

Mat Hoffman's Pro BMX Secrets FAQ

by mike tru

Updated to v1.1 on Jul 31, 2001

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Mat Hoffman's Pro BMX: Secrets FAQ ver. 1.1

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About this FAQ

This FAQ is a copyright of Mike Truitt (mat2810@cs.com) if you have any questions or comments about this FAQ e-mail me. If you would like to use this FAQ in any way shape or form on your site, just e-mail me and I will most likely allow you to post it

Version History

- 1.0 - Just started finished FAQ
- 1.1 - Fixed Setup a little bit. Added More Codes

Last Updated: Sunday, July 15, 2001

Controller Codes

Enter the following codes at the Puase Menu.....

Hold L1 and Press

What code does.....

Down - Circle - Circle - Down

Fat Tires

Square - Up - Circle - X	Add 8:00 to run
Square - Left - Up - Right	Perfect BalanceS
Square - Circle - Circle - Up - Down - Down	Huge Score
Left - Down - Triangle - Circle - Up - Left - Triangle - Square	Always Special
Down - Down - Up - Circle - Circle - Square	Tiny Score Mode

Game Shark Codes

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Mat Hoffman Codes
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Unlock Tons Of Covers	800609C0 00FF
All Competitions Won	800609CA FFFF
All Goals Completed	800609C4 FFFF
	800609C6 FFFF
	800609C8 FFFF
	800609CC FFFF
Unlock All Bikes	800609EE 00FF
Max Stats	800609F0 0A0A
	800609F2 0A0A
	800609F4 0A0A
	800609F6 0A0A

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Escamilla Codes
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Mike

Unlock Tons Of Covers	800609F8 00FF
All Competitions Won	80060A02 FFFF
All Goals Completed	800609FC FFFF
	800609FE FFFF
	80060A00 FFFF
	80060A04 FFFF
All Bikes Unlocked	80060A26 00FF
Max Stats	80060A28 0A0A
	80060A2A 0A0A
	80060A2C 0A0A
	80060A2E 0A0A

Cory

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Nastazio Codes
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Unlock Tons Of Covers	80060A30 00FF
All Competitions Won	80060A3A FFFF
All Goals Completed	80060A34 FFFF

80060A36 FFFF
80060A38 FFFF
80060A3C FFFF

All Bikes Unlocked 80060A5E 00FF

Max Stats 80060A60 0A0A
80060A62 0A0A
80060A64 0A0A
80060A66 0A0A

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Butcher Kowalski Codes
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Joe

Unlock Tons Of Covers 80060A68 00FF

All Competitions Won 80060A72 FFFF

All Goals Completed 80060A6C FFFF
80060A6E FFFF
80060A70 FFFF
80060A74 FFFF

All Bikes Unlocked 80060A96 00FF

Max Stats 80060A98 0A0A
80060A9A 0A0A
80060A9C 0A0A
80060A9E 0A0A

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Rick Thorne Codes
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Unlock Tons Of Covers 80060AA0 00FF

All Competitions Won 80060AAA FFFF

All Goals Completed 80060AA4 FFFF
80060AA6 FFFF
80060AA8 FFFF
80060AAC FFFF

All Bikes Unlocked 80060ACE 00FF

Max Stats 80060AD0 0A0A
80060AD2 0A0A
80060AD4 0A0A
80060AD6 0A0A

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Dennis McCoy Codes
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Unlock Tons Of Covers 80060AD8 00FF

All Competitions Won 80060AE2 FFFF

All Goals Completed 80060ADC FFFF

80060ADE FFFF
80060AE0 FFFF
80060AE4 FFFF

All Bikes Unlocked 80060B06 00FF

Max Stats 80060B08 0A0A
80060B0A 0A0A
80060B0C 0A0A
80060B0E 0A0A

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Kevin Robinson Codes
=====

Unlock Tons Of Covers 80060B10 00FF

All Competitions Won 80060B1A FFFF

All Goals Completed 80060B14 FFFF
80060B16 FFFF
80060B18 FFFF
80060B1C FFFF

All Bikes Unlocked 80060B3E 00FF

Max Stats 80060B40 0A0A
80060B42 0A0A
80060B44 0A0A
80060B46 0A0A

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Tabron Codes
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Simon

Unlock Tons Of Covers 80060B48 00FF

All Competitions Won 80060B52 FFFF

All Goals Completed 80060B4C FFFF
80060B4E FFFF
80060B50 FFFF
80060B54 FFFF

All Bikes Unlocked 80060B76 00FF

Max Stats 80060B78 0A0A
80060B7A 0A0A
80060B7C 0A0A
80060B7E 0A0A

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Tony Hawk Codes
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Unlock Tons Of Covers 80060BB8 00FF

