

# Tony Hawk's Pro Skater 4 Pro Challenge FAQ

by Brak2000

Updated to v1.1 on Nov 9, 2002

**This walkthrough was originally written for Tony Hawk's Pro Skater 4 on the GC, but the walkthrough is still applicable to the PS2 version of the game.**

Tony Hawk's Pro Skater 4  
Pro Challenge FAQ  
for Nintendo Gamecube

Also compatible with Playstation 2 and X-Box versions

Guide written by brak2000 (James Morgan) <brak2000@hotmail.com>  
Version 1.1 <11-9-2002>

-----  
TABLE OF CONTENTS  
-----

- 1) Introduction
- 2) Update History
- 3) The Challenges
  - a) Tony Hawk
  - b) Bob Burnquist
  - c) Steve Caballero
  - d) Kareem Campbell
  - e) Rune Glifberg
  - f) Eric Koston
  - g) Bucky Lasek
  - h) Bam Margera
  - i) Rodney Mullen
  - j) Chad Muska
  - k) Andrew Reynolds
  - l) Geoff Rowley
  - m) Elissa Steamer
  - n) Jamie Thomas
  - o) Custom Skater
- 4) Reference List
- 5) Frequently Asked Questions
- 6) Credits/Contact Me

-----  
1) INTRODUCTION  
-----

This FAQ covers how to complete the pro challenges specific for each player in Tony Hawk's Pro Skater 4. While the guide was wrote using the Nintendo Gamecube version, it should be useable no matter what console you have the game for. If someone would like to email me the button combinations for the X-Box version, I'd be glad to make this guide a little more universal. Email all submissions to brak2000@hotmail.com. Hopefully you'll enjoy and if I get enough positive feedback count on a full fledged walkthrough next.

-----  
2) UPDATE HISTORY

-----

1.1 - 11-9-02 - Now that my FAQ is finally up on gamefaqs.com, I can get to the first update which is rather large.

1.0 - 11-4-02 - First Version...only minor content so far.

-----

### 3) THE CHALLENGES

-----

-----  
<a> Tony Hawk  
-----

Skater: Tony Hawk

Level: College

Location: Right off from the start of the level, you should see Atiba just as you enter.

Title.....Sky High Transfers

The Premise: In 2000 Tony risked it all when he made a roof to roof gap 7 stories high. 8 months later he followed that up with a McTwist over an 18 foot gap and an incredible 24 foot frontside air. Now you put them together...

Intro: "Man, that ramp is huge! Are they really going to move that scaffolding further out as you go? I'll get the photos, while you concentrate on nailing the tricks across the gap. Good luck man, and don't look down!"

Time Limit: 4:00

For your first pro challenge, this one can be rather intimidating. The gap between scaffolding starts small but gets bigger as you land more and more tricks. To make it even harder, the tricks will also increase in difficulty. Luckily, if you fall off the edges, you will magically appear back up top so don't worry about failing if you accidentally slip and fall. Maxing all your vert skills will really help you in this challenge so make sure you adjust your stats to get the most air/height off your ramp jumps! I'll break down the sections for you now.

#### SECTION 1 - Small gap

- Tricks
- Nosegrab (Up + X)
  - Tailgrab (Down + X)
  - Indy (Right + X)

The first section is rather easy. Just make sure you pull the tricks off while transferring from one side to the other. And just to end any confusion, you do not need to do all the tricks in one combo.

#### SECTION 2 - Medium gap

- Tricks
- Benihana (Down-Left + X)
  - Japan (Up-Left + X)
  - Madonna (Up-Right + X)

It's getting a little bit harder now, but still you shouldn't have any major problems with this section. As stated above, these moves do NOT

need to all be done in one combo. Also, if you have troubles holding the control stick in the corner positions, try switching it up with the D-pad. It really does help!

### SECTION 3 - Large gap

- Tricks
- Barrel Roll (Left, Down + B)
  - Indy 900 (Right, Down + X)
  - 360 Varial McTwist (Right, Left + X)

Oh boy, here we start the frustration of the pro challenges. Not only are you doing hard moves over a large gap, but you also need to have your special maxed as these are hard moves. All I can say about this is practice makes perfect and good luck. If you're having problems, try angling your jump off the ramp, it can help avert problems of over/under jumping the other side. This is the last section, so be patient and take your time (as long as your time is under the time limit)

Playstation 2 controls for this mission:

- |                    |                      |
|--------------------|----------------------|
| Nosegrab           | - Up + Circle        |
| Tailgrab           | - Down + Circle      |
| Indy               | - Right + Circle     |
| Benihana           | - Down-Left + Circle |
| Japan              | - Up-Left + Circle   |
| Madonna            | - Up-Right + Circle  |
| Barrel Roll        | - Up, Right + Square |
| Indy 900           | - Up, Down + Circle  |
| 360 Varial McTwist | - Up, Right + Circle |

-----  
<b> Bob Burnquist  
-----

Skater: Bob Burnquist

Level: Zoo

Location: At the beginning of the level, skate forward past the entrance and over the fountain. Look over to your left as you go under the bridge and you should see Atiba standing in front of the rhino exhibit.

