

# Tony Hawk's Pro Skater 3 Sick Score FAQ

by Hafiz Rahman

Updated to v1.2 on Jul 28, 2002

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

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Tony Hawk's Pro Skater 3  
Sick Score Guide  
Version 1.2  
for PlayStation  
Last Updated on July 28, 2002  
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## 1. Introduction and Version History

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Hi.

After a long not-writing-a-FAQ gap in my life back then near the end of 2001, I've been working my tail off on some new FAQs and this one, I believe, is one of them. This is actually my very first FAQ made in 2002, and it is January 2 on my PC date, so Happy New Year yourself if you wish :)

Tony Hawk's Pro Skater 3 is my very first Tony Hawk I've ever played. Honest. I know I'm quite late for not playing this kind of game, but better late than never. For that, however, I could not make any reference to the previous series of the game anytime I cover about something in this FAQ.

Why Sick Score? Simple, because some of my friends seem like having some problems nailing out those Sick Score goals in Career mode. One of my friend could only get a maximum of 39,000 points out in The Foundry level. Don't laugh, it is true.

At first I had that problem too, but after reading the magnificent FAQ already available in GameFAQs and as I dig out the game further, I found out how to get the Sick Scores in almost no time. This includes finding the best spots to rack up points, figuring out some good combos and such.

I'm not very good at this game, I can't nail up to million points just like

some expert people did, but since all the Sick Score could trouble you is a maximum of 250,000, I guess I could try to grab it. Anyway, all the content of this guide provides "my way". They might not be the best, but of course they had been proven 100%ly by myself, I guess this might help you as well. So, as a beginner, I will dedicate this for the other beginners--I do realize, at least, that any experts won't need this FAQ at all. Alright, enjoy then.

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Version History

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Version 1.2 July 28, 2002

- Added more information about scoring, courtesy of Paul Cortney.
- Also arranged the scoring section a little bit.

Version 1.1 April 04, 2002

- Added a new spot submitted by reader.
- Added the explanation about moves taken from skateboard.com.
- Added the spots in the hidden level Downhill.
- Added a new theory about moves separation. See Scoring Basic.

Version 1.0 January 12, 2002

- Everything here is the content of this very first version.

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## 2. The Scoring Basic

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2.1. The Moves

Before we go on nailing those nasty goal, let us just simply try to understand the way scoring works first. With this, I hope it will help you to decide which move should you choose to include in a combo to get better scores-- because you will need that eventually.

At first, I thought that the moves in the game could be separated into three kind of moves: Air, Grind and Manual. But then again, I had some idea to make things easier, and I will separate the moves into four:

- 1> Air Moves
- 2> Ground Moves
- 3> Grind Moves
- 4> Transitional Moves

- Air Moves are the ones that are done in air, which are mostly flip and grab tricks.
- Ground Moves are the ones that are done on the ground, which includes Manual, Revert, and of course, moving around the terrain.
- Grind Moves are the ones that are done on any edge and involves balancing skill. This includes all the Grind moves.
- Transitional Moves are the ones that involve more than one Air/Ground/Grind type act. This includes:
  - Ollie/Nollie, which is Ground/Air act.
  - Wallride, which is also Ground/Air act.
  - Liptricks, which are Ground/Grind act.

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My very big credits go to the skateboard.com--some clear explanation about the moves, including Nollie, was taken from there. Check it out now.

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### <2.1.1> Air Moves

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▣ Air ▣

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Air is the move that is performed once you're high on air. These kind of moves could be done using Square or Circle button. Of course, you will need to use the D-pad combination to accompany the action button in order for the moves to work. E.g.: [Up+Square]. Air works the best to add your base score, but it might not work well to add your multiplier score (more info about it later).

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▣ Spin ▣

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From skateboard.com:

"To spin your board is to make it rotate on its vertical axis as in a pop shuvit."

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After you pull off a move, press either R1 or L1 to do some spin. If you could make it into some perfect degree, you might get higher score. More details on it later. However, imperfect spin might get your character face on your ground, so better practice yourself on it.

<2.1.2> Ground Moves

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▣ Manual ▣

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Manual is the move where you simply run only using two wheels of your skate, either the back or the front wheels. To do this you need to tap [Up,Down] for the usual Manual or [Down,Up] for Nose Manual while you're running. Once you're manualing, you need to balance yourself like when you're grinding. The difference is that in Manual you get a vertical balance meter, and you need to use the Up/Down d-pad (instead of Right/Left) to balance your manual.

