing. You won't get this much if you do Boneless + Handspring Layout, land in a Revert, Manual, and then 1-2-3-4 while in air the second time. Also do the first special trick immediately after doing Boneless/Fastplant/Beanplant or you may bail.

Ollie the Magic Bum has the best Special Grab in THPS3, namely Panhandling. Using Panhandling in place of 1-2-3-4, you can score more points:

Switch 1080 Beanplant + Handspring Layout + Panhandling

This trick depends on how long you hold the grab button, but my record is 58,800 X 3. The bad news is that Panhandling is variable and it will be very difficult to get the absolute maximum from this trick. The good news is that

this trick combo is most likely NOT the best one. I discovered another one that is easier to do since it doesn't require holding the grab button:

Switch 1080 Boneless + Handspring Layout + Claw Punch = 60,000 X 3

Claw Punch requires Wolverine, so you'd better like playing THPS3 with him! Remember to do the Handspring Layout fast enough after Boneless or you will bail. This trick doesn't seem to work as a 900 air trick, i.e., you need at least a 1080 rotation or better to perform it. Assuming you can use the Claw Punch trick in place of 1-2-3-4 and you get the maximum 251 multipliers, you should get at least 1.2 million more if using 1080 HSLO CP than 1080 HSLO 1234.

There are two possible highest-scoring 900 tricks:

Switch 900 Boneless + Handspring Layout + 1-2-3-4 = 41,400 X 3

AND

Switch 900 Boneless + Handspring Layout + The Berzerker = 41,400 X 3

It's still possible that Ollie the Magic Bum's 1080 HSLO PH is the best first air combo. My records thus far:

Switch 900 Beanplant + Panhandling + Handspring Layout = 40,320 X 3

Switch 1080 Beanplant + Panhandling + Handspring Layout = 57,792 X 3

Switch 900 Beanplant + Handspring Layout + Panhandling = 39,312 X 3

Switch 1080 Beanplant + Handspring Layout + Panhandling = 58,800 X 3

My (PAL GCN) records are probably not optimal. It could still be possible to beat 1080 HSLO CP and 900 HSLO 1234 or 900 HSLO TB if you have the exact right timing. All you need is 1,000 more base points. Not much...

About frames

Since I have PAL THPS3, it shows 50 FPS (Frames Per Second), so all frame counts in this FAQ are most likely not the same if you have NTSC THPS3.

If you don't know what PAL or NTSC is, then if you live in North America, you have NTSC, and if you live in Europe, you most likely have PAL. PAL TVs update 50 FPS (50 Hz), and NTSC TVs 60 FPS (60 Hz).

To convert PAL frame counts to NTSC frame counts, multiply PAL count by 1.2.

To convert PAL point values incremented each frame for variable tricks, divide PAL incrementer by 1.2.

Example:

BS Bluntslide 250, F=18, R=12

It says that in each (PAL) frame 18 points are added to your base. In NTSC points, that should equal $18/1.2 = 15$.

It also says that it takes approximately 12 (PAL) frames to register, which should equal $12*1.2 = 14$ NTSC frames (I rounded to nearest integer)

Trick point values calculation

F = Points incremented each frame when holding a grab trick or when balancing a grind, lip, or manual.

f(x) = Returns number of frames you held the grab button from the beginning of 0 degrees till the end of 180*x degrees. For example, if you held the grab button for 12 frames before turning to 180, 18 frames before turning to 360, and 5 frames while in 360 and then released it, then:

```
f(0)    = 12
f(1)    = 12+18 = 30
f(2)    = 12+18+5 = f(1)+5 = 35
f(3)    = 35
etc...
```

Also, define f(-1) = 0.

b = Total number of frames balancing a grind, lip, or manual.

d = Number of 180 degree rotations (0, 1, 2, 3, ...). It cannot equal 1 if it's an air trick since 180 degree air tricks are impossible.