Title.....Broken Loop Gap

The Premise: So you skated a loop, then skated it in switch. Next?

Well, for a recent pay-per-view competition, Bob Burnquist built a loop in his back yard - then removed its top. Gapping the loop switch, Bob made history - and won the competition. Warning: Severe disorientation ahead

Intro: "Yo Bobby, wasn't that loop at your house big enough? See this time they're making the gap bigger and bigger as you go. Oh, oh, yo, I'm on it, but try not to land on your freakin' head."

Time Limit: 4:00

This is a tad bit familiar. Much like the last challenge with Tony Hawk, this one includes doing moves over an ever increasing space. I find this one much more challenging due to the disorientation of

the loop in general. Just make sure you stay on the loop after doing your move because landing is one of the hardest parts. Once again, here's a break down of the moves.

#### SECTION 1 - Small Gap

- Tricks - Kickflip (Left + B)
- Cannonball (Right + X)
- Airwalk (Down + X)

Once again, easy tricks are around in the first stage. Use it to get yourself oriented to the nature of a loop and don't get to use to the gap as it's only going to be getting bigger!

#### SECTION 2 - Medium Gap

- Tricks - Wrap Around (Up-Right + X)
- Hardflip (Up-Left + B)
- Varial Heelflip (Down-Right + B)

The key to these is making sure you're jumping the right distance and angling everything right. You might want to practice your angles while doing tricks that involve two directions at once and then restart the entire mission once you've mastered it.

#### SECTION 3 - Large Gap

- Tricks - Method (Left + X + X)
- Samba Flip (Left, Right + X)
- SitDown Air (Left, Down + X)

With two of these moves being specials, you're going to need to have a special meter most of the time. If you think it's a pain, just practice the moves gapping between a few ramps.

Playstation 2 controls for this mission:

- Kickflip - Left + Square
- Cannonball - Right + Circle
- Airwalk - Down + Circle
- Wrap Around - Up-Right + Circle
- Harflip - Up-Left + Square
- Varial Heelflip - Down-Right + Square
- Method - Left + Circle + Circle
- Samba Flip - Left, Right + Circle
- Sitdown Air - Left, Down + Circle

-----  
<c> Steve Caballero  
-----

Skater: Steve Caballero

Level: Kona Park

Location: Rick Thorne will be on his bike over by the halfpipe in the corner of the level, take a right at the beginning of the level following the fence line on the edge of the level and you should be able to find him easily.

Title.....BMX Doubles

The Premise: Cab and Pro BMX rider Rick Thorne have been good friends

for a long time. While on tour together, they've been known to throw down a doubles routine when the crowd calls for it. Time to put on a show...

Intro: "Ah, that's my dog! What's up Cab? You ready to bust these doubles? The kids are gonna be stoked. We're gonna go over and under each other. I'm gonna start off with a flip, you're gonna go over me, and then I'm gonna signal you, you do some lip tricks, then I'm gonna go over you."

Time Limit: 2:00

I find this to be one of the easiest pro challenges I have come across so far. Basically you pull the move it tells you where it tells you. I think it's the same every time, so I'll follow this paragraph with the order (12 tricks total) and if you pull it off over/under Rick. If you want to mess with your stats before hand, Lip Balance and any vert skills would be good to move towards before attempting this pro challenge.

- |                                    |              |
|------------------------------------|--------------|
| 1) Pop Shove-It (Down + B)         | - Over Rick  |
| 2) Impossible (Up + B)             | - Over Rick  |
| 3) Cannonball (Left + X)           | - Over Rick  |
| 4) Disaster (Left + Y)             | - Under Rick |
| 5) Axle Stall (Right + Y)          | - Under Rick |
| 6) Invert (Down + Y)               | - Under Rick |
| 7) Benihana (Down-Right + X)       | - Over Rick  |
| 8) Wrap Around (Up-Right + X)      | - Over Rick  |
| 9) Indy Nosebone (Down-Right + X)  | - Over Rick  |
| 10) One Foot Invert (Up-Right + Y) | - Under Rick |
| 11) Blunt to Fakie (Down-Left + Y) | - Under Rick |
| 12) BS Boneless (Down-Right + Y)   | - Under Rick |

Playstation 2 controls for this mission:

- |   |              |
|---|--------------|
| 1) Pop Shove-It (Down + Square)           | - Over Rick  |
| 2) Impossible (Up + Square)               | - Over Rick  |
| 3) Cannonball (Left + Circle)             | - Over Rick  |
| 4) Disaster (Left + Triangle)             | - Under Rick |
| 5) Axle Stall (Right + Triangle)          | - Under Rick |
| 6) Invert (Down + Triangle)               | - Under Rick |
| 7) Benihana (Down-Right + Circle)         | - Over Rick  |
| 8) Wrap Around (Up-Right + Circle)        | - Over Rick  |
| 9) Indy Nosebone (Down-Right + Circle)    | - Over Rick  |
| 10) One Foot Invert (Up-Right + Triangle) | - Under Rick |
| 11) Blunt to Fakie (Down-Left + Triangle) | - Under Rick |
| 12) BS Boneless (Down-Right + Triangle)   | - Under Rick |

-----  
<d> Kareem Campbell  
-----

Skater: Kareem Campbell

Level: San Francisco

Location: Right at the start of the level, head forwards and take the jump up to the roof of the pier 18 building. You should be able to see the location right from the starting point.

