

Tony Hawk's Pro Skater FAQ/Walkthrough

by THayes

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This walkthrough was originally written for Tony Hawk's Pro Skater on the PSX, but the walkthrough is still applicable to the N64 version of the game.

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FAQ/Walkthrough for
TONY HAWK'S PRO SKATER
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GUIDE INFORMATION

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VERSION HISTORY

1.1: 18th June, 2008 (Format update)
1.0: 3rd March, 2000 (First version)

1. Introduction

Tony Hawk's Pro Skater lets the player choose from ten characters. Each character has their own set of tricks. Each character has their own set of tricks, which are done by pressing a button plus a direction. There are about twenty standard tricks in total, but that's not all the tricks that are possible. Each character also has about three or four special moves. Once you do enough tricks, the special bar will become full.

Once the special bar has become full, you can do a number of incredible looking tricks, including back flips, front flips, McTwists, and even the 900, which only Tony Hawk can do (in the game, and in real life). But you are not limited to just one trick in the air. You can do combinations of tricks, and it is possible to link well over 10 different tricks into one combination. All the characters are different from each other. Having different special moves, different statistics and even different ending movies.

There are nine huge levels in this game. Each one having its own special features and things to do. The variety of the levels is amazing. There's an old warehouse, a school, a mall, a nice indoor skate park in Chicago, a level in downtown Minneapolis at night, a downhill level in Phoenix, a skate park in Burnside, an excellent level in San Francisco, and finally, a level in Roswell.

Tony Hawk's Pro Skater excels in the area of graphics, and has some of the best graphics ever seen in a PlayStation game. There are ten characters in the game, which are based on real life skaters, as well as two secret characters. The tricks in the game are extremely well animated, as they look almost exactly like they do in real life. The levels in the game are very big, but are also extremely detailed and well drawn.

The music, although probably not suited to everyone, is actually quite good, and suits this style of game very well. The sound effects are good, and there are just so many of them. There's the ring of the tram in San Francisco, the angry shouts of the taxi drivers as they zoom around Minneapolis, and the enormously painful sounding shouts from the skaters as they fall over. There are lots of sound effects and great music, which definitely improve the atmosphere of this game.

Overall, this game is amazing. The graphics are extremely well drawn and detailed, with objects such as trams and taxis zooming through the levels as you skate around. The sound is very well done, and sounds very realistic in places, especially when the skater falls over. The game play is great, with the game being extremely fun as you ride around the humongous levels looking for gaps. The last ability is very high, due to the fact that there are so many different and fun modes in the game. Overall, Tony Hawk's Pro Skater is definitely the most fun and original skateboarding game on the PlayStation.

2. Career Mode Walkthrough

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2.1. Warehouse - Woodland Hills

5,000 POINTS / 15,000 POINTS

The best way to get the points is to head over to the half pipe. Once there, just do a variety of grabs, flips and spins, and you should have the points easily. Don't do the same trick more than once, as the points start to go down if you do.

SMASH THE BOXES

- 1: Turn right at the start of the level to notice the first set of boxes.
- 2: Near the green rail (not the curved one), that is close to the half pipe.
- 3: On the wide platform, on the quarter pipe at the back of the warehouse.
- 4: On the ledge near the kicker ramp.
- 5: On the platform where the letter E is.

GET S-K-A-T-E

- S: Hovering over the kicker ramp.
- K: Over the quarter pipe at the back of the warehouse.
- A: Over the taxi.
- T: Over the half pipe.
- E: On the platform where the fifth set of boxes are.

HIDDEN TAPE

From the start, take the right roll-in, and you should notice a platform that is above the half pipe. Use the metal ramp to launch you over this platform, snatching the hidden tape on the way.

2.2. School - Miami

7,500 POINTS / 25,000 POINTS

Do a spin, and hold a grab off of the ramp at the beginning, and then from that, land a grind onto the planter. This should get you 4000+ points. Do a big air on the quarter pipe, and then grind down the huge planter to get the long ass rail gap (7000+ points!). Continue doing various tricks after this to get the points.

GRIND 5 TABLES

- 1: Turn left when you start, and drop off of the canopy. The first picnic table should be right there.
- 2: Near the letter K, which is near the kicker ramps.
- 3: Near the letter A, which is on the big yellow and black rail.
- 4: This picnic table is close to the pool nearest the big hill.
- 5: Go down the huge green rail near the beginning of the level, and then go over the kicker ramp. Turn left, and go over the bridge. The picnic table should be right there.

Get S-K-A-T-E

- S: About half-way down the huge green rail near the start.
- K: Over the kicker jump.
- A: On the yellow and black rail that is near the huge sign.
- T: Near the bowls, there are two quarter pipes. One is dark, one is light. The T is hovering over one part of the dark quarter pipe.
- E: On a rail, between the two bowls.

HIDDEN TAPE

Turn right from the start, and drop off the canopy. You should notice a hill with arrows on it, leading up into the distance. Go up this hill, and turn left at the top. Wow, this place looks fun! Grind the green rail leading up to the metal ramp, and you should hopefully land on the air conditioner. Leading off one part of this air conditioner, is a wooden plank. Grind this, and you should land on a canopy. Follow this, and jump off the end to get the hidden tape.