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▣ Revert ▣

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From skateboard.com:

"A trick that is added on to the end of any other trick, and it means to spin one's self and the board 180 after completing the initial trick."

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This is, probably, the key to multi-million combos you could do in THPS3. Revert is done using R2. Revert had the same basic as switching your stance in a run, that's why it uses the same button. However, Revert could only be done once you're landing after getting some air. Once you touch the ground, you need to press R2 quickly and it will add a Revert to the move combo you had done. With this, you could then combine the Revert with a Manual until you reach another halfpipe to get some air and pull another combos, or a Manual and then reach some rail to do some grind for another combos. Practice to combine Revert and Manuals because this is the easiest key to get the Sick Score.

<2.1.3> Grind Moves

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From skateboard.com:

"Any variety of tricks where the hanger(s) of the truck(s) grind(s) along the edge of an obstacle."

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Grind is the move that is performed by grinding your skate on a rail, or on any terrain that acts like a rail. Such an example is like the edge of the pool, the top of the roof, and so on. This works by pressing Triangle together with the D-pad combination button as well. E.g.: [Up+Triangle]. While grinding, you need to balance yourself using the Left/Right d-pad. A meter will be shown once you're grinding something, and make sure that the tiny vertical bar, representing your balance, stay in the middle or near to it. Grind scores less, it depend on how long you could balance yourself in that grind position. However, Grind is the easiest way to add up your multiplier score (more info about it later).

#### <2.1.4> Transitional Moves

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##### ▣ Liptricks ▣

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Lip tricks are moves that are done on the edge of a pipe, pool, or basically whatever could act as a rail. In spite of grinding them, lip tricks are done by making a static-act, like standing on your hand on the lip, stalling for some seconds, and so on. To do this you need to press Triangle accompanied with D-pad right when you're about to jump from the pipe or such things. E.g.: [Up+Triangle]. Lip tricks need a perfect 90° angle from the lip (just jump straight from the pipe/whatever), because if your character jumps even a little bit to left or right, he/she will perform a grind instead.

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##### ▣ Wallride ▣

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From skateboard.com:

"A trick entailing riding your board on a very steep or vertical wall."  
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Wallride is quite self explanatory. You could do a Wallride by pressing Triangle. However, before that you need to jump near a wall or any vertical barrier. Once you're close, press and hold Triangle to Wallride.

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##### ▣ Ollie ▣

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From skateboard.com:

"The basis of most other tricks, it entails using your back foot to smack the tail of your board against the ground while your front foot pulls the board up into the air. Invented by Alan Gelfand."  
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Ollie is actually a jump. Press X while running and your character will lower his/her stance. It will trigger a jump if you release the X button. With Ollie, you could reach any further destination, and you will then use it frequently because basically (pre-)Ollie(-stance) also speeds-up your run.

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##### ▣ Wallie ▣

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=====  
From skateboard.com:

"Getting all four wheels on a vertical wall before ollieing"  
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Wallie is an Ollie, it's just performed on wall. So, you need to do the Wallride first, and while you're on the wall, press X to do Wallie. Using this, you might jump higher to get on hard-to-reach rail or to get more air. Sometimes it might be enough to perform Hawk's The 900 after a Wallie. In

some FAQs, the Wallride-Wallie combo often called as a Wallride alone, so don't get confused here why those FAQ told you to do some air moves after a Wallride. Of course, you will need to perform Wallie first to get enough air for that moves.

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¤ Nollie ¤

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From skateboard.com:

"An ollie off of the nose of the board rather than the tail \*originated by Natas Kaupas, it is short for nose ollie or Natas ollie."  
=====

By pressing L2, you will switch your stance from Fakie to Nollie. In Nollie stance, you could perform a Nollie trick by tapping X just like when you're about to do the Ollie. I don't know what is exactly this Nollie thing, but as far as I know, you jump lower in Nollie, but at least it adds you one nice Nollie trick points in your combo. However, you don't really need Nollie to beat the Sick Scores.

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¤ No Comply & Boneless ¤

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From skateboard.com:

"No comply: Any trick that entails the front foot stepping off of the board and onto the ground while the back foot initiates any of a number of tricks such as ollie, 180, pop shuvit, etc."  
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Both of those moves are basically pre-moves you could do before starting a combo. Tap [Up,X] for No Comply or [Up,Up,X] for Boneless. You could also do it in a usual run too.