All Competitions Won 80060BC2 FFFF

All Goals Completed 80060BBC FFFF

80060BBE FFFF
80060BC0 FFFF
80060BC4 FFFF

All Bikes Unlocked 80060BE6 00FF

Max Stats 80060BE8 0A0A
80060BEA 0A0A
80060BEC 0A0A
80060BEE 0A0A

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Misc. Codes
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Infinite Balance, Infinite Special,
Big Air, and Grind Meter 80026F80 090A Easy

Infinite Balance, Infinite Special,
Grind Meter, Moon Jump 80026F80 090F

Note: The two codes just listed CAN NOT be used with each other

All Cinematics 1 Unlocked 50000938 0000
0005ED36 FFFF

Note: The code just listed CAN NOT be used with Unlock All Bikes

All Cinematics 2 Unlocked 8005ECTC FFFF
8005EF2E FFFF

Unlock Granny THPS Warehouse and Burnside 8005ED00 0079

Skip to Restart 910980CC

Stop Timer 9109BDCC

Fat Tires 80026F80 0001

Show Grind Meter 80026F80 0002

Fat Tires and Grind Meter 80026F80 0003

Moon Physics 80026F80 0004

Fat Tires and Moon Physics 80026F80 0005

Double Moon Physics 80026F80 0006

Fat Tires and Double Moon Physics 80026F80 0007

Infinite Special 80026F80 0008

Fat Tires and Infinite Special 80026F80 0009

Grind Meter and Infinite Special 80026F80 000A

Fat Tires Show Grind Meter and Infinite Special 80026F80 000B

Moon Physics and Infinite Special 80026F80 000C

Fat Tires Double Moon Physics Infinite Special 80026F80 000D

Show Grind Meter and Moon Physics and Infinite Special	80026F80 000E
Fat Tires, ShowGrind Meter, 2x Moon Physics, Full Special Bar, Infinite Special	80026F80 000F
Remove On Screen Display	80026F80 0010
All Stats at 10	80026F80 0020
Remove On Screen Display and All Stats at 10	80026F80 0030
All Stats at 13	80026F80 0080
Load THPS1 School in place of Bike Factory	300D13D7 0053 300D13D9 0053 300D13DA 0063 300D13DB 0068 300D13DC 006C

Note: This code will work even for Career Mode. The goal names will be the same even though you will have to find the tables not the lights.

Point Bonuses

~~~~~  
Hoffman Bike Factory  
~~~~~

100 Points

At the start of the level turn around and go into the bowl, grind the edge of the bowl where the lever is. When you hit the lever the door to the secret area will open up. Make your way outside, in front of you when you come outside is a plat form with a dirt quarter pipe on either side, jump off of one of the quarter pipes and go over the platform, doing this will get you the bonus.

100 Points

At the start of the level turn around and go into the bowl, grind the edge of the bowl where the lever is. When you hit the lever the door to the secret area will open up. Make your way outside and turn to the right a little. On the right wall is a platform with a quarter pipe on wither side. Jump from one of the quarter pipes and over the platform. Doing this will get you the bonus.

100 Points

At the start of the level turn around. There should be a drop, jump down that drop. When you land you should have a wooden rail that is right by

you. Grind that rail and after a little bit you should get this bonus.

200 Points

At the start of the level go down the rollin and jump off of the quarter pipe, when you land you should be facing another quarter pipe. Jump off of the middle of that quarter pipe and you should get this bonus.

400 Points

At the start of the level go down the rollin and turn right. Go out of the half pipe and turn right. In front of you should be a fun box. Jump over the fun box and land on the other side. When you land there should be a large quarter pipe in front of you. Jump off of that quarter pipe and get some air. This should get you the bonus.

~~~~~  
Construction Yard  
~~~~~

100 Points

At the start of the level ride forward, and a little to the left. In front of you should be a metal quarter pipe. In the middle of the quarter pipe is a little dirt hill. Jump off of the quarter pipe and over the hill to get this bonus.

100 Ponits

At the start of the level ride forward. In front of you should be a trail leading to another area. Follow the trail down to that area. When you get there, you should see a building with a quarter pipe on either side of the building is a quarter pipe. Ride down to the right of the building and jump off of the quarter pipe and jump onto the building. You should get the bonus.

100 Points

At the start of the level ride forward. In front of you should be a trail leading to another area. Follow the trail down to that area. When you get there, you should see a building with a quarter pipe on either side of the building is a quarter pipe. Ride down to the left side of the building and jump off of the quarter pipe, and onto the building. This should get you the bonus.

100 Points

At the start of the level turn to the left, there should be a dirt area

to the left of a quarter pipe. Go up that area, and you should be on a platform where you can see the bottom level. Jump off of the platform and down to the bottom level. You should see a bulldozer in one corner of the area. The front of the bulldozer can be used as a quarter pipe. Jump off of the quarter pipe and you should get the bonus.

