

Tony Hawk's Pro Skater 3 FAQ/Walkthrough

by Fasta Killa

Updated to v1.0 on Apr 1, 2005

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

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TONY HAWK'S PRO SKATER 3

Tony Hawk's Pro Skater 3 FAQ
For Gameboy Advance
Written by Fasta Killa
Version 1.0 - July 7, 2002

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1.1 - VERSION HISTORY

Version 1.0 - Everything is new. I might add a description of all special moves or go more in-depth with the gaps if I update. I might also describe the decks and the alternate outfits. Maybe I will say something about the movies (like describe them or something). I might also describe the menus.
{7-3-02}

Version 1.2 - Updated "Secrets" section. Updated "Gaps" section. Now you know where to find the gaps.

1.2 - INFO YOU SHOULD KNOW

This FAQ/Walkthrough is for the GBA version of THPS3. I have never even played any of the other versions (GBC,PSX,PS2,XBOX,etc.), so I can't help you with those games.

You can edit specials. If you don't want something to be Down, Right, A, you can make it Up, Down, A, or whatever you want. You can also change the specials you get from getting gold medals (not the 3 character specials).

Secret characters have Secret Tour instead of Pro Tour and Sponsor Tour. It's basically the Pro Tour with secret characters, but you have 19 stat points to begin with.

Watch the demos at the beginning of each level to see where some things are.

2.0 - WALKTHROUGH

Pro

Get 5 goals to unlock Suburbia

Get 12 goals to unlock Rio

Get a medal to unlock Airport

Get 20 goals to unlock L.A.

Get 28 goals to unlock Tokyo

Sponsor

Get 7 goals to unlock Suburbia

Get 15 goals to unlock Rio

Get a medal to unlock Airport

Get 22 goals to unlock L.A.

Get 30 goals to unlock Tokyo.

2.1 - PRO TOUR

For all levels I will use the directions as follows:

North

East

West

South

Foundry

Here's a crappy map.

```
-----
| top floor/switch      \
|                       top \
\ magma falls         floor \
\                       \   \
\ three pipes          top   \
\                       floor  \
\                       \   \
\ molten pools        elevator \
\                       \   \
\ long halfpipe       start    \
\                       \   \
```

*High Score - 10,000

*Pro Score - 30,000

*Sick Score - 60,000

Grind along the rails doing combos (nosegrind, heelflip, 50-50, etc.) Or whatever works for you.

*Find the Hidden Tape

First, un-jam the 5 valves to unlock the elevator on the southeast side. From the elevator, go north without falling and make it to the north side of the level, still on the top level. Jump off the middle of the ramp, going parallel to it.

*Collect S-K-A-T-E

->Vert

S - Above the long halfpipe near the start, jump over the halfpipe to get it.

K - North of the elevator, on ground level, above the quarterpipe, just skate up the pipe to get it.

A - North of the K, above another quarterpipe, skate up to get it.

T - Near the middle of the level is a quarterpipe running west to east. The T is on the west side of it, so just skate up the quarterpipe to get it.

E - It's above the quarterpipe near the start, just south of the long pipe. Skate up the quarterpipe to get it.

->Street

S - Grind the edge that's east of the long halfpipe near the start, or just run into it (Grindin' By the Pipe)

K - At the Northeast side of the level, ground level, it's between the yellow rail and another edge, build up speed, and jump between grinds or jump up from the pipe (hold B and Up, but don't release B)

A - At the North side of the level, ground level, it's south of Magma Falls. Either jump from a grind (Diddly Hop) or just jump into it from the top sub-level.

T - On the west side of the level, above a yellow rail. Grind the rail to get it.

E - Above the long halfpipe near the start, skate up the halfpipe to get it.

*50-50 TC's Rail

(Only for street)

Grind the yellow rail between the two molten pools. To do a 50-50, just jump onto it and push A (don't push up, left, down, etc.). I think you can also 50-50 grind another rail as long as you connect it to TC's rail.

*Melon Over the Halfpipe

(Only for vert)

The halfpipe you need to melon over is the long one near the start. Build up speed and melon (Left R).

*Un-Jam 5 Valves

->East of where you start, grind the pipe.

->North of the first pipe, above and between 2 quarterpipes.

->North of the second pipe, you can jump to it from a grind or just from the ground.

->At the northwest corner, near just west of magma falls.

->It's on the pipe north of TC's rail.

*Drain the Molten Pools

First, un-jam the 5 valves to unlock the elevator, then ride the elevator up

to the top, make your way north on the top level, then at the very north side of the level, in the middle, there is a switch. Do a lip trick on the switch (hit A right when you hit the switch, you can also hit up, left, down, etc.).

*Wallride the Magma Falls

The northern-most part of the bottom floor, on the top sub-level. It's in the middle, between the platforms. Ollie onto the wall at an angle and push A when you hit it.

->Stat Points

1. At the North side of the level, south of Magma falls, skate up between the two quarter pipes (Hot Air Gap) to get it.
2. Go to the east side of the long halfpipe near the start, skate up to get it.
3. South of the first stat point, it's above and between 2 quarterpipes. Skate up between them (Three Finger Salute!) to get this point.
4. When you have the elevator unlocked, go up it, then grind the yellow rail in the middle of the first section, ollie at the end to get the point.
5. After you unlock the elevator and drain the pools, go in the pool on the right and skate up the north side to get this point.

->Deck

Between the first two valves, there is a pipe on the east wall, skate up to the pipe and grind it (don't do a lip trick). If you grind south, you will curve and hit the deck.

Suburbia

Here's another crappy map.

```
      /\
     /  \
    /backyard\
   /          \
  /\ thin      \
 /  \ man      \
/hobo \ hotdog \
/pickup \
 \      road   deck /
 \      /      \      /
  \start          \ /
   \ /  axe      \ /
    \ constr. /
     \ pool /
      \ /
```

*High Score - 35,000

*Pro Score - 70,000

*Sick Score - 120,000

I personally like to start by skating up the qp barely north of where you start, then grinding the fence north doing combos (grinding and flip tricks) Then I either go to the fence again or grind the houses and wires that the fence surrounds.

*Find the Hidden Tape

After you unlock the thin man's alley, go into it, and at the qp at the end, get into the north area by either grinding and jumping or just skating

up the qp at an angle where you go north over the fence. When you're in the new section, there's two pools. Go in the northeast pool, and grind up the east side onto a bar (you will need to grind south, if you do a lip trick try again), grind south onto the house, then jump off the house to get the tape.

*Collect S-K-A-T-E

->Vert

S - Skate up the qp just south of the beginning.

K - Go to the construction area, southeast of the start. Grind the curved wooden ledge to get it.

A - Go to the hotdog area, first jump the fence, then grind the rails east then skate up a qp to get the A.

T - west of the "nosegrab 'tween the ramps" ramp, south of a pumpkin, skate up a qp to get it (Several Yards from Utopia)

E - North of the thin man's house there is a quarterpipe. Skate up it to get the E.

->Street

S - Jump up on the Utopia sign and grind the connected wire. The S is on that wire.

K - Go northeast of the S, it's between two quarterpipes. Jump up between the