Title.....Roof Gap Challenge

The Premise: Kareem is known for his smooth style and flawless flip

tricks. He's also the first person to kickflip the Gonz gap, proving he can also step up to the big gaps when needed. Can you showcase both his skills together? Time for some rooftop poppin'...

Intro: "Yo Yo Reemo baby, it is time to take it to the rooftops. Use your entire bag of flip tricks - bust the tricks across the roof gaps or they won't count. Survive long enough and we'll want to see you do some combos."

Time Limit: 2:30

You should know the "call out moves" format from other missions, but the trick on this one is that you will have to pull them off over one of the two roof gaps. After a minute or so, you'll have to do combos. After that comes the final combo which is a huge pain in the ass! :D

**\*\*EDITOR'S NOTE\*\*** While writing this guide, I noticed a HUGE glitch on this challenge. While sitting on the screen with Atiba Jefferson's text, it acted like I was doing the challenge. If you sit on this screen for a few minutes, you can have the entire 2:30 to do the final combo! While it may seem cheap, I do admit this is the way I used to complete it. This glitch has also been confirmed to work fine on the PS2 by MollyFlogger82

andrew789654 from the GameFAQs message board gives this insight: Only one move actually needs to go over the roof gap so as long as your combo says "TC'S Roof Gap II" it should work fine.

-----  
<e> Rune Glifberg  
-----

Skater: Rune Glifberg

Level: Alcatraz

Location: Take a left at the beginning of the level and head between the up signs up to the rooftops. Look for another up entrance to take you up to the lighthouse and turn right to find the pro challenge right next to a red challenge.

Title.....Rune's Pool Party

The Premise: While most skaters avoid pool skating, Rune seems to thrive on it. Perhaps it's because he honed his skills in the concrete parks of Copenhagen, Denmark. For proof, see the latest Flip video - the rougher the pool, the harder Rune pushes it. Now everyone in the pool...

Intro: "Pool Party! Session these pools and do the tricks that the kids call out!"

Time Limit: 5:00

This goal seems simple enough... pull off 8 tricks the kids call out from inside the pool. Then you remember, this is a PRO CHALLENGE and the difficulty just kicks you in the teeth. Here's a run down of the moves

Move #1 - Spine transfer in the pool while doing your special trick:  
Heelflip Handflip (Left, Right + X)

This one should be self explanatory. Spine over between the pools (L + R) and while you're going over, just pull off the move. Easy enough!

Move #2 - Great! Now try a liptrick on the watertower railing and do this: Blunt to Fakie (Down-Right + Y)

Once again, an easy enough move. Stay in the second pool after the last move and aim towards the watertower in front of you.

Move #3 - Sweet. Vert over that plank those kids are pushing out over the pool with this: Melon (Right + X)

A little bit trickier.. spine your way in to the second pool and look for the plank straight in front of you up on the second balcony. Once you find it, just do your best to pull out a melon above and over it.

Move #4 - That's some serious height! Can you liptrick on the cellblock rooftop? Eggplant (Up + Y)

Here's where you really start having some problems. To get the air required to get up to the roof, you'll probably have to pull off a Boneless (Up, Up) coming off the ramp to get the air required to get up to the roof. Once you get the air, the eggplant shouldn't be a problem.

Move #5 - There's a bowl in the watertower! Spine from the pool into the watertower OVER the wooden planks around the top!

Well, if you can manage the Boneless from the last one, this one should be a snap, just boneless and then spine transfer at the peak and you should just squeeze over the top.

Move #6 - Now try a 50,000 point combo inside the watertower!

Hah, if you managed to get this far, this should be a snap! Just make sure to use lots of reverts into manuals and you won't have any problems.

Move #7 - Now transfer from the watertower to the pools with a special trick! Backfoot Flip Nose Grab (Left, Right + X)

For some reason this is a hard combination for me, but it SHOULD be easy enough. You should have your special built up from the last one and just do a spine transfer the opposite as in move #5 and it should be no problem!

Move #8 - Okay, big finale! Do a special lip trick on that grommet on top of the watertower: One Foot Blunt (Left, Right + Y)

Final move! So this is the reason you came to this FAQ, right? I see it all over the message boards on what exactly is the grommet. Well, on top of the watertower is a guy holding up a board... you know what to do now. :D... did I fail to mention that the boneless will come in handy here YET AGAIN. Well now I did!.. One more thing, you need your special built up to pull off the move.. heh heh heh Good luck!