2.3. Mall - New York

10,000 POINTS / 30,000 POINTS

There are lots of places to get points in this level. For a start, there's the ramps at the beginning of the level. Providing you do everything right, it's possible to get 10,000+ points before you even leave this section! Other places to get points is the coffee grind (doing variations, special grinds, and flip tricks on this rail can earn you 10,000+ points easily), the skater escalator gap, and the 32 steps at the end of the level can also get you massive points.

DESTROY 5 DIRECTORIES

- 1: After the ramp section at the beginning of the level, go up the escalator and the directory will be right in front of you.
- 2: After the first directory, jump up onto the platform, and then jump through the fountain. Jump from the fountain onto the other platform, and jump from this platform to the platform where the second directory is. Alternatively, go up the second escalator, and then skate the other way until you reach the second directory.
- 3: The third directory is after the letter A but before the skater escalator gap. It's on the left side of some bushes.
- 4: Just before the letter T. Jump on the platform to destroy this directory.
- 5: This directory is right after the letter E.

GET S-K-A-T-E

- S: On the last rail on the ramp section at the beginning of the level.
- K: Don't go up the first escalator. Instead, swerve to the right, and stay on the right side. Soon you will come to a planter with... the letter K!
- A: After the coffee rail (the curvy rail near the cafe), there will be a set of stairs. Jump these 16 stairs, and you should soon notice the letter A on the left rail.
- T: After the fourth directory, there is a set of two rails. Grind the left rail to get the letter T.
- E: Hovering over the ramp before the fifth directory.

HIDDEN TAPE

Ignore the first escalator, and swerve to the right. Skate forward for a while, staying on the right side, and you should soon arrive at a ramp leading over a car. Jump over this, and there should be another ramp. Jump over this, and hold the grind button. Your aim is to land on top of one of the white rails (the top ones, not the bottom ones). Grind along this for a bit, and in the distance, you should be able to notice... the hidden tape! Grind along the rail for a bit more, and when you are nearing the hidden tape, quickly jump over to the other rail. If all went well, you should have the hidden tape.

The key to winning all the competitions in this game is being original. Don't do the same tricks over and over again, or the score will go down each time you do the trick. Do gaps, do flip tricks, do grabs, do anything that will get you points. The good thing about competitions in this game, is that there is no set tasks to do. Do anything you want. Here's a list of things that really score high with the judges:

- 1: Use the rail at the beginning. Try and fastplant 180 onto a nosegrind, and then drop down onto a 5-0 grind.
- 2: The HP gap is difficult, so try and do backflip HP gaps.
- 3: Make good use of the half pipe, doing as many original tricks as you can.
- 4: The bowl is very useful for big points, especially if you do the pool hip gap + a special move.
- 5: If you want to go for huge points, try and jump over the rafters, and then land onto a grind on the other of the half pipe. Do a few tricks and spins while grinding, and then wallride + a move off of the end to get huge points (100,000+)!
- 6: Do as many special moves as possible, and try and combine them with grabs, flip tricks and spins.
- 7: Don't fall over! If you do, this will lower your score.

The Chicago competition is definitely the easiest competition to win gold in, but the competitions will get a lot harder from here on, so practice this one as much as you can.

15,000 POINTS / 40,000 POINTS

Start off by using the kicker 2 ledge gap, and then from the ledge, jump onto the rail. From the rail, jump onto the edge of the ramp. This can get you 4,000+ points easily. From here, turn around, and head left up the street. And you should notice in the distance a truck with a ramp going up it. Go down the street a little way, and then turn around and go up the ramp on the truck. Jump at the end of the ramp, and try and land onto a grind on the yellow and black rail. At the end of the rail, jump onto the second rail. At the end of the second rail, jump onto the third rail. This can get you 10,000+ points! From here, carry on up the tunnel, and cross to the other roof. And then jump from this roof onto the other roof. There is a bowl on this roof, so just do as many tricks as possible until you get the points.

- 1: Turn around from the start, and jump over the kicker ramp into the street. The first sign is there.
- 2: Just outside of the glass building, which is near the letter A.
- 3: After getting the second sign, head down the street, and the sign will be on a path leading down into the middle area.
- 4: This sign is on another path leading down into the middle area.
- 5: Head left from the fourth sign, and there will be a big quarter pipe in the distance. Go up this, and hold forward so that you end up the platform. The fifth sign will be on the platform.

GET S-K-A-T-E

- S: Get the kicker 2 ledge gap at the start, and then from the ledge, jump onto the rail. From the rail, jump onto the edge of the ramp, grabbing the letter S along the way.
- K: Over the fountain in the middle area.
- A: Near the truck with the ramp on it.
- T: In the glass tunnel, near to the truck with the ramp on it.
- E: There is a rail near the start of the level. Turn around from the start, and jump up the kicker ramp that leads on to the street. Go left for a bit, and then turn around and head back in the opposite direction. You should notice a rail high up above where you started. Use the ramp to jump onto the rail, grind it, and then get the letter E.

HIDDEN TAPE

Make your way around the level until you reach the truck with the ramp going up it. Go up the ramp, and jump into the tunnel. Follow the tunnel along until you arrive on the roof. Go through the little gap that leads to the next roof, and get a lot of speed on the quarter pipes. When you think you have enough speed, jump the huge gap over to the roof with the bowls, grabbing the secret tape along the way.

