
Hints & Tips

1. Learn how to grind well, if you do not you will often times fall down, when you really should not have fallen down.
2. Likewise you should also have to learn how to manual well, if you are used to Tony Hawks Pro Skater 2's manualing then you will have a problem with this manualing at first, but then it will get easier and easier.
3. When you are trying to get high scores, make sure you know what each one of your characters moves are. You should know how long each move takes, how much each move is worth, weather or not you can do it in between manuals, and weather or not you can use them in between grinds. Knowing this much will get you on a decent start to getting high scores.
4. Learn how to make your character jump out of a half pipe or quarter pipe and do a big spin, but still be able to land in a grind on the top of that pipe that you jumped out of. If you are able to do this well, you can pull off a couple hundred thousand point combo without having any good line planned out, and with out using too much skill.
5. When working on a new line try to get parts of it done at a time, you should split it up into at least three parts, then when you have each part done really well, then you can link them together making the combo much easier than what it was before.
6. When you are jumping from grind to grind or manual to manual, try to add a spin in with the jump, this will add one to your multplyer and it can get up high much quicker than it normally would be able to.

All Around High Scoring

The scoring system for Mat Hoffman's Pro BMX is based exactly on the scoring system of Tony Hawks Pro Skater 1. I will try to explain how to get high scores as simply as possible....

There are a few ways to get high scores. There are two parts of your score, a base score and a multiplier. The base score is the score before the multiplication sign and the multiplier is the number after the multiplication sign. If this is confusing here is a diagram

Base Score	8564	is the base score and	12	is the multiplier.
8564 * 12		To figure out the score of your combo the game figures out	8564*12	
Multiplier		If this was the score of your combo then you would get a score of	102,768.	

Some people have a hard time getting the base score while others have a hard time getting the multiplier up. If you have trouble with one then you can still get decent combos, but if you have problems with both then you will not get anything over 100,000 with the average high combo. To get a high base score is hard to do at first until you figure out the secrets of it (You don't think that it is just the line that you take did you?). The first thing that you will need is a long rail or quarter pipe to grind. Then you will need to find a quarter pipe to end the combo on. Since there are no special grinds in this then it will be much harder to get a high combo than in THPS, but it is still possible. The

first thing that you will need to do is get a huge spin into the grind, because the higher Degree of Spin Higher Your MP degree of the spin the more your multiplier (MP) will go up. This chart I hope will explain how spinning adds to your multiplier. If you do a larger spin the more your multiplier will get up, and in this game you will need to get a huge multiplier, since your base score will be extremely low compared to THPS. In fact, if you use perfect balance you will be able to get your multiplier up to over 1000. Once you have found a good rail to grind on then you will need to find a good way to get onto that rail. Instead of just spinning, why don't you add a special grab trick going onto the rail and get your base score up. You could alternatly do a special flip, but you will not be able to get a higher multiplier. Once you have got that down, now what should you do? Well, it is quite simple. At the end of the grind jump off and go towards a ramp, once there do a special trick off of the ramp. There are two things you could do... You could do a special flip and 180 or 360 or you could do a special grab with 900 or 1080. You should do the flip if you have a high multiplier and a low base score. You should do the grab trick if you already have a high base score and need your multiplier up a little bit. Now you have that part down. When you are done with that, there is a couple of things to do... You could land in a manual and get some more tricks in, or you could just end right there. The only time when you would want to end like that is if you had a long combo already, or are just starting and can not manual very well yet. If you chose to go on there is only one thing to do, and that is find a quarter pipe and go over to that. When you get there, jump off and do a mega spin with a special grab (if you have your special bar still up) or with just a regular grab (if you do not have a special any more). Then all you have to do is land the combo. You might also want to have your character equiped with a Front Body Flip special because it is the quickest special and is worth the most.

 Bike Factory

Line #1

Score ~ 200 000

Score (High) ~ 300 000

What you need to do-

At the start of the level, go down the rolling and jump off of the quarter pipe in front of you and make sure you get your special meter full, then when you land go up the Rolling and do a special flip and land in a grind on on the back of the rollin, when you land in a stall so you should quickly jump up and do a trick and land in a grind, then when you get to the end, jump up and do a special flip trick (Front Body Flip) and land in a manual, then go over to the other side of the pipe that you landed in and jump out of it, you should get some decent air, so do a mega spin with a special grab. Then land in a manual and go over to the long quarter pipe on the side wall and just finish it up. (With a special if you can)

Line #2

Score ~ 200 000

Score (High) ~ 250 000

What you need to do-

At the start of the level go down the rollin and turn to your right, then go out of the half pipe and jump off of the quarter pipe on the wall by the half pipe and get your special bar full, then jump off of the finger ramp coming off of the long quarter pipe and do a special flip, then land in a manual, then go over to the next finger ramp and do another special flip. Then land in a manual on go to the long quater pipe and do a Mega Spin with a Special Grab

Contruction Yard

Line # 1

Score ~ 350 000

Score (High) 400 000

What you need to do-

At the start of the level get your special up and go over to the dirt ramp next to the quarter pipe (where you go to get the secret tape) and do a special flip and land in a manual, then go over to the large kicker ramp. Once you get there jump up and do a special flip to the rail that you need to get the special tape and land in a grind on the rail, then transfer over to the next rail, once you do jump off and do a Mega Spin and do a special grab, then when you land, manual. Then go into the half pipe and jump off of one side and do a Mega Spin with a different special grab and land the trick.

Line #2

Score ~ 350 000

Score ~ 450 000

What you need to do-

At the start of the level ride you bike forward until you get to a path with a couple of dirt hills. Ride down that path until you get to an area where there is a building with a quarter pipe on either side. Jump off of one of the quarter pipes and into a bowl that is on top of that building. Once you are there you will see a rail going out of the bowl and towards a hill. Grind that rail, then at the top jump off and do a quick special (Front Body Flip) and grind the rail that is right ny that one. Continue to grind that rail until you get to the end of it, then jump off and do a qucik special (Front Body Flip) and land in a grind on the rail that is in front of you. Continue to grind that rail until you get to the end of it, when you do jump off and do a special. Land in a manual on the bridge, and jump off of the kicker ramp and do a quick special over the gap in the bridge and land in a manual. Right in front of you is a quarter pipe, jump off of that pipe and do a Mega Spin with a special if you have it and a regular grab if you do not.

London Underground

Line #1

Score ~ 300 000

Score (High) ~ 450 000

What you need to do-

At the start of the level go down the steps and turn to your right. Make your way down to the rail where you get the letter R. Grind that rail, and when you get off jump off of the kicker ramp and do a special flip and land in a grind on the high rail, then jump off into the secret area, manual over to the back of it and jump off of the kicker ramp and do a Mega Spin while doing a special grab, when you land manual over to

the funbox and grind the end. Once there jump off and land in a manual and make your way over to the quarter pipe in the quarter of the room, when you are there jump off and do a Mega Spin with a special grab or regular grab.

All Other Courses

I have not got any lines for these yet, hopefully I can get a few of them each day for a while and hopefully a couple of reader submissions to fill this part out for a while.

Notes & Thanks

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