Playstation 2 controls for this mission:  
Heelflip Handflip - Left, Right + Circle

Spine Transfer	- L2 or R2
Blunt to Fakie	- Down-Left + Triangle
Melon	- Left + Circle
Eggplant	- Up + Triangle
Boneless	- Up, Up
Backfoot Flip Nose Grab	- Right, Up + Circle
One Foot Blunt	- Left, Right + Triangle

-----  
<f> Eric Koston  
-----

Skater: Eric Koston  
Level: Shipyard  
Location: Straight in front of you at the beginning of the level,  
should be easy enough to find.

Title.....K-Grind Cables

The Premise: If it involves skating, Koston can probably master it.  
If all he did was invent the Crooked Grind, you'd know him. But Koston keeps pushing in new directions, chomping on long ledges, triple kinks, and handrails that go on for days. Time to test your balance...

Intro: "Koston, are you sure you want to chomp on this? It can definitely make a sick photo, but you could get wrecked, man. All right, if you want to grind these cables, I'll get the photos."

Time Limit: 6:00

If you're good at grinding, this mission should be no problem. To be honest, there isn't much strategy involved in grinding cables. For those of you that still need help here are a few strategies that might change the way you go at grinding the long cables.

Strategy 1 - The good old 50-50 grind all the way down. If you're real good at balancing, this is the way to go. Make sure your grind is maxed out or you won't make it.

Strategy 2 - Jumping and grinding. This strategy I find annoying and hard to pull off, but some people are good at it. It means less grinding and more jumping but it can really throw your balance off.

Strategy 3 - Changing grind types. I haven't experimented much with switches of grind types, but this may be what you want if you are having problems with the above strategies.

As for the mission itself, it breaks down in to grinding of three different cables.

Cable 1 - Probably the longest one, it has the easiest slope to grind down. Knowing when turns are coming up is a huge help for this run and it is highly recommended that you learn the cable by doing a few practice runs to make it down to the end.

Cable 2 - I find this one to be the easiest cable to grind, but the tight turn found can be a real pain for people with bad balance.



Maxing out your grind is a huge help for this one.

Cable 3 - If you are used to just straight grinding, you might have to mix it up for this cable and do some jumping along with your grinding. Why you ask? Well, this cable has a short uphill section that can be a huge pain if you don't have decent speed. Also watch out for the HUGE drop at the end as balance is nearly impossible on it.

-----  
<g> Bucky Lasek  
-----

Skater: Bucky Lasek

Level: Shipyard

Location: Head STRAIGHT FORWARD all the way down to the end of the dock to find this challenge awaiting.

Title.....Rusty Old Ramp

The Premise: Bucky is no stranger to gnarly, broken down ramps. Raised near Baltimore's Landsdown Cement Park and on the infamous 'Hell Ramp', if a ramp is still standing - Bucky will rip it up. Beware of falling objects...

Intro: "See if you can nail 5 big combos on this busted up old ramp"

Time Limit: 4:00

For me, I'm horrible at this mission simply because I am not the best at combos. Suggested for going in to this is to max all your vert skills as they'll be very useful in nailing the combos.

The scores are as follows:

Combo 1: 10,000 points

Combo 2: 20,000 points

Combo 3: 50,000 points

Combo 4: 100,000 points

Combo 5: 250,000 points

Oh, and did I fail to mention a few main points to this mission?

First off, you're on a ship so theres no skating over to your favorite point section of the level.

Secondly, the ship you are on crumbles apart after each combo leaving you less space and more holes to fall in to. It isn't too bad though until you hit the big 250,000 combo at the end.

Some tips for finishing this mission are:

1) REMEMBER YOUR SPECIALS!

The default specials for Bucky Lasek are

- Bodywrap 540 (Left, Down + B)
- Heelflip FS Invert (Right, Left + Y)
- Misty Flip (Right, Down + X)
- Big Hitter II (Up, Left + Y)

Of course, not all of these will be helpful on the ramps, but they should come in handy still. Also depending on how many slots you have unlocked, you should be able to add as many specials you want with the button combinations you feel most comfortable with.

2) REVERT/MANUAL!

While this may be common sense, if you don't know how to revert in

to a combo, you will not and most likely can not complete this mission.

### 3) MANUAL!

Doing numerous manual tricks in a row is a huge combo booster when you cant get the air required to trick off the ramps anymore. Mastering these will give you a huge advantage for the 250,000 combo!

-----  
<h> Bam Margera  
-----

Skater: Bam Margera

Level: Alcatraz

Location: This one is located at the top of the hill near Rune's pro challenge.

Title.....Shopping Cart Slam

The Premise: Whether it's on the big screen or in his homebrew CKY movies, Bam's one seriously messed up dude. Fat suits, tree smashing, jumping off buildings, medievel jousting, - it's all in a day's twisted work for Bam. Ready to be a jackass?