2.6. Downhill Jam - Phoenix

20,000 POINTS / 40,000 POINTS

You can get 3500+ points from the start if you do a fastplant + grab + spin + flip trick over the big roll-in. From here, grind down the first rail that goes over the water hazard gap, and then jump + flip trick onto the second rail. Next, head over to the huge half pipe, and do as many flip tricks, spins, flips, grinds and special moves as possible. It's possible to get 20,000+ points by just doing tricks in the half pipe! After the half pipe, head down

the course until you are near the end of the level.

There should be a half pipe on either side. Get lots of speed on the halfpipe, and when you are on the side of the half pipe that is not near the water, jump up and to the left. Hold the triangle button and you should start grinding along a rail. Wait until you are near the end of the first rail, and you should get the Neversoft Elec Co Gap. Jump off the end of the rail, and do a flip trick + grab + spin, before landing onto a grind on the second rail. This is the second Neversoft Elec Co Gap in one trick! You can get 40,000+ point scores easily with this combo.

OPEN 5 VALVES

- 1: On the two rails at the start.
- 2: On the second ramp with arrows on, near the letter S.
- 3: Just before the half pipe, there is a ramp on the left side leading up to a rail. The third valve is on this rail.
- 4: Follow the course until you get near the end. Here, you will find a ramp to launch up to the big rock. On top of the big rock is the fourth valve.
- 5: At the end, you have a choice of taking the low path (to the left), or the high path (to the right). Take the left path, but stay on the right side. You should hopefully drop onto the fifth valve.

GET S-K-A-T-E

- S: Just to the left of the two rails leading over the huge water hazard gap, there is a ramp with red arrows on it. Go up this ramp, and jump slightly to the left, to get the letter S.
- K: Near the start of the half pipe, on the right side, there are two rails. The letter K is on the left rail.
- A: Hovering over the quarter pipe that is on top of the half pipe.
- T: Follow the course until you get near the end. Here, you will find a ramp that launches you up onto a big rock. Go down the big rock, and you will soon be at a ramp. Jump up the ramp, and you should get the letter T.
- E: Follow the course until you get right near the end. Right near the end, there should be two quarter pipes on either side of the track. Get lots of speed, and when you feel you have enough height, aim for the rails way up on that high platform. You should hopefully land on the rail. The letter E should be about half-way across this rail.

HIDDEN TAPE

Just before you get to the half pipe, there is a slope going up to the left. Go up this slope, and you should notice a rail leading off into the distance. Grind this, and then skate along until you come to the next rail. You should now be on a platform, with a gap in the middle. Ride up the ramp and curve at

the same time so that you end up of the other side of the gap. Fastplant up onto the big mound type thing, and ride across it until you come to another gap. Use the same method as before, and you should soon come to the end of the path. Fastplant off the end of the path, and hold the grind button. You should hopefully land on top of this structure with rails on it, getting the video tape along the way.

2.7. Burnside - Portland: Competition 2

This competition is much harder than the last one. The judges are a lot more strict, and the skaters seem to have got a lot better. Here are the places to get points:

- 1: At the beginning of the level! Yes, even that useless little half pipe can come in useful. Get lots of speed on it, and then launch yourself up to a grind on the bridge for many points.
- 2: That little bowl in the far corner of this skatepark isn't bad either. It has a huge vert wall, that is very useful. Try and do a flip on the vert wall, and then hold the triangle button. It's possible to do a flip + grind. Once you're grinding, add a few more points by doing a flip trick + grind + flip trick + grind, etc.
- 3: The triple rail gap is useful if you do a flip trick in between each rail. This competition is pretty difficult. Try and practice the level before entering the competition.

2.8. Streets - San Francisco

25,000 POINTS / 50,000 POINTS

From the start, go up the slope on the right side, and do a fast plant onto the rail. Do flip tricks all the way down the many rails to the street, and you can end up getting 15000+ points! From here, head left, and you should spot a really nice half pipe. Do a few grabs, spins and flips on here, and you should have no problem in getting the required points.

WRECK 5 COP CARS

- 1: Turn left at the start to see the first cop car.
- 2: Outside the donut shop, near the Lombard Gap.
- 3: Near the Bendy's Lip gap.
- 4: Near the entrance of Chinatown.
- 5: Very near the fourth cop car.

GET S-K-A-T-E

S: Go down Lombard Street at the beginning of the level, and then turn left. Go up the slope where the green rail is to find the letter S.

K: Go up the slope at the beginning that leads to those rails. Slow down, and drop down the three ledges. On the third ledge, turn right and smash through the glass to find the letter K.

A: Enter chinatown, and the letter A will be hovering over the gap between two quarter pipes.

T: Go straight down the street from Chinatown, and after a while, there will be lots of trees on the right side. Go up the big grey planter, and jump onto a grind on the ledge. Soon, you will smash through some glass and end up in a secret room with the letter T.

E: After getting the letter T, go through the exit, and jump over the small ledge to land on the street. You should notice a building that has some flagpoles on the roof. Go up the quarter pipe on the left side, and then you should have enough speed to go up the slope and jump through the glass to land in the building. In the building there is a bowl, and way up above the bowl is the letter E.

HIDDEN TAPE

Skate around the level until you get to the middle area. There is a fountain in the middle area, and the fountain has a path going down it. Jump up onto the path, and when you get to the end of it, jump. You should hopefully land on a roof, and get the fountain gap. Jump over the gap to get onto another roof, and then keep skating along until you arrive on the top of a building. There is a huge wooden ramp up here. Go up the wooden ramp, and then jump off the top of it. You should fall through a pagoda, grabbing the tape along the way.