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## 2.2. Scoring Theories

Okay, I guess that's all about the moves. Now, let's talk about the specific D-pad combination needed for the moves. When you're about to use Air or Grind, including Specials, you need to use the following D-pad combination:

<A> The normal arrow : [Up] | [Down] | [Left] | [Right]  
<B> The combination1 : [Up/Right] | [Right/Down] | [Down/Left] | [Left/Up]  
<C> The combination2 : [Up,Up] | [Right,Right] | [Down,Down] | [Left,Left]  
<D> The special : [Any direction, Any direction]

### Explanation:

A slash [/] like in [Up/Right] means you press both Up and Right at one time.  
A comma [,] like in [Up,Up] means you press Up and then press Up again.  
[Any button, Any button] means that the combination could just be anything.

Now, if you want to do a move, you need to press any button in [brackets] al- together with Square, Circle or Triangle button. Now here's a quick hint on how to choose the moves with better scores.

- Moves using <B: The combination1> mostly scores higher than <A: The normal arrow>
- Moves using <C: The combination2> mostly scores higher than <A>, and slightly better than <B>
- Moves using <D: The special> scores the highest, because they are the special air/grind moves (duh).

So, if you can, always try to pull off the <B/C> combination, and use <D> to start the big combo, and eventually use <A> when the score from <B/C/D> worn off.

### 2.2.1. REPEATED MOVES

Yes, even though they do score high, the same moves might get less and less score if they are used continuously. Here is the quick note on how to count them.

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# of use	-	Score
1st	-	100%
2nd	-	75%
3rd	-	50%
4th	-	25%
5th+	-	10%

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This means, doing the same special back and forth won't give you much score. In contrary, you will get less score the more you use the special. Anyway, I don't know I'm right or not, but once the score get worn off, try to use another trick first. After some times, the percentage seems to be generated so if you use the first trick it might score high again. But I'm not quite sure about it already, so don't depend on it.

Now how to count the total score? Here is what you get if you do a combo:

Heelflip+Kickflip+Heelflip ----- The moves in a combo  
320 x 3

Total base score		
of all the moves	_____	_____ Multiplier

Now, if you're on air and quick enough to perform Heelflip+Kickflip+Heelflip, you might get these on your screen. The total base score of all the moves is always increases if you add another moves (the 320 is just an example, though). The addition was taken from the base score the moves had.

The multiplier also always increases once you do another moves. The three points on the screen are there because the character did the moves three times. Although Heelflip was done twice, it will still count separately. However, it is not always true that you get 1 more multiplier after another move. Sometimes another move will just add 0.5 multiplier. I'm not pretty sure about what gives 1 and what gives 0.5, but I'll do some more research on it if I get the time.

### 2.2.2. SPIN

Other thing to add multiplier is to do the spin. Certain degree of spin gives out certain multiplier, so you could make use of it. Here's the quick list:

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° of Spin	-	Multiplier
180	-	1.5
360	-	2
540	-	3
720	-	4
900	-	6
1080	-	8
1260	-	10

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So, using above example will be:

360Heelflip+Kickflip+Heelflip  
320 x 4 (instead of 3)

However, spinning is not all that easy. Doing 720 is hard enough even with

maxed air and hangtime stats, and 1260 is, although possible, requires you to jump from a very high place to a very low yet safe place. The multiplier is a bit nice, however, so you could practice yourself on this to get scores.

### 2.2.3. RIDING STANCE

Stances (That are Regular, Switch, Nollie and Fakie) also affect the score.

- Regular adds nothing to the points.
- Switch adds 20% of the base score of the move done within the stance
- Nollie adds 470% of the base score of the move done within the stance
- Fakie adds 560% of the base score of the move done within the stance

The downside, of course, laid in the fact that non-Regular stances aren't that easy to maintain like the Regular one. Doing a Fakie will slow down your speed and thus even though you can have much extra points from some air move, you can never have much speed to have enough air, thus limiting your time to pull as many moves as you can do with Regular stances.