D = The 180*D degree rotation you let go of the grab button (0, 1, 2, 3, ...). It cannot equal 1 if it's an air trick.

fq = Number of frames you held the grab button in rotation 180*q. E.g.,
f2 = number of frames holding grab button when in 360 degree rotation,
and fD = number of frames holding grab button when in the rotation where you let go of the grab button. If you like math, then

$f_0+f_1+\dots+f_n = f(n)$

assuming $n>D$ returns 0.

n = Number of times performed this trick, EXCLUDING the one just performed

s = Original point value of the trick

floor() = Remove everything to the right of the decimal point of the result.

```
If      d = 0, then m = 1
else if d = 1, then m = 1.5
else if d = 2, then m = 2
else if d = 3, then m = 3
else          m = (4 + 2*(d-4))
If n > 3, then r = 0.1
else          r = 1-n/4
```

For grab-holdable tricks (WHEN JUMPING FROM QP/HP ONLY)

```
-----
p = floor(r*( m*s + F*( 1*f0+2*f2+3*f3+...+(4+2*(D-4))*fD +
                      + 1*f(0)+1*f(2)+1*f(3)+2*f(4)+...+2*f(d-1)
                      )))
```

If Switch or Fakie, then p = floor(1.2*p)

For grab-holdable tricks (WHEN JUMPING FROM GROUND ONLY)

```
-----
Same as above only we must use floor() whenever we may get a non-integer result and there are actually 180 degree ground tricks.
```

```
p = floor(r*( m*s +
              + 1*F*f0+floor(1.5*F*f1)+2*F*f2+3*F*f3+...+(4+2*(D-4))*F*fD +
              + floor(0.5*F*f(0))+floor(0.5*F*f(1))+1*F*f(2)+1*F*f(3)+
              +2*F*f(4)+...+2*F*f(d-1) ))
```

If Switch or Fakie, then p = floor(1.2*p)

For grinds, lips, manuals

```
-----
p = floor(r*(s + F*b))
```

If Switch or Fakie, then p = floor(1.2*p)

For all other tricks

p = floor(m*s*r)

If Switch or Fakie, then p = floor(1.2*p)

Trick Point Values

"F=12" means that for each frame you are awarded 12 more points.

"R=18" means that it takes approximately 18 frames for this trick to register. A trick is registered as soon as the trick's name is displayed on screen. The frames are counted from when you press the trick's button combination.

"T=30" means that it takes approximately 30 frames for this trick until you can start a new trick. This will give you an idea of how fast or slow a trick's animation is.

"S=12" means that for 12 frames of this trick's animation the trick cannot be rotated. In THPS3, only Special Air tricks worth 3,500 or more have a non-zero S. All other air tricks have S=0.

Misc Tricks

Ped Props 500
Car Plant 400

Ollie Tricks

Beanplant 250, R=0
Boneless 250, R=0
Fastplant 250, R=0
Wallie 250, R=0
Nollie 200, R=0
No Comply 100, R=0
Ollie (1) 100, R=0
Kissed The Rail 50, R=0

Landing Tricks

BS Revert 100, R=0
FS Revert 100, R=0

Wall Tricks

BS Wallride 200, R=18
FS Wallride 200, R=18

Grind Tricks

BS Bluntslide 250, F=18, R=12
FS Bluntslide 250, F=18, R=12
BS Nosebluntslide 250, F=18, R=12
FS Nosebluntslide 250, F=18, R=12
BS Boardslide 200, F=14, R=12
FS Boardslide 200, F=14, R=12
BS Lipslide 200, F=14, R=12
FS Lipslide 200, F=14, R=12
BS Noseslide 150, F=11, R=12
FS Noseslide 150, F=11, R=12
BS Tailslide 150, F=11, R=12

FS Tailslide	150,	F=11,	R=12
BS Crooked	125,	F=9,	R=12
FS Crooked	125,	F=9,	R=12
BS Feeble	125,	F=9,	R=12
FS Feeble	125,	F=9,	R=12
BS Overcrook	125,	F=9,	R=12
FS Overcrook	125,	F=9,	R=12
BS Smith	125,	F=9,	R=12
FS Smith	125,	F=9,	R=12
BS 50-50	100,	F=7,	R=12
FS 50-50	100,	F=7,	R=12
BS 5-0	100,	F=7,	R=12
FS 5-0	100,	F=7,	R=12
BS Nosegrind	100,	F=7,	R=12
FS Nosegrind	100,	F=7,	R=12

Manual Tricks

Nose Pivot	250,	F=1,	R=6
Pivot	250,	F=1,	R=6
Manual	100,	F=1,	R=20
Nose Manual	100,	F=1,	R=20