2.9. Roswell - New Mexico

It will take a lot of practice if you want to get gold in this level. There are many places where you can get points: There's the bowl, the two half pipes, the low/high deck gaps, the ET grind, the BHouse rail, etc. Even though there are so many places to get points, it doesn't mean that this is an easy level. The skaters have now got very good, and the judges are extremely mean. Practice as much as you can before entering this competition. Good luck!

3. Gap List

School : 19
Mall : 12
Skate Park : 15
Downtown : 25
Downhill Jam : 3
Streets : 22
Roswell : 10

Total : 120

3.1. Warehouse - Woodland Hills

BIG RAIL

Somewhere in the level is a big green rail with a curve in it. Grind the whole rail to get the 'Big Rail' gap. This is a pretty easy gap, but can get you a lot of points depending on what tricks you do on it.

CHANNEL GAP

At the start of the level, you go down a roll-in. At the end of the roll-in, on either side there is a quarter pipe. Jump from one quarter pipe, across the roll-in, and land on the other quarter pipe.

DECK 2 RAIL

Work your way around the level until you find the deck near the green rail. Get a lot of speed from the quarter pipe, and then jump from the deck to the rail.

FACE PLANT

Go to the area where you got to the letter 'E' is in career mode. What you have to do is launch from the ramp, and then fly all the way over to that wall and crash into it. It helps if you do a wall ride so you can get the distance.

HIGH RAIL

Above the quarter pipe that lines the back of the warehouse is a high rail on the wall. I used a fast plant to get up here, but it can be done just by jumping onto it. You need to grind the whole rail for this gap.

HOLY SHI...

A very difficult gap. Grind the whole quarterpipe at the back of the warehouse.

KICKER 2 LEDGE

Somewhere around the warehouse level you should find two small wooden ramps facing each other with a small gap between them. Jump from the kicker ramp to the small ledge.

KICKER GAP

Somewhere around the warehouse level you should find two small wooden ramps facing each other with a small gap between them. To do this gap, simply jump from one ramp to the other.

MONSTER GRIND

To get this gap, grind along the high rail, jump onto the quarter pipe and grind along that, and then jump onto the green rail.

OVER THE PIPE

Jump over the top of the half pipe.

SECRET ROOM

There is a room above the half pipe. For this gap, jump through the room and out the other side without touching the floor, and you will get the Secret Room gap. You cannot do this gap without jumping over the half pipe, so it counts the two gaps together.

TAXI 2 RAIL

Jump from the taxi, all the way over to the green rail where you get the Big Rail gap.

TAXI GAP

Get a lot of speed from the quarter pipe that goes across the back of the warehouse, and then jump from the taxi all the way into the half pipe.

TRANSITION GRIND

Go to the area where you got to the letter 'E' is in career mode. What you have to do is launch from the quarter pipe, and then fly all the way over to a grind on the ramp near the wall.

3.2.

School - Miami

DITCH SLAP

There are a few footbridges in the schoolyard that lead over a ditch. The aim of this gap is to jump over the ditch. There are a couple of ramps to help you.

DUMPSTER RAIL GAP

Go around the back of the school and you will see a rail leading up some garbage, and then another rail going down some garbage. Grind up one of the rails, jump over the gap, and then grind down the other rail.

FUNBOX TO RAIL TRANSFER

There are two ways of doing this gap: The first Funbox to Rail Transfer is near the huge sign. To do this gap, just jump from the funbox onto the quarter pipe. For the other gap, go down that hill next to the Long Ass Rail planter. At the bottom of the hill you should see a ramp. Go over the ramp at full speed, and jump from the ramp onto the rail.

FUNBOX TO TABLE TRANSFER

Near the huge sign, jump from the funbox onto the picnic table.

GARBAGE OLLIE

Go around the back of the gym and ollie over the garbage.

GIMME GAP

You can do this straight from the start. Ride off of the canopy and grind the planter for this gap.

HALL PASS GAP

Opposite the Long Ass Rail planter, there is a grass area. At the end of the grass area there is a rail. Grind up the rail and at the end of that, jump off and start grinding along the planter. This is a difficult gap to do, so don't give up if you can't do it straight away.

HANDICAP RAMP RAIL

Grind the long green rail near the start of the level for this gap.

KICKER GAP

Grind down the long green rail near the start of the level, and you will soon come to two wooden ramps with a gap between them. (In career mode, they are the ramps that have the letter 'K' floating above them). Jump over the gap between the ramps to get this gap.

LONG ASS RAIL

Grind the long planter that leads down to the pools for this gap. I have found out that it is also possible to grind the left planter and get the same gap, although that is much harder.

MINI GAP

There are two ways of doing this gap: This mini gap is up on the roof. There is a small gap between the quarter pipes that you can jump over to get this gap. The other gap is near the letter 'A'. This gap is similar to the Park Gap, but is slightly smaller. Just jump from one ramp to the other.

OVER A FOOTBRIDGE

Go down into the ditch. You should notice that there are a few ramps in the ditch. To get this gap, use the ramps to jump over the footbridge.

OVER THE AIR CONDITIONER

Make your way up onto the rooftop, and you will see a big green air conditioner in one corner. Use the ramp on one side to help you jump over the conditioner.

PARK GAP

This gap is very near the Kicker Gap. When you have done the Kicker Gap, turn slightly to the right and you should see two quarter pipes with a large gap between them. Jump over the gap.