Intro: "Welcome to the shopping cart olympics! Now in five minutes, you gotta pass all 3 trials of shopping cart skill! Race, Hurdles, and Slalom. Now let's see what you got, man!"

Time Limit: 4:00

One of the obvious missions that still has a bit of difficulty, Bam's pro challenge is broken down in to three runs.

#### Run #1 - Race

This run consists of a straight out run down the hills in to the water where you started the level. If you have troubles doing this, practice over and over since you will need that practice in the next two challenges. When going around turns, NEVER take ramps (or you will bail), and make sure to use as much room as possible to corner. When going past the end of the sewer at the bottom, make sure you are holding up unless you want to go flying in the air. If you have troubles going through the sewer section, you can also take the tunnel to the left of the sewer.

#### Run #2 - Hurdles

In the hurdles, you will be jumping over wooden planks all the way down the hill. It does not have quite as much speed, but you'll still need to take the corners pretty wide. When you get to the 4 hurdles in a row, take the ramp in front of them to clear all 4 at once. In the 3rd stretch, you'll need to jump between slalom walls also which can be a huge hassle. Take the sewer at the end and practice jumping over the little wall without taking yourself out on the bridge above.

#### Run #3 - Slalom

Probably the hardest run you'll encounter, the slalom is just as it sounds with you alternating left and right around walls. Once you hit the 3rd stretch, you'll need to go between hurdles as well. The sewer will be blocked off for this run requiring you to take the smaller

tunnel to the left.

-----  
<i> Rodney Mullen  
-----

Skater: Rodney Mullen

Level: Kona Park

Location: Head over to the left at the beginning of the level making your way down to the skate park section in the far left corner of the park. You should see Tony Hawk standing out in the open so it shouldn't be too hard to find.

Title.....Trick Inventions

The Premise: Chances are, any trick you can do - Rodney invented. For nearly two decades, Rodney has been devising groundbreaking tricks like the impossible, casper, and darkslide. From freestyle to street skating - Rodney's skills seem nearly infinite. Ready for a history lesson?

Intro: "Hey Rodney! You've invented a ton of tricks over the years. Can you still remember them all? Hit all of the tricks in each list in a single combo."

Time Limit: 4:00

This mission really isnt as hard as it sounds. Don't let the combo thing get at you.

Combo #1 - 4 Moves

- Kickflip (Left + B)
- Heelflip (Right + B)
- Impossible (Up + B)
- Semi Flip (Left, Right + B)

Doing this combo is just as you'd expect. I recommend taking a ramp at the beginning and getting 2 of the moves out of the way. Revert and manual your way off the ramp and pull off the other 2 on the ground while manualing or grinding between moves. Remember, the semi flip is a SPECIAL move and requires your SPECIAL meter to be full.

Combo #2 - 5 Moves

- Double Kickflip (Left + B + B)
- Double Heelflip (Right + B + B)
- Fingerflip (Up + Up + B)
- Airwalk (Down + X)
- 360 Flip (Down-Left + B + B)

No special moves here... If you are having problems comboing all these moves, maybe try going over to the halfpipe and pulling off the double kickflip/heelflip in one move.

Combo #3 - 6 Moves

- Casper (B + Y)
- Casper Flip (B + B)
- Anti Casper (B + X)
- Handstand (X + X)
- Handflip (B + B)
- Rusty Slide Manual (Right, Down + Y)

The manualing combo can be pretty intimidating, but remember to do it quickly and keep your balance. If you have problem pulling off the special Rusty Slide Manual move, try doing it FIRST and then leading in to the other moves. It makes it easier for keeping your balance.

-----  
<j> Chad Muska  
-----

Skater: Chad Muska

Level: San Fransisco

Location: Take a left at the beginning of the level and head over to the spiraling stair cases with the glass railings next to them. Grind up to the second level and head down to the end furthest from where you started to find this mission.

Title.....Trick Out The Beatz

The Premise: Chad Muska is both an accomplished pro skater and a musical artist. Through his Muska Beatz label he offers a fresh take on hip-hop music. For Muska, the two worlds of skating and music are inseparable. Time for some scratchin'...

Intro: "So, you want to make an album with us. Well, we're gonna have to hear some beats first. Nail tricks and combos to increase your beat meter. Don't bail! Nail 8 beats, and we got us a deal!"

Time Limit: 5:00

For me, this mission just screams stupidity. All you have to do is skate around without bailing to increase your music levels. There really is no strategy involved. Just take it like you would a score challenge taking it easy on bailing and you have this one in the bag.

-----  
<k> Andrew Reynolds  
-----

Skater: Andrew Reynolds

Level: San Fransisco

Location: Head over a little forward from the opening of the level and Atiba should be out in front of the small plywood manualing course.

Title.....Drop The Hammer

The Premise: Andrew Reynolds constantly amazes with his ability to conquer any gap. Whether it's massive stair sets, monster gaps, or simply taking a pyramid ramp to the floor, Andrew can take it all. Flip this..."