Grab Tricks

Judo	800,	F=20,	T=30
One Foot Japan	800,	F=20,	T=30
Wrap Around	700,	F=20,	T=30
Madonna	600,	F=20,	T=30
FS Shifty	500,	F=20,	T=30
Stiffy	500,	F=20,	T=30
Airwalk	400,	F=20,	T=30
Method	400,	F=20,	T=30
Rocket Air	400,	F=20,	T=30
CrookedCop	350,	F=20,	T=30
Crossbone	350,	F=20,	T=30
Del Mar Indy	350,	F=20,	T=30
Indy Nosebone	350,	F=20,	T=30
Japan	350,	F=20,	T=30
Mute	350,	F=20,	T=30
Stalefish	350,	F=20,	T=30
TuckKnee	350,	F=20,	T=30
Benihana	300,	F=20,	T=30
Crail Grab	300,	F=20,	T=30
Indy	300,	F=20,	T=30
Melon	300,	F=20,	T=30
Nosegrab	300,	F=20,	T=30
RoastBeef	300,	F=20,	T=30
Seatbelt Air	300,	F=20,	T=30
Tailgrab	300,	F=20,	T=30
Cannonball	250,	F=20,	T=30

Flip Tricks

360 Varial	900,	T=34
Sal Flip	900,	T=37
Varial	900,	T=37
Fingerflip	800,	T=32
Heelflip Varial Lien	800,	T=42
180 Varial	700,	T=34

360 Flip	500, T=26
Front Foot Impossible	500, T=33
Ollie Airwalk	500, T=30
Ollie North	500, T=27
Inward Heelflip	350, T=29
Hardflip	300, T=30
Varial Heelflip	300, T=28
Varial Kickflip	300, T=28
FS Shove-It	100, T=26
Heelflip	100, T=23
Impossible	100, T=26
Kickflip	100, T=23
Pop Shove-It	100, T=26

Hidden Flip Tricks

540 FS Shove-It	1,000
540 Shove-It	1,000
Beni Fingerflip	1,000
Triple Heelflip	1,000
Triple Impossible	1,000
Triple Kickflip	1,000
360 FS Shove-It	500
360 Shove-It	500
Double Heelflip	500
Double Impossible	500
Double Kickflip	500
Kickflip to Craill	400
Kickflip to Indy	400

Lip Tricks

Gymnast Plant	3,000, F=10, R=44
Andrecht Invert	2,500, F=10, R=49
Eggplant	2,500, F=10, R=39
One Foot Invert	2,500, F=10, R=60
The Switcheroo	2,500, F=10, R=72
Varial Invert to Fakie	2,250, F=10, R=39
Invert	2,000, F=10, R=52
BS Boneless	600, F=10, R=42
Disaster	600, F=10, R=44
FS Noseblunt	550, F=10, R=49
FS Nosepick	550, F=10, R=40
Axle Stall	500, F=10, R=30
Blunt to Fakie	500, F=10, R=42
Rock to Fakie	500, F=10, R=32
Nose Stall	300, F=10, R=44

Special Air Tricks

The 900	6,500, T=64, S=64
McTwist	5,000, T=53, S=45
Misty Flip	5,000, T=52, S=42
FS 540	4,500, T=55, S=30
FS 540 Heelflip	4,500, T=54, S=50
Kickflip Backflip	4,500, T=49, S=41
Stalefish BackFlip	4,500, T=51, S=39
Stalefish FrontFlip	4,500, T=49, S=38
Gazelle Underflip	3,500, T=42, S=42
Ghetto Bird	3,500, T=38, S=38

Claw Punch (5)	3,000,	T=58,	S=0
Handspring Layout	3,000,	T=51,	S=0
1-2-3-4	2,500,	T=50,	S=0
Casper Flip 360 Flip	2,500,	T=58,	S=0, F=35
The Berzerker (5)	2,500,	T=39,	S=0
540 Tailwhip	2,000,	T=42,	S=0
Double Kickflip Indy	2,000,	T=48,	S=0
Panhandling (6)	2,000,	T=32,	S=0, F=35
Slamma Jamma	1,750,	T=50,	S=0
Double Kickflip Madonna	1,500,	T=54,	S=0, F=35
Fingerflip Airwalk	1,500,	T=54,	S=0
Hardflip Late Flip	1,500,	T=52,	S=0
Kickflip Superman	1,500,	T=51,	S=0, F=35
Kickflip Underflip	1,500,	T=37,	S=0
Pizza Guy	1,500,	T=55,	S=0, F=35
Rodeo Clown	1,500,	T=47,	S=0, F=35
Sacktap	1,500,	T=57,	S=0, F=35
The Jackass	1,500,	T=50,	S=0
540 Flip	1,450,	T=41,	S=0
Nollie Flip Underflip	1,400,	T=43,	S=0
360 Hardflip	1,350,	T=39,	S=0
Laser Flip	1,350,	T=43,	S=0
Quad Heelflip	1,350,	T=62,	S=0
Force Grab	1,300,	T=37,	S=0, F=35
Assume The Position II	1,250,	T=27,	S=0, F=35
Judo Madonna	1,250,	T=44,	S=0, F=35
Kickflip One Foot Tail	1,100,	T=34,	S=0, F=35
Christ Air	1,000,	T=25,	S=0, F=35
Super Hand Clap	1,000,	T=22,	S=0, F=35
AC Air	666,	T=25,	S=0, F=35