PLAYGROUND RAIL

In the schoolyard there is a huge sign. To get this gap you have to launch onto to grind along the top of the sign.

RAIL TO RAIL TRANSFER

There are two ways of doing this gap: This gap is near the ditch. Grind along the planter, jump over the ditch, and carry on grinding along the other planter. The other way is to jump from a grind along the planter, onto a grind on the quarter pipe leading to the pools.

ROOF TO AWNING GAP

Skate onto the top of the air conditioner on the roof. What you have to do for this gap is to jump from the air conditioner onto the green awning.

ROOF TO ROOF GAP

For this gap, jump from the roof with the air conditioner to the roof with all the point bonuses on.

SWIM TEAM GAP

Jump from one of the swimming pools to the other.

3.3.

Mall - New York

32 STEPS OFF A MEZZANINE

Near the end of the level, there is a huge set of stairs. To get this gap, you need to jump from the mezzanine, all the way down the 32 steps. The easiest way to do this gap is to fastplant from the mezzanine onto a wallride on one of the walls, and then jump about halfway down.

COFFEE GRIND

Go to the left of the escalator near the start, and soon you will come to a big green rail. Grind the whole thing for this gap.

FOR THE WHOLE ATRIUM

Near the end of the level, there are two huge ledges on either side. Grind along one of the ledges for this gap.

FOUNTAIN GAP

There are two ways of doing this gap: Take the first escalator up, jump onto the platform, jump onto the other platform and now you're set up to do the gap. To do the gap, simply jump into the fountain. To do the other Fountain Gap, jump out of the fountain and onto the platform.

GOING DOWN GAP

After jumping the 16 stairs, you will come to an area with two elevators. Jump over the elevator to get this gap.

GOING UP GAP

Jump over the other elevator for this gap.

OVER A 16 STAIR SET

Found just after the Coffee Grind. Just jump the stairs to get this easy gap.

OVER A HUGE 32 STAIR GAP

Near the end of the level, there is a huge set of stairs. Jump the whole lot from the lower level.

PLANTER GAP

When you leave that ramp bit near the start, go to the right of the escalator and you will see three planters. To get the planter gap, just jump from one planter to the other. You will get a lot more points if you grind from one planter to the other.

RAIL COMBO

Go up the first escalator near the start, and you should notice two short poles sticking out of the left and right sides of the escalator. If you take the right pole, you will drop onto the planter. If you take the left pole, you will drop onto the Coffee grind. For this gap, I suggest taking the left pole as it will get you many more points.

SKATER ESCALATOR GAP

About halfway through the level, near the pizza shop, there is an escalator leading down. Jump the whole thing for this gap.

THE FLYING LEAP

One of the highest jumps in the Mall. After doing the Coffee Grind, instead of jumping over the 16 stairs, go up the escalator and jump over the wall.

3.4. Skate Park - Chicago: Competition 1

ACID DROP

To get this gap, you have to jump from the walkway into the pool. You have to land on the slope of the pool. If you land on the flat part of the pool, you won't get this gap.

HP TRANSFER

Head straight from the start and grind the rail to get lots of speed, and then jump from the small quarter pipe all the way onto the half pipe. The other way to do this gap is to jump from the half pipe onto the quarter pipe. You get the same amount of points whatever way you do it.

LIGHT GRIND

Use the quarter pipe opposite the half pipe to jump onto a grind on the light. This is quite a difficult gap as the light is so small.

OVER THE BOX

Behind the big half pipe there is a big quarter pipe. Get a lot of speed from the quarter pipe, and then jump over the whole platform near the rails.

OVER THE PIPE

Use the big quarter pipe to jump all the way over the half pipe for this gap.

OVER THE RAFTERS

To do this gap, you need a lot of speed. What you aim to do is to launch off the big quarter pipe, but don't grind the rafters, instead jump over them.

PIPE 2 BOX GRIND

Jump from the half pipe, all the way to the little black and yellow rail.

POOL 2 WALKWAY

Go to the pool again, and get a bit of height, and then jump from the pool onto the walkway.

POOL HIP

Make your way over to the big blue pool, and get quite a lot of air. To get this gap, jump from the pool, over the platform, and then land on the other side of the pool.

POOL RAIL TRANS

Skate your way over to the pool, get a lot of air, and then jump from the pool all the way over to a grind on one of the green rails. The other way to do this gap is to jump from the pool onto the little quarterpipe near the green rails.

RAFTER RAIL

Get lots of speed on the quarter pipe near to where you start. Next, fastplant on the quarter pipe opposite the half pipe and jump to a grind on the rafters.

TRANSFER

Probably the most simple gap in the level. Just jump over the platform that separates the big quarter pipe from the half pipe.

WALKWAY RAIL TRANS

There is a walkway behind you at the start of this level. First of all, you have to get onto that. To do this, use the small quarter pipe near the green rails to launch yourself onto the walkway. To get this gap, jump off of the walkway and land onto a grind on one of the green rails.

WALL GAP

The wall near the start of the level has two levels to it, a high level and a low level. Jump over the high level of the wall to get this gap.

WHOOOP GAP

There is a place in the level with two green rails, and a ramp going up either side of them. To get this gap you have to jump from one ramp, over the green rails, and then land over the other ramp.

3.5.