Intro: "Hey Yo Drew! We're all set up for these photos. These could be the biggest gaps you've ever hit, man. Warm up ollieing the gap, and then we'll get a photo of each trick. If your knees don't blow out, your back definitely will."

Time Limit: 3:30

Jump 1 - Gap the Pier

Simply head straight forward grinding the rail and take the ramp towards the pier a floor below.

Jump 2 - Hey, great! Now do a Double Kickflip over the Pier:

Double Kickflip (Left + B + B)

Same as above, but pulling the move in midair.

Jump 3 - Now do a Triple Heelflip over the Pier (Right + B + B + B)

For this one, you might want to try angling your jump to give you more air time, but you should be able to pull it off either way.

Jump 4 - Now gap overhead the Walkway.

Head straight forward hitting the pipe for some air and turn around toward the kicker ramp jumping over the walkway in front of you. Having your special meter full will make it WAY easier.

Jump 5 - Hey, great! Now do a Double Kickflip over the Walkway:

Double Kickflip (Left + B + B)

Look familiar? Same strategy as before.

Jump 6 - Now do a Triple Heelflip over the Walkway (Right + B + B + B)

Well, if you have any problems clearing the ramp, try a Boneless (Up, Up)

Jump 7 - Now gap the fountain.

It's going to begin being annoying now. The gap is semi-obvious, but you need your special meter to clear it. Grind the stuff directly in front of you and take the ramp hard. It may not look pretty, but as long as you get between the weird statue parts you've cleared it.

Jump 8 - Hey, great! Now do a Double Kickflip over the Fountain:

Double Kickflip (Left + B + B)

You know what to do.

Jump 9 - Now do a Triple Heelflip over the Fountain (Right + B + B + B)

See above.

Jump 10 - Now gap in to the EMP bowl.

The next gap section, this one is the most annoying. You will need your special and you'll also need to boneless off the ramp. Grind everything in your path until you get to the ramp ahead and then boneless towards the closest part of the bowl.

Jump 11 - Hey, great! Now do a Double Kickflip into the bowl:

Double Kickflip (Left + B + B)

Same as above.

Jump 12 - Now do a Triple Heelflip into the bowl (Right + B + B + B)

Once again, see above.

Jump 13 - Now gap over the street.

You'll do this one just like you did jump 10. Also, if you aren't noticing, hitting the ramp at an angle makes it easier to jump over the street so experiment!

Jump 14 - Hey, great! Now do a Double Kickflip over the street:

Double Kickflip (Left + B + B)

Jump 15 - Now do a Triple Heelflip over the street (Right + B + B + B)

-----  
<l> Geoff Rowley  
-----

Skater: Geoff Rowley

Level: London

Location: Head over to the section with the cat fight game under the bridge. Look towards the walkways that lead up to the over head road to find this challenge.

Title.....Flip-Gap-Grind

The Premise: Watch 'Sorry', the latest Flip video, and you'll see what Geoff's all about. It's not enough to grind a sickening handrail - you've also got to flip into it, or clear some sketchy gap to get to it. The lesson is clear: Geoff destroys everything he skates. Three spots - kill them all.

Intro: "Let's see if you can nail these grind gaps! See, we'll start off small then we'll work our way up. The higher we go, the harder the combo gets."

Time Limit: 3:00

Insane Grind #1 - Gap over the street and land a FS Shove-It (Up + B) to a FS Nosegrind (Up + Y) on the rail

A pretty easy jump, just head up the walkway jumping at the top, quickly pull off the move and land in the grind. Make sure you don't get cocky and overdo the grind like I did the first time.. :D

Insane Grind #2 - OK, now Land a FS Shove-It (Up + B) to a FS 5-0 (Down + Y) on the rail

You shouldn't need to do a boneless yet, but if you have troubles, go ahead and try a boneless at the end of the ramp.

Insane Grind #3 - OK, now Land a FS Shove-It (Up + B) to a Rowley Darkslide (Up, Right + Y) on the rail

Now you're going to need a special so take a few runs to get one unless you already do. Then it should be just as easy as the last two.

Insane Grind #4 - OK, now Land a Inward Heelflip (Up-Right + B) to a FS Crooked (Up-Right + Y) on the ledge below

New location! You are already perfectly lined up, so don't move an inch. You should easily be able to make it to the rail you need to clear under the trees.

**\*\*EDITORS NOTE\*\*** Another huge glitch I found... while writing this FAQ I stopped before the ramp at the very beginning to type out what the screen said. When I tried to take the ramp again, everytime it would say "Sorry, try again" causing an impossible loop that could only be stopped by ending the mission or the clock running out.

Insane Grind #5 - OK, now Land a Inward Heelflip (Up-Right + B) to a FS Overcrook (Up-Left + Y) on the ledge below

Same as above.

Insane Grind #6 - OK, now Land a Inward Heelflip (Up-Right + B) to a Rowley Darkslide (Up, Right + Y) on the ledge below

You'll need your special once again, but as long as you didn't bail you most likely will have it by now.