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### 2.3. Combination Moves

Now, here are the combination moves I found out to be useful in this game:

#### 1. Air combos + Revert + Manual + Air combos + Revert + Manual + Grind(s)

This is best done in a pool or halfpipe or quarter pipe or such. Get some air, pull off one or two air combos (special is preferable), quickly follow it with Revert (R2) and Manual (Up-Down or Down-Up) once you're landing, move to the other side of pool/pipe, jump again, air combos again, and so on. This combo actually goes infinitely, but however, doing Revert and Manual will eventually slow you down. So, once you cannot reach the other side, just jump (Ollie, tap X button) to the lip of the pool/pipe and use some grind moves there. At that time you will surely be able to pull off some special grind, so do it. You may also want to do the normal easy grind for several times. Not for your base score, but to add your multiplier one. Now stay grinding as long as possible, and land off safely once you're done.

#### 2. Wallride + Wallie + Spin + Grind(s)

This is best done in a place with some long rails, like in Rio. You need to Wallride and Wallie to jump higher, Spin to get some multiplier and land yourself already on a rail to perform grinds. Use specials to increase base score (you will need to stay as long as possible), and use ordinary grinds to increase multiplier (you don't need to stay too long, instead, try to do it as fast and as much as possible). The difficulty of this is actually how to position yourself right from Spin to Grind moves. If you missed the rail, you need to start it all over. For some alternative way, try to jump off from high places instead of doing Wallride, do some spinning Air moves, and then followed with the Grind. The longer you could stay on the rail, the more score you might get.

#### 3. No Comply + 720° spin or more OF <B/C/D> d-pad air move (just once)

Remember those <B/C/D>? See the combination D-pad list above to see what those mean. Okay, the way to do this is to get a long fast run, and jump straight off a pool/pipe. When you're jumping, release the X and press Up. This will do the No Comply. Now, pull off one trick and spin as long as possible. One of my friend did this continuously to win Tokyo and he did it very well. The good thing of this combo is that you only need one move per combo, thus the base score of it and another moves will not get down very quickly like when you do a huge combo with the same moves. If you want to do that again, just pull off another move. Simple. The bad thing is that it might score less, and you might not be able to jump higher to get a 720 if

you don't run that fast and jump that high first. If you can't do 720, however, 540 is quite nice too as a last resort. Anyway, if you failed the No-Comply one, you will need to add one more simple <A> d-pad move, because it is important to get your multiplier up one point more.

- 4. <A/B/C> d-pad air moves + <D> d-pad air moves, or  
<D> d-pad air moves + <A/B/C> d-pad air moves, or  
<A/B/C> d-pad air moves + <D> d-pad air moves + <A/B/C> d-pad air moves

Okay, this is not quite good but at first I did this as my one and only way to get some scores. However, the only place where I could rack-up Sick Score with it is in the Foundry (75,000). As a personal record, I could just do about (100,000) points using it. Not much, considering that you could do more than (200,000) points using the other combo listed above, but at least it is way much easier. Just jump off a pool/pipe, pull the air combos, land, and try to find something else to get another air and another combo. That's it. You could add some liptricks before opening the combo, because using it will greatly add your special meter. One last warning, though, this hurt your thumb. Trust me.

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.....  
::          If you want to add your own combo method,          ::  
::          reach me via <kuadrantiga@yahoo.com>                ::  
.....
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## 2.4. General Tips and Tricks

- So, I guess you know most of the basic in this game. Now check out some tips I'm including here before we go on to the Sick Score section:
- If you want to add your base score, try to pull off some air combo.
  - If you want to add your multiplier, try to pull off some grind combo.
  - Don't push yourself too far when doing air combos. 3 moves in one air is already enough to do. Having too much combos might get your face land on the ground first instead of your skate.
  - Don't push yourself too far when doing grind combos too. If you think ("feel") that you can't keep your balance any longer, just jump off the rail and pull off some Manuals to get some more points. You don't want your long run combos get failed up because you lose your last grind balance.
  - Practice your fingers to do moves faster. At some point your fingers will get quite tired. Just get some rest for them, this is just a game after all.
  - Be patient when you're trying to master the combos method. You might need some time to get them all by your hand, and that's normal.
  - Quoting RHCP's song in this game: "/fight like a brave/don't be a slave/". That means, don't be afraid of falling and failing. Most of us will have to face it sometimes, but from there we will then learn much. Also, don't have any doubt when you're going for some long combos. You might think, "Now, I should reach that rail. But could I really reach that? No, I guess I'll think another way." In the end of it, you already bump yourself into the ground. You need to be brave, think fast, make fast decision. Don't keep any doubt, don't be afraid of failure. Just do it first. Anyway, that extreme sport is all about.