Downtown - Minneapolis

BIG ASS

Head to the truck with the ramp on it. In this area, there are two huge quarter pipes with a bend in them. What you have to do, is to get a lot of speed from one of these quarter pipes, and then head straight forward. You should notice a kind of purple platform thing with two point bonuses hovering above it. The platform has two levels to it. A lower and a higher level. What you have to do for this gap is to jump from the lower level right through the glass.

BILLBOARD GRIND

To do this tricky little gap, go up to the rooftops and go onto the rooftop that is surrounded by quarter pipes. Now, there are three ways to exit this roof top other than jumping over the quarter pipe. The first way is to jump over the street and land on the roof with the pool. The second way is to go over that little ramp to get to the roof with the glass surrounding all the planters, and the third way is to jump over a small ramp and to land in that big television. However, that big television is just the thing you need to do this gap. When you leave the ramp, aim slightly to the right, jump over the street and land on the grind rail just under the television.

BS GAP

Instead of grinding the bus stop, use the little ramps to launch over them.

BS GRIND

Around Minneapolis there are many bus stops. Grind one of the bus stops for this gap.

BURLY DECK GAP

Go to the triangular platform. For this gap, you have to jump over the widest part of the platform. Not an easy gap to do.

CAR OLLIE

There are many stationary cars around Minneapolis. Ollie over one of the parked cars for this gap.

CAR PLANT

There are many extremely speedy taxis zooming their way around Minneapolis. Jump over one of the taxis for this gap.

CHEESY DECK GAP

There's a place in Minneapolis which is kind of like a triangular platform. It's near a No Skating sign. Anyway, to get this gap, you have to jump over the most narrow part of the triangular platform.

DEATH GRIND

To do this gap, head up to the rooftops and get to the roof with the pool on it. Now you should notice that there is a big ramp leading off one corner of the roof. What you have to do is to go off this ramp, and jump all the way down to a grind on the rail. This is one of the hardest gaps in this level.

DECK GAP

Go to the triangular platform. For this gap you have to jump over the middle part of the platform.

DIRTY RAIL

From the start of the level, go to the end of the street and turn right at the corner. Next go all the way to the top of the hill and get some speed off of the quarter pipe. Next, go down the hill and at the bottom there is a big ramp. Jump over this and land onto a grind on the big rail leading down into the middle area.

GLASS GAP

To do this gap, head to the truck with the ramp on it. Now in this area, there are two huge quarter pipes with a bend in them. What you have to do, is to get a lot of speed from one of these quarter pipes, and then head straight forward. You should notice a kind of purple platform thing with two point bonuses hovering above it. The platform has two levels to it. A lower and a higher level. What you have to do for this gap is to jump from the higher level right through the glass.

KICKER 2 EDGE

Straight ahead of you when you start the level, jump from the kicker ramp onto the small ledge and start grinding it.

KICKER 2 STREET

Use the kicker ramp near the start of the level to launch onto the street.

KICKER GAP

There are two kicker gaps in this level: One is straight ahead of you when you start, jump over the small gap between the ramps. The other kicker gap is slightly to the left of the first kicker gap at the start of the level.

PHAT GAP

This is the hardest gap in the game. Much harder than the Holy Shi... Grind in the Warehouse level. What you have for this gap is to jump over one of the pathways that surround the centre area.

RAIL 2 RAIL TRANSFER

Near the triangular platform there are two sloping rails. To get this gap you have to grind up one of the rails, air the gap over the platform, and then grind down the other rail.

ROOF 2 ROOF

Make your way up onto the rooftops. To get this gap, jump from the roof with all the quarter pipes on it all the way over to the roof with the pool on it.

SECRET TUNNEL ENTRANCE

Get up onto the street that is behind you when you start by using the kicker gap and then turn left, you should soon notice a green tunnel above you. The objective of this gap is to get speed off of the quarter pipe and then use the big ramp to launch you into the tunnel.

SUCKY ROOM GAP

Work your way to the rooftop with the glass all around some planters. What you have to do for this gap is to jump from the small ramp, all the way over the street, to land in the room with the 500 point bonus in it.

T 2 T GAP

Use the kicker ramp at the start of the level to get launched up onto the street, take a left and follow the street until you see the truck with a ramp on it. Go up the ramp and jump into the tunnel.

TRANSFER

Near the big truck with the ramp on it that leads into the tunnel, there are two long blue quarter pipes. To get this gap, jump from one quarter pipe, over the small platform, and then land near the other quarter pipe.

TRUCK GAP

Somewhere around the middle of the level, there is a big truck with two ramps leading up either side of it. Use one of the ramps to jump over the truck.

TUNNEL GAP

This is similar to the Secret Tunnel Entrance gap, but is a little harder. What you have to do is to get speed, but aim to jump over the tunnel instead of through it. A fun gap to do.

WIMPY GAP

There are lots of planters surrounding the centre area. Use one of them to jump out of the centre area and land on the path above.

3.6.

Downhill Jam - Phoenix

25/50/75/100 FEET

Follow the course until you get near the end. Here, you will find a ramp that launches you up onto a big rock. Follow the rock down and through the tunnel, when you get to the ramp at the end of the tunnel, jump.

HUGE WATER HAZARD GAP

Go to the part in the level where there are two big green rails that lead over the river. To get this gap, you have to jump over the whole river. It helps if you use the big ramp to the left of the rails to launch over the river.

NEVERSOFT ELEC CO GAP

Follow the course until you get right near the end. Right near the end, there should be two quarter pipes on either side of the track. Get lots of speed, and when you feel you have enough height, aim for the rails way up on that high platform. Grind to the end of the rail, and keep the grind button held down. When you come to the end of the first rail, you should drop off and land on the second rail.