Insane Grind #7 - Now... Hardflip (Up-Left + B) to a FS Feeble  
(Down-Right + Y) on the light wire to a Kickflip  
(Left + B)

NEW LOCATION! This grind takes the usual formula and adds an extra move to it. Once again, you start out all lined up with easy to make jumps. It's all just a matter of landing all the moves.

Insane Grind #8 - Now... Hardflip (Up-Left + B) to a Rowley Darkslide  
(Up, Right + Y) on the light wire to a Double  
Kickflip (Left + B + B)

Same as above, except now you have an added special move requiring your meter to be full. Also remember that you'll have to turn a little bit after the Rowley Darkslide in to the kickflip or else you most likely will wipe out.

Insane Grind #9 - Now... Casper Flip 360 Flip (Down, Right + B) to a  
Rowley Darkslide (Up, Right + Y) on the light wire  
to a Triple Kickflip (Left + B + B + B)

The final and hardest move, you've got 2 specials to deal with this time and the triple kickflip at the end. Good Luck!

-----  
<m> Elissa Steamer  
-----

Skater: Elissa Steamer

Level: Alcatraz

Location: In the same area as the other pro challenges for Alcatraz, take a left at the beginning of the level going 2 floors up and you should find the guy straight in front of you.

Title.....Elissa's Super Gaps

The Premise: Elissa's goal is simple - skate longer handrails, bigger stairs, and more massive gaps than anyone else. Not content to be known as the best female street skater in the world - she wants to be a great skater, period. Can you hang with the big boys?

Intro: "Giz - now I know you all about going big these days. Let's get some photos of you busting on some of these big gaps. OK? Now Yo! the run-up's pretty sketchy so hit the ramps and rails to help you line up."

Time Limit: 3:00

Gap 1 - Gap from the Guard's Walk Ramp to the Planks on the Yard  
Stairs

For this gap, head straight forward grinding the planter in front of you and then grinding down the staircase. Quickly pull over to the ramp heading up to your left and boneless (Up + Up) over to the planks on the stairs. You can manage without a boneless if you have your special maxed.

Gap 2 - Hey, great! Now do that gap again, only do this: Triple  
Impossible (Up + B + B + B)

Same as above, just pulling off the move mid-air.

Gap 3 - Nice! Now try a special air trick: Judo Madonna  
(Left, Right + X)

Once again, same as above, but make sure you have your special meter maxed.

Gap 4 - Now gap down this massive stairset from the lighthouse walkway to the parade grounds.

New location, here you'll want to grind on the rail directly in front of you first and then leap at the top of the set.

Gap 5 - Now do this!: Airwalk (Down + X) to Double Heelflip  
(Right + B + B)

Same as above, just pulling both tricks mid-air.

Gap 6 - Alright, now try your special air trick again: Judo Madonna  
(Left, Right + X)

Once again, same as above, but make sure you have your special meter maxed.

Gap 7 - Gap from the switchbacks down to the drainage pipe!  
Probably one of the hardest jumps, clearing the 2nd leg of the switchbacks may prove to be your enemy. Boneless is your friend if you need it. Also, use the rail to line you up with the ramp as this one can prove to be rather confusing.

Gap 8 - Now do this!: Benihana (Down-Left + X) to Pop Shove-It  
(Down + B)

Same as above, just pulling off both moves mid-air.

Gap 9 - Okay, last one: Triple Kickflip (Left + B + B + B) to a late Judo Madonna (Left, Right + X)

Without a doubt the most frustrating of Elissa's combos, you most likely will need to Boneless (Up + Up) to clear this section of the level.

-----  
<m> Jamie Thomas  
-----

Skater: Jamie Thomas  
Level: College  
Location: Directly in front of you heading in to the level.

Title.....A Day in the Life

The Premise: When pro skaters shoot photos for a feature story, it can often take weeks or even months. In 1995, Jamie Thomas decided to shoot his pro spotlight in a single day. In all, Jamie hit 10 spots in just 12 hours. Time to get moving...

Intro: "Chief, nobody shoots an entire spotlight in one day! OK - all right, all right, if you say so. Do each trick as fast as you can and then we'll break for the next spot. Chief, let's do this man."

Time Limit: 0:20 (added time for each completed move)

9:40 AM - FS 5-0 the lower School Pool Lip (Y + Down)  
This one took me quite a while because I never realized that you are



actually grinding the back of the lip instead of doing a lip trick.  
The trick name should have set me off, but nope, it didn't! Just jump  
in to a BS 5-0 and then jump forward in to a FS 5-0

10:20 AM - 360 Flip over the Tennis Net (Down-Left + B + B)  
Follow over to the tennis net by following the arrow. Doing this move  
requires you to begin and end your move ON the tennis court at the  
right angle (which can make some frustrating mistakes).

12:00 PM - Noseslide the Stone Bridge Ledge (Y + Right) or (Y + Left)  
Once again follow the arrow and do the noseslide (depending which  
direction you are facing the button combination changes)

12:30 PM - Smith Grind the Philosophy Building's Ledge (Y + Down-Left)  
or (Y + Down-Right)  
Yet again, follow the arrow over to the small ledge next to the  
Philosophy building ...and no this grind is not on the roof like you  
may think, just on the small ledge in front of the building.