Special Grind Tricks

BS 5-0 Overturn	500,	F=36,	R=12
FS 5-0 Overturn	500,	F=36,	R=12
Big Hitter II	500,	F=36,	R=12
BS Coffin	500,	F=36,	R=12
FS Coffin	500,	F=36,	R=12
BS Crail Slide	500,	F=36,	R=12
FS Crail Slide	500,	F=36,	R=12
Crook BigSpin Switch FS Crook	500,	F=36,	R=12
Dark Jedi Grind	500,	F=36,	R=12
BS Fandangle	500,	F=36,	R=12
FS Fandangle	500,	F=36,	R=12
Ghetto Blastin (3)	500,	F=36,	R=12
Handstand 50-50	500,	F=36,	R=12
Hang Ten Nosegrind	500,	F=36,	R=12
Layback FS Feeble	500,	F=36,	R=12
Layback BS Smith	500,	F=36,	R=12
Nosegrind to Pivot	500,	F=36,	R=12
BS Noseslide Lipslide	500,	F=36,	R=12
FS Noseslide Lipslide	500,	F=36,	R=12
Paddle Out Grind	500,	F=36,	R=12
Rowley Darkslide	500,	F=36,	R=12
Sobriety Grind	500,	F=36,	R=12
S.U.I. Grind	500,	F=36,	R=12
Tailblock Slide	500,	F=36,	R=12
The Human Dart	500,	F=36,	R=12
BS Darkslide	400,	F=36,	R=12
FS Darkslide	400,	F=36,	R=12

BS Hurricane	400,	F=36,	R=12
FS Hurricane	400,	F=36,	R=12
BS Salad	125,	F=36,	R=12
FS Salad	125,	F=36,	R=12

Special Manual Tricks

Visiting Home (7)	2,000,	F=5,	R=59
Can Ya Spare a Dime? (6)	1,500,	F=5,	R=32
Lazy Ass Manual	1,500,	F=5,	R=41
Sproing	1,500,	F=5,	R=66
Ahhh yeahhh!	1,400,	F=5,	R=26
Duck Dive Shark Attack	1,400,	F=5,	R=71
HandStand 360 Hand Flip	1,400,	F=5,	R=57
HandStand Double Flip	1,400,	F=5,	R=42
One Wheel Nosemanual	1,400,	F=5,	R=20
Sith Saber Spin (4)	1,400,	F=5,	R=20
ZZZZ Manual	1,400,	F=5,	R=47
Anti Casper	1,350,	F=5,	R=26
Reemo Slide	1,300,	F=5,	R=71
Truckstand	1,300,	F=5,	R=59
Casper	1,250,	F=5,	R=26
HandStand	1,250,	F=5,	R=41
Primo	1,200,	F=5,	R=37
The Claw Drag (5)	1,000,	F=5,	R=20

Hidden Manual Combos

Pogo to Hair Flip (2)	1,500,	F=5,	R=4
Truck Spin	1,000,	F=5,	R=6
Casper Flip	500,	F=5,	R=6
Handflip	500,	F=5,	R=4
Rail Flip	500,	F=5,	R=4
To Rail	500,	F=5,	R=38
Truckstand Flip	500,	F=5,	R=4

Special Lip Tricks

Ho Ho Sad Plant	5,000,	F=10,	R=78
The Summoner	5,000,	F=10,	R=22
Bigspin Flip to Tail	4,500,	F=10,	R=48
BS Nose Comply	4,500,	F=10,	R=64
Dark Disaster	4,000,	F=10,	R=44
One Foot Blunt	4,000,	F=10,	R=44
Russian Boneless	4,000,	F=10,	R=42
The H Teeth Sweeper	4,000,	F=10,	R=38

NOTES:

- (1) 0 degree trick gives no points. Get 180+ to score points.
- (2) Rodney Mullen only trick.
- (3) Chad Muska only trick.
- (4) Darth Maul only trick.
- (5) Wolverine only trick.
- (6) Ollie the Magic Bum only trick.
- (7) Demones only trick.