3.7.

Burnside: Portland - Competition 2

BRIDGE GAP

There is one big bridge in the middle of Burnside. To get the Bridge Gap, you have to jump over one of the bridges.

BRIDGE GRIND

To get this gap, grind on one of the bridges.

OVER DA POOL

Get lots of air from the ramps that are scattered throughout Burnside, and then jump over the entire eyeball pool.

TRIPLE RAIL

There is always one difficult gap in every stage. Well, here's the difficult gap in Burnside. After exploring around for a while, you should notice three grey planters that seem to be in odd places. To get this gap, grind one of the planters, jump to the next planter and grind that, and then jump to the final planter and grind that. Not an easy task.

TWINKIE TRANSFER

After exploring around Burnside for a bit, you should soon notice a kind of lump that is sticking out of the floor. To get this gap, jump from the lump into the bowl with the big vert wall by it (not the eyeball bowl).

VERT WALL GAP

Make your way over to the eyeball pool. Get a bit of air, and then jump over the vertical wall.

3.8.

Streets - San Francisco

ACID DROP-IN

Ride down Lombard Street and then take a left. You should notice a strange looking half pipe in this area. Get a lot of speed on the half pipe, and then jump onto that big concrete ledge high up above the half pipe. To do the gap, you have to jump from the big concrete ledge and land on the half pipe.

BACKWOODS LEDGE

Near the planters, there is a big yellow ledge with a lot of trees near it. Jump up onto the ledge and grind the whole thing for this gap.

BENDY'S LIP

Go down Lombard Street, turn left, and then start to follow the road for a while. You should soon notice a police car, and near that there is a big quarter pipe with bends in it. Grind the whole quarter pipe for this gap.

C BLOCK GAP

In the middle area of this level, there is an octagon shaped object. Use the small ramp to launch over the octagon for this gap.

DOWN THE SPIRAL

Near the hidden bowl area, there is a spiral structure. Going down the spiral, there is a ledge. Grind down the whole ledge for this gap.

FOUNTAIN GAP

As you explore the middle area of this level, you should notice that there is a big fountain in this area. Look at the fountain and you will see that there is a kind of path that you can jump into. Jump onto the path, and ride along it until you're near the end. When you're at the end of the path, use jump off and land on the big path that leads around the building.

HANDI GAP

This gap is near the donut shop area, which is near the big set of stairs. Anyway, in this area there is a pathway for wheelchairs. What you have to do is to use the quarter pipes on either side to launch yourself over the pathway.

HOOK RAIL

From the start, head down Lombard Street and then take a left. A big half pipe is in this area. Head past the half pipe and you should notice a big curvy green rail with kinks in it. To get this gap, grind the whole rail.

HUBBA GAP

To get this gap, you have to use the ramps to launch yourself over the kinked ledges, and land on the other side.

HUBBA LEDGE

Head to the the place where you would normally grind the Hook Rail. In this area, there is a kinked planter. To get this gap, you have to grind down the kinked planter.

LOMBARD GAP

For this gap, get a lot of speed on the quarter pipe, and then jump over all of Lombard Street. This is a very hard gap, and requires a lot of speed. You need to use the small ramp at the top of Lombard Street to get this gap.

LOMBARD LEDGE

Skate along from the start, and you will soon come to a big slope. This big slope is Lombard Street. At the left side of Lombard Street there is a huge ledge. Grind the whole ledge to get this gap.

OVER THE SEVEN

You know that concrete that you jump over in order to get the Spine Gap? Well, get onto that, and skate along it, and you should soon notice that there are seven steps at the end of it. To get this gap, jump over the seven steps.

OVERSIZED 8 SET

After the Porch Gap, you can jump up the ramp straight in front of you and land on the other side of the wall. You should see a handrail and a big set of stairs. For this gap, jump over the big set of stairs.

PAGODA GAP

After doing the Fountain Gap, follow the pathways around the buildings until you get to the highest rooftop. Here, you should notice a big wooden ramp. Go up this ramp and jump off of it. You should land in the pagoda.

PLANTER GAP

Near the spirial structure, there are some planters. Jump over one of the

planters for this gap.

PORCH GAP

Follow the instructions for the Street Gap, but for this gap take a left. You will go down a small path and will soon be presented with two big steps with a point bonus floating over them. For this gap, jump over the two big steps.

RAIL 2 RAIL

This gap is near the hidden bowl. Just jump from the rail to the other rail.

RAMP 2 RAMP

There are two Ramp 2 Ramp gaps in this level: Near the hidden bowl there is a quarter pipe with a big gap in it. Jump from the quarter pipe, over the gap and land on the other quarter pipe. In the Chinatown area, there is a quarter pipe with a gap in it. Jump over the gap.

SPINE GAP

This gap is near the hidden bowl area. Around this area, you should notice a small wooden ramp which has a planter on either side of it. Get a lot of speed from the quarter pipe, and then launch over this small little ramp, and clear all the concrete to land on the red floor.

STREET GAP

Enter Chinatown, and go to the end of the tram lines. From here, turn around so that you're facing down the street. You will notice that there are three ways to go. Going down the street will exit Chinatown, going left will lead you down these two big steps, and going right will lead you down the path with the rail. Take the right path and jump through the glass and over the street for the gap.