1:10 PM - Do a FS Shove-It between any of the Outer Coliseum Rails  
FS Shove-It (Up + B)  
Follow the arrow to the rails and pull this one off between the shown  
rails, not much to it!

2:00 PM - Nosegrind the Elementary School Rails (Y + Up)  
Following the arrow again, make your way to the rails leading up to  
the entrance of the elementary school.

3:15 PM - Tailslide the Curved Clock Tower Bench (Y + Right) or  
(Y + Left)  
Tailslide on the bench the arrow points out.

4:00 PM - Kickflip off any of the Information Kiosks Kickflip  
(Left + B)  
Grinding on the bottom part of the kiosks, combo in to a kickflip at  
the end.

6:20 PM - Nosegrind the Keg Ledge (Y + Up)  
Once again, use the arrow to make your way to the ledge where you can  
easily nosegrind this challenge.

7:15 PM - Benihana the Roof Gap Benihana (Down-Left + X)  
Without a doubt the hardest and most time consuming, follow the arrow  
and spine transfer on top of one of the buildings. Use the ramp near  
the one the arrow is pointing to on the next building to transfer  
over while doing this move to do this final move.

-----  
<m> Custom Skater  
-----

Skater: Any Custom Skater  
Level: Shipyard  
Location: Directly in front of you at the beginning of the level.

Title.....Movie Stunt Double

The Premise: For better or worse, Hollywood has taken note of the  
rising popularity of action sports. Just check the movie  
listings - chances are, your favorite action sports star  
is ripping it up in a movie playing near you... Time to

break a leg...

Intro: "We only have a couple minutes of light left and we have to get these shots, people! You have to hit all of the detonators and the only way to dodge the enemy fire is to be in a combo... ready, set, ACTION!"

Time Limit: 2:00

You'll begin the mission heading down a ramp. Once you make your grind on the rail in front of you, the combo has to keep going for the rest of the level. Grind your way on the right rail through the first few detonators. On your way around the corner you'll see some dynamite on your side of the track. Transfer over to the other side of the track heading forward. Take the ramp up and revert/manual back along the track taking the other direction when you hit the turn. Transfer back and forth between the rails to the end and get ready for the most frustrating part of this mission... The final lip trick on the helicopter. I hope you have enough speed and good luck!

=====

#### 4) REFERENCE LIST

=====

Tony Hawk.....	College
Bob Burnquist.....	Zoo
Steve Caballero.....	Kona Park
Kareem Campbell.....	San Francisco
Rune Gilfberg.....	Alcatraz
Eric Koston.....	Shipyards
Bucky Lasek.....	Shipyards
Bam Margera.....	Alcatraz
Rodney Mullen.....	Kona Park
Chad Muska.....	San Francisco
Andrew Reynolds.....	San Francisco
Geoff Rowley.....	London
Elissa Steamer.....	Alcatraz
Jamie Thomas.....	College
Custom Skater.....	Shipyards

=====

#### 5) FREQUENTLY ASKED QUESTIONS

=====

Here's a section with questions that are frequently asked. If you have a question of your own, email it in to <brak2000@hotmail.com>

Q: Where are these pro challenges?

A: They become unlocked after you complete 90 regular challenges.

Q: Do I get anything for completing them all?

A: You unlock a video for each one complete (Bails 1 for Custom Skater)

Q: Do the secret characters have pro challenges?

A: No.

Q: How do I complete the challenge for \_\_\_\_\_?

A: That's what the FAQ is for! :D

Q: There's no good regular FAQs out yet for this game! Will you make

one?

A: If there is demand, I will consider it. Email me if you wish for me to make one as I enjoy this game.

Q: What are the secret characters?

A: Okay, this has NOTHING to do with my FAQ, but I'll put it in here to hopefully avoid a couple annoying emails! The secret characters are.....not listed in this FAQ! GO LOOK SOMEWHERE ELSE..bahahahaha!

-----  
6) CREDITS/CONTACT  
-----

Props to:

Neversoft and Activision for continuing this excellent series.

A HUGE thanks to MollyFlogger82 for some of the PS2 controls, I'll look forward to some more later if you want to send them in.

andrew789654 for the tip on Kareem Campbell's challenge.

The readers (you) for making this FAQ possible

If you wish to contact me:

email/MSN: brak2000@hotmail.com  
AIM: braktheman  
website: [http://www.geocities.com/brak\\_2k/](http://www.geocities.com/brak_2k/)

This FAQ is copyright 2002 to James Morgan. Stealing this work and using it as your own is not acceptable and a criminal act. If you wish to distribute/print it without a profit, feel free. Placing this on your site is acceptable as long as

- A) The content is not changed.
- B) An email is directed to brak2000@hotmail.com with a link to the site.
- C) The current version is kept up to date.