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## 3. Getting the Sick Scores

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Now, let's get to the main topic of this guide, getting the Sick Scores in Career Mode itself. I will simply put the best spots to rack-up some points, and what you could do at that place. Spots arranged based on my own preference. Spot #1, obviously, will be more suggested for you than the Spot #2, and so on.

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SPOT #1:

Run straight from your start point and you will soon meet a halfpipe in the end down there. Jump into it, and you could start racking up some points. First, you could try some liptricks to add your special meter. After two liptricks, your meter should be enough. Then, jump a couple time until you get enough air (running down the halfpipe after an air will speed you up, thus making your next jump higher), and start pulling off your Air special. When you're landing, you should pull off your Revert and try to get another air to do another air moves. If you aren't fast enough to chain between the Revert and the next air moves, you need to add Manual before jumping off. Eventually, use Manual and when it slows you down, jump to the lip of the pipe and start grinding. The rail will not be that long, and in the end of the pipe, just jump off of that rail, but don't get into the pipe. You might fall if you get into the pipe, so it is safer to jump to the flat platform. If you do it right, you will already have 75,000 score, or at least near to it.

However, if you don't get used to that combo, just use the usual Air combos, without the Revert. After a whole lot of air combos and/or specials, you will eventually get 75,000. However, I warn you that it will eat up all of the time (2 minutes) to get 75,000 or more. If you fall down, even once, you might not be able to reach the score. It is easier, though, you just have to be creative by not using the same old air moves back and forth.

SPOT #2:

Run straight, jump over the halfpipe, move straight to the back end of the level where the control booth is. There are two piece of quarter pipes inbetween the booth, and use it to get scores. This spot is better than SPOT #1 because it gives you longer rail to be grinded on. This spot, however, is also worse and might be harder than SPOT #1 because after all it is just a quarter pipe and you need to turn around after landing to get another air.

SPOT #3:

I just realized this long grind combos spot--Over the halfpipe and go up the place to your right (the one with water tank). You could actually grind the rightmost rail (get some speed by airing on the quarterpipe on the back of the halfpipe), stay up and down, and jump to the next rail (where you get a letter, "T"), follow the rail all around the back of the level, and when the rail ends in the back-left-side of the level, jump again to reach the next rails ("s", because there are two rails there). Finally there wouldn't be nothing else remain, nothing but huge scores. As an addition, you could also do this in reversal, start from the rail on the middle-left part of the level, grind 'round the back level and end up after the water tank on the middle-right part of the level. Note that you desperately need good enough Grind Balance and Speed stats for this.

SPOT #1:

From your start point, jump over the stair and turn to your right. You will eventually meet the NOKIA building. There are two quarter pipes facing each other before the entrance of the building. Use that place to get some combos. Jump off high, get special moves, Revert and Manual, jump again, back and forth until you get much points. Here, you don't really need to add another grind, because the quarter pipe is way too short to be grinded anyway. If you could chain-up combos in about four times air, you will surely get this one fast. If you can't, just break the combos in two times air or so.

If you can't do the Revert+Manual combos to link up air moves, I might not be able to give you another alternative way. You have to master it because the

next level will actually need this combos to get their Sick Scores easily.

#### SPOT #2:

From your start point, jump over the stair and move straight front and you will eventually find a place with graffiti and two quarter pipes placed near each other. There is also a nice wall to be grinded on between those two quarter pipes, so you could add some more points from grind after chaining up air combos using the pipe.

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• Rio de Janeiro • Sick Score: N/A •

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In Rio, you don't need to rack up Sick Scores, but you will still need to get a lot of points here anyway, because that's the only way to win the medal here.

#### SPOT #1:

Just jump to your right/left from your start point and there will be some kind of quarter pipes facing each other there. Simply use air combos with Revert and Manual here. After that, you could also add some grind because the rail is quite nice to get one special grind or more than two usual grinds. If you couldn't make more than 125,000 points here, you need to practice more.