THE GONZ GAP

This gap is very near the Over The Seven gap. You know that wall that you jump over for the Spine Gap? Well, that's the wall that you have to get onto. When you're on the wall. Skate towards the spiral structure. Next, turn around. You should still be on the wall. Next, skate forwards and when you get to the curve in the wall, jump off and over the two small steps. You can also get The Gonz Gap by grinding along the wall and landing above the two small steps.

BHOUSE RAIL

From the start, go left and follow the platform along. You will soon come to a rail that has stripes on it. Grind the whole rail for this gap.

CHANNEL GAP

The first channel gap is by the entrance to the pool room. Just jump over the gap between the quarter pipes. The last channel gap is in the pool room. Just jump over the gap in the pool.

DECK GAP

From the start, get on top of the platform by the short half pipe. You will now be on a big platform. Look around, and you will see that there is a quarter pipe at one end, two launch ramps, and one big kinked rail. For this gap, you need to get a lot of speed on the quarter pipe, and then jump off one of the launch ramps and clear the whole deck.

DECK GRIND

Go up to the big blue platform again, but instead of clearing the deck, use the launch ramp to jump all the way onto the last part of the kinked rail.

ET GRIND

Near the short half pipe, there are three rails. Grind all three of them to get this gap.

HIGH DECK GAP

Jump from one of the half pipes, all the way to the other half pipe.

LOW DECK GAP

Use the ramp near the short half pipe to launch yourself over the low part of the deck and land near the long half pipe.

MB EMERSON GRIND

The hardest grind in Roswell! What you have to do is to get up onto that big blue platform again, but for this gap you have to jump over the quarter pipe, and land on the BHouse Rail.

POOL GRIND

There are two ways to do this gap. The first way is to grind around the whole pool. This is pretty hard to do. The other way is to grind the pool near the channel gap, jump over the channel, and then continue grinding around the pool. This is much easier, and gets you a lot more points.

ROLL IN CHANNEL GAP

Jump over the roll-in at the start of the level for this gap.

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4. Special Tricks

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BOB BURNQUIST

- Backflip : Up, Down + Circle
- Burntwist : Left, Up + Triangle
- One Footed Smith : Right, Right + Triangle

KAREEM CAMPBELL

- Casper Slide : Up, Down + Triangle
- Frontflip : Down, Up + Circle
- Kickflip Underflip : Left, Right + Square

RUNE GLIFBERG

- Christ Air : Left, Right + Circle
- Front-Back Kickflip : Up, Down + Square
- Kickflip Mctwist : Right, Right + Circle

TONY HAWK

- 360 Flip to Mute : Down, Right + Square
- 540 Board Varial : Left, Left + Square
- Kickflip Mctwist : Right, Right + Circle
- The 900 : Right, Down + Circle

BUCKY LASEK

- Fingerflip Airwalk : Left, Right + Circle

Kickflip Mctwist : Right, Right + Circle
Varial Heelflip Judo : Down, Up + Square

CHAD MUSKA

360 Shove It Rewind : Right, Right + Square
Frontflip : Down, Up + Circle
One Foot 5-0 Thumpin : Right, Down + Triangle

ANDREW REYNOLDS

Backflip : Up, Down + Circle
Heelflip to Bluntside : Down, Down + Triangle
Triple Kickflip : Left, Left + Square

GEOFF ROWLEY

Backflip : Up, Down + Circle
Darkslide : Left, Right + Triangle
Double Hardflip : Right, Down + Square

ELISSA STEAMER

Backflip : Up, Down + Circle
Judo Madonna : Left, Down + Circle
Primo Grind : Left, Left + Triangle

JAMIE THOMAS

540 Flip : Left, Down + Square
Frontflip : Down, Up + Square
One Footed Nosegrind : Up, Up + Triangle

OFFICER DICK

Assume the Position : Left, Left + Circle
Neckbreak Grind : Left, Right + Triangle
Yeeehaw Frontflip : Down, Up + Circle

PRIVATE CARRERA

Ho-Ho Ho : Left, Up + Triangle
Somi Spin : Left, Down + Circle
The Well Hardflip : Right, Left + Square

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5. Frequently Asked Questions

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- Q. I've heard that if you get 1,000,000 points on each level, you get an amazing secret. Is this true?
- A. No. The only interesting thing that happens when you get 1,000,000 points is that you get 6 flashing zeros. Nothing else happens apart from this.
- Q. How do I play as Private Carrera?
- A. While playing any level, pause the game, hold L1, and press Triangle, Up, Triangle, Up, Circle, Up, Left, Triangle (TUTUCULT). You will then be able to play as Private Carrera.
- Q. What is that window on the wall near the beginning of the Phoenix level? Is it a secret room?
- A. No, it's not. There are lots of little extras like this in the game, such as the fire doors in the Warehouse and Mall levels, or the grate in the school level. They look like they lead to some secret part of the level but they really don't.
- Q. I can't seem to do the Christ Air with Tony, but it was in the demo! Why is this?
- A. Certain things, such as Tony Hawk's Christ Air, were taken out of the demo. Not that it really matters though, as it is one of Rune Glifberg's special moves.
- Q. How do I do Tony Hawk's 900?
- A. Tony Hawk's 900 is a very difficult special move to do, as you need so much air. It helps if you have the stats * 13 and special always available cheats on. The best place to do it is either the half pipe at Chicago skatepark, or the half pipe at Roswell.

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6. Copyright Information

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