200 Points

At the start of the level turn to the right a little bit. You should see a long curved metal quarter pipe. Jump off of the quarter pipe about a third of the way down and you should get this bonus.

200 Points

At the start of the level turn to the right a little bit. You should see a long curved metal quarter pipe. Jump off of the quarter pipe about two thirds of the way down and you should get this bonus.

200 Points

At the start of the level ride forward until you get to a kicker ramp. Jump off of the ramp and onto the roof, when you land jump to the other roof. There should be a quarter pipe in front of you, jump off of the quarter pipe towards the trail leading to the next area and you should be able to get this bonus.

200 Points

At the start of the level ride forward. In front of you should be a trail leading to another area. Follow the trail down to that area. When you get there turn to the left, you should see another trail that leads to a third area. Go down that trail, at the base of the trail will be a kicker ramp. Jump off of the right side of the kiker ramp and land in a grind on the rail that is by the wall. Doing this will get you this bonus.

200 Points

At the start of the level ride forward. In front of you should be a trail leading to another area. Follow the trail down to that area. When you get there turn to the left, you should see another trail that leads to a third area. Go down that trail. When you get to the bottom you should see a large kicker ramp along the wall, jump off of that kicker ramp and land in a grind on the rail that leads behind the bulldozer. When you get to the end of the rail jump off and land in a grind on the next rail. This should get you the bonus.

400 Points

At the start of the level turn to the left, there should be a dirt area to the left of a quarter pipe. Go up that area, and you should be on a platform where you can see the bottom level. In front of you will be a large kicker ramp. Jump off of the kicker ramp and land in a grind on the rail that is going left to right. At the end of that rail is this bonus.

~~~~~  
London Underground  
~~~~~

100 Points

At the start of the level you should see a rail. Grind that rail, and about half way down is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. In the back of the area is a quarter pipe that is on top of a platform. In the middle of the quarter pipe is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. In the back right of the area is a curved rail. In the middle of the rail is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. In the middle of this hallway is a rail. Grind this rail, and you should get this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, and in front of you is a kicker ramp. Jump off of the kicker ramp and over the half pipe. When you land there should be a room in front of you. In the right corner is this

bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, and in front of you is a kicker ramp. Jump off of the kicker ramp and over the half pipe. When you land there should be a room in front of you. In the left corner is this bonus.

100 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, then when you get to the third area turn left. You should see a quarter pipe on the back wall. Transfer off of the quarter pipe at a low angle to get this bonus.

200 Points

At the start of the level go down the steps and then turn a little to the right. You should see two quarter pipes. Go to the second one, and jump off about halfway and you should get this bonus.

200 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. At the base of the escalator is this bonus.

200 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. You should see two funboxes in front of you. Go to the one on the left and jump over it. You should then get this bonus.

200 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go

down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, then when you get to the third area turn left. You should see a quarter pipe on the back wall. Transfer off of the quarter pipe at a high angle to get this bonus.

200 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, then when you get to the third area turn left. After a little bit there should be a kicker ramp on your right. Jump off of the kicker ramp and over the half pipe. Doing this will give you the bonus.

400 Points

At the start of the level go down the steps. When you get to the second fun box turn around and face the door. You should see a quarter pipe on the right side of the door. Jump off of the very left edge of the quarter pipe to get this bonus.

400 Points

At the start of the level go down the steps. When you come out turn to your right. You should see two quarter pipes. Go to the nearest quarter pipe and jump off of the middle of it. Doing this will get you the bonus.

400 Points

At the start of the level go down the steps. When you come out turn to your right. You should see two quarter pipes. Go to the nearest quarter pipe and jump off of the right edge of the quarter pipe and start to grind on the rail above the pipe. At the end of the rail is the pipe.

400 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the right. You should see a quarter pipe on top of a platform made by a quarter pipe. Get up onto the platform and jump on the quarter pipe on the edge of the wall. When you land there will be a kicker ramp in front of you. Jump off of the kicker ramp and grind along the rail that leads up to the high platform. When you first get on the platform turn to your left and you will get this bonus.

400 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the right. You should see a quarter pipe on top of a platform made by a quarter pipe. Get up onto the platform and jump on the quarter pipe on the edge of the wall. When you land there will be a kicker ramp in front of you. Jump off of the kicker ramp and grind along the rail that leads up to the high platform. Once you are on the platform go to the left side and go to the end of the platform and you should get this bonus.

400 Points

At the start of the level go down the steps. When you get there skate forward until you get to the back of the room, and then turn right. Go down the escalator and into the second area. Then turn to the left and go up to the top of the platform. You should see a hallway leading to the third area. Go down this hallway, and in front of you is a kicker ramp. Jump off of the kicker ramp and over the half pipe, doing this will get you this bonus.

~~~~~  
Bluetorch Competition  
~~~~~

There are no point bonuses in this level.

~~~~~  
Park, New York City  
~~~~~

100 Points

At the start of the level keep on going strait until you get to the fence at the end. Then turn to the left and you should see a kicker ramp. Jump off of the kicker ramp and into the area with the fountain. Use the outside of the fountain as a kicker ramp to jump into the top of the fountain. Then quickly jump towards the branch coming from the tree. Doing so will get you the bonus.

100 Points

At the start of the level ride forward until you get to the gap between the fences. Then turn to the left, you should see a kicker ramp in front of you. Jump off of the kicker ramp towards the fountain, and you should get this game.

~~~~~  
Treatment Plant  
~~~~~

100 Points

At the start of the level go down the ramp. At the bottom you should see dirt ramps. Go over the ramps, and you should see a large quarter pipe with a rail next to it. Ride over to the rail, right above the rail is this bonus.

200 Points

At the start of the level go down the ramp. At the bottom you should see dirt ramps. Go over the ramps, and you should see a large quarter pipe with a rail next to it. Ride to the center of the ramp and get some air. Then you should get this bonus.

400 Points

At the start of the level go down the ramp. At the bottom you should see dirt ramps. Go over the ramps, and you should see a large quarter pipe with a rail next to it. Then turn to the right, and you should see a ramp with rails on the either side of it. Grind the rail on the left. At the end of the rail jump off and you should get this gap.

~~~~~  
La Harba, California  
~~~~~

200 Points

At the start of the level turn around and get into the big half pipe. Then on the side that is divided, jump out of the right side and into the other area. If you did this right you should get this bonus.

200 Points

At the start of the level go down the ramp and turn a little to the right. You should see a dirt funbox. Jump over the funbox to get this bonus.

400 Points

At the start of the level go down the ramp, then turn a little to the right. You should be in a dirt area. Go through the dirt area and to the back of the level. You should see a quarter pipe. Jump off of the quarter pipe in an angle towards the roof. Doing this will get you the bonus.

400 Points

You should see a green ramp as soon as you start. Jump off of the quarter pipe and land in a grind on the wire that goes across the street. As soon as you get on the wire you should get the bonus.

400 Points

You should see a green ramp as soon as you start. Jump off of the quarter pipe and land in a grind on the wire that goes across the street. At the end of the wire jump off and you should get this bonus.

400 Points

At the start of the level go down the ramp and then turn to the left. Keep on riding until you get to the end, then turn to the right. You should see a green ramp. Jump off of the green ramp and land on the roof. Once you are on the roof go over to the ramp that leads to the next roof. Jump off of the ramp and go into the bowl on the next roof. Jump out of the bowl in the direction opposite of the wall, and if you went at the right angle you will get this bonus.

~~~~~  
CFB Competition  
~~~~~

There are no bonuses for this level

~~~~~  
THPS 1 Warehouse  
~~~~~

100 Points

At the start of the level go down the either rollin, then turn around and you should see three quarter pipes, jump off of the middle quarter pipe towards the far left quarter pipe and you will get this bonus.

100 Points

At the start of the level go down the either rollin, then turn around and you should see three quarter pipes, jump off of the middle quarter pipe towards the far right quarter pipe and you will get this bonus.

100 Points

At the start of the level go down the left rollin. When you are at the bottom turn to the left a little bit and go to the kicker ramps. Jump off of the near kicker ramp and go towards the long quarter pipe that

goes along the back wall. Jump off of the quarter pipe and you should get this bonus.

~~~~~  
THPS 1 Burnside  
~~~~~

There are no bonuses for this level.

Glitches

There are many glitches, the strangest one that I have heard of was sent to me by Jeff Taladay, he said that he went to THPS Warehouse and when he got into the half pipe it was full of water, I have not had this happen to me yet, but I will work on finding a way to get it to happen. Besides that one, so far I have only found the obvious floating biker in many of the levels.

Not quite a glitch but....

In the London course, go to where you jump to get to the secret hall. and when you jump, where you grind on that pole just before the secret hall, jump off the pole early so that you fall just short of the secret hall (when in the air hold triangle) you should land on a sign, which is below the hall. Just hold on to triangle and nothing else, because as you grind on top of the sign, you move towards the wall on the side of it. If you are just holding on to triangle, you will bounce off the wall and back onto the sign (grinding again) this will then make you grind backwards, and you will hit the other wall and then land back on the sign, and so fourth. You can do this as long as you would like. This one was sent in by Mike Miles

Another Glitch that is quite common and happens nearly everytime. First you need to have granny, then when you jump off of a quarter pipe have her do her X Up. You should see two pink lines come flying out of her body.

Notes & Thanks

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