#### SPOT #2:

Move straight front from your start point, and you will find some jumping places connected with a wooden bridge. The not-so-easy way is to jump off the jumping place, get some air combos, and land on a grind on the wooden bridge until the end of it. Doing so back and forth are enough to win this stage. If that is too hard, just use the quarter pipes and ramps nearby that area, it is not that hard to find.

#### SPOT #3:

Jump/get-down-and-turn-around/do whatever you can to the back of your start point and (if you still facing to the same direction with your first point) turn to your right. Find the rail alongside the left part of the street, and grind it on. Jump to reach the next rail (which will always be there, trust me), and after several rails you should ended up bumping a place with ladder, and getting lots of scores already. Anyway, you could hit that ladder to breakdown that high place, so that if you start the combo from this spot, you could get more points by grinding the broken place (instead of bumping into it) and the continuing to the next set of rails.

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• Suburbia • Sick Score: 150,000 •

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#### SPOT #1:

Move straight, follow the three set of rails and you will find two big quarter pipes facing each other. The same old Revert+Manual combo is the easiest way to use here. Pull off some specials. Anyway, due to the space between the two quarter pipes, which is kinda long, you might just be able to do one air for each pipe, and the Manual will just slow you down. If it does happen, then jump to the lip of the quarter pipe and do some grind combo, because the rail way from there is kinda long. It is preferable to use the furthest quarter pipes to add the grind combos. It is actually connected all way down to the right, thus you will be able to make long grind combos, as long as your balancing skill is good enough.

#### SPOT #2:

Turn right from your start and go past the fence to find a pool there. Easy, use the pool for the air+Revert+Manual combo and finish it up by grinding the lip of the pool all way round. Watch your spin, though, you might get fallen

in all of the sudden due to the surface of the pool itself.

SPOT #3:

Turn left from your start to find the quarter pipes with the high blue tower between them. These are also good place for our old Revert+Manual bud. Note that the space between the two facing pipes are kinda long, you may need to balance your Manual a little bit longer.

SPOT #4:

Another good quarter pipes is right inside the house area behind your start point.

SPOT #5:

Turn left from your start and turn left again. You will be in the left side of the house behind your start point. It also holds some nice quarter pipes, just note the long space between each of them.

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• Airport • Sick Score: 200,000 •

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SPOT #1:

From your start, jump off the place to your right and get into the hidden place behind that black curtain :) You will find a small yet useful bowl to the right of the secret room with deck. Use it to grab the Sick Score, using the same old Revert+Manual. Anyway, if you're fast enough, you will not need the Manual because once you Revert you will get on air again due to the size of the bowl itself. Now, to get it all more interesting, Do that combo and grind the bowl lip and jump off to the rail on the rightmost wall. Keep grinding on them to eventually meet the quarter pipe, Revert, Manual and jump back to the rail and once you get back to the pool safely, at the very least you will be very close to 200,000 points.

SPOT #2:

Move all your way down to the place with flags. Jump off the pseudo-quarter pipe and wallride the glass window. Do a wallie and a spin (540, at least) and land yourself safely on the rail (there are lots of rail choices there on the window). Pull off some usual grinds to add your multiplier, then use your special grind as a finisher. Go through the rail as long as you could. Repeat the combo for about three or more times and you should get the goal.

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• Skater Island • Sick Score: N/A •

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Skater Island is also a competition. No Sick Score, although it IS the reason why this place is made. If you can't made up to 200,000 points in this place using our old Air+Revert+Manual+Grind combo, you ought to be joking.

SPOT #1:

Right when you're down from your start points, you are already in a huge halfpipe. Use it and go for as long as you can for air+Revert+Manual+Grinds.

SPOT #2:

Either to the left or to the right of that huge halfpipe is the pool area. They provide less air to reach, but longer lip to grind on. You decide.

SPOT #3:

Past the halfpipe to your right-front is some sets of quarter pipes. There are a lot of spaces between them if you have good balance in Manualing.

SPOT #4:

Get through the white door near SPOT #3 and suddenly you're in a park type area with lots of quarter pipes. You know what exactly to do with them.

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• Canada • Sick Score: 250,000 •

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SPOT #1:

Grind the rail in front of you, jump and rail the wire fence and land in the other side of your start point. Turn around and get yourself to the big pool there. Use the old combo and you will get it after some try.

SPOT #2:

From your start point, get down and turn around to your left, and get to the long way. You should find a ramp there near the first leftmost building. Jump off it to the roof and jump again to the rail. Grind it to the end, and you'll find a gigantic halfpipe there. Use it. You could also try the spinning air moves combo trick here, because the air you could get here is kinda high.

SPOT #3:

Use the first way to get to SPOT #1, but instead of turning around to the pool, just use the pool right in front of you. Beware, however, the falling chances here is higher due to the surface of the pool.

SPOT #4:

Between SPOT #1 and SPOT #3, there should be a way with a big quarter pipe in it. It is the place where you could find the letter "A" for S-K-A-T-E (the place where you should start once you fell down out of the stage). Get some air moves there, Revert and Manual and jump to the long jumping place in the opposite side of that quarter pipe, and use another air moves before landing on that long ramp-something by grinding it. Grind it all way through and you will get some huge score already when you land in front of the pool.

SPOT #5:

Okay, this is crazy, but this is possible. You should know how to blow up the tree, right? Jump off to the detonator and get down. The big tree should have fallen. Jump and grind it (this is also one of the other task to do) until the end of it, jump off, pull off a spin or air moves, and land by grinding the wire fence near the start point. Now you have a choice to keep grinding the long wire fence, or jump off for some Revert and another air combos in the pool to your right. If you have succeeded all way down, I think 250,000 should have been passed long way ago. You need to be very good in balancing, though. The grind will be very very long to keep on going. I never succeeded on this, but I already had the plan, so there.

=====  
From Moses Lahey <moses\_lahey@hotmail.com>  
=====

SPOT #6:

"In the beginning of the level, keep on going straight until u can only go right. Go right since its the only thing to do, and grind on 1 of the 2 rails, jump on to the next one, do a manual , go up the half pipe, and do a special. Keep on doing that until u r done. If done right, u should at least get around 150,000. U can continue the trick by doing a revert, and going back on the rails.

P.S. u can do some special grinds while on the rail (duh!)"

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• Tokyo • Sick Score: N/A •

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them. The Spin-Multiplier and No.of use-Percentage list was from both of their FAQ. Without them, I might never understand how to get long combos. I still can't get multi million scores just as they said, but I'm still on it. Some of the sites in Recommended Sites are also from Paul Cortney's. Thanks a lot, dude!

Again, Paul Cortney, for letting me use the outstanding scoring information from his FAQ.

CJayC, the best man of GameFAQs. I'm kinda missed his name in the first ver.:)

skateboard.com, for the explanation about some skateboarding jargon.

Moses Lahey <moses\_lahey@hotmail.com> for sending SPOT#6 in Canada. Thankz!

All of my friends that I know as a Tony Hawk's player: Bayu-Kamajaya-Kamadian-Paxdhe, for helping me out with a lot of stat-finding and goal-reaching, Kakek for just being there when I want to show someone off :), and of course thanks to Alip, the "just-39,000 points-guy". This FAQ is, basically, made for you.

Rei of NGE, for just being there. I'll just shut-up alright.

Sopo Jenenge, my forever loyal custom skater. He lands on his head thousand of time, crashes his body to just about anything for the other thousand of time, and that's without any shirt and protector--however he is not quitting off and instead choose to just shut up and skate (and I'm supposed to thanks Elissa Steamer for that too :).

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## 5. Recommended Sites

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For any Tony Hawk's Pro Skater stuff, from Paul Cortney's FAQ:

- <http://www.planettonyhawk.com>
- [http://www.activision02.com/tony\\_hawk](http://www.activision02.com/tony_hawk)
- <http://www.clubtonyhawk.com>

For some real-life skateboarding stuff:

- <http://www.skateboard.com>
- <http://www.skateboarding.com>

For some dumb things made by the author as a pseudo-shameless-self-promotion:

- The Author's Official Homepage (huh? OFFICIAL?!)  
<http://kickme.to/kuadrantiga> (or) <http://geocities.com/kuadran3>
- Author's GameFAQs Contributor Page  
<http://www.gamefaqs.com/features/recognition/8763.html>

.....  
:: If you have any other great sites to include here, ::  
:: reach me via <kuadrantiga@yahoo.com> ::  
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## 6. Disclaimer and Legal Stuff

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## 7. Epilogue

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Well, what can I say, that's it. Any contribution could be sent to my e-mail address. I rarely check it nowadays, honest, but I will try my best to update this FAQ after some contributions for you guys.

Alright, this is End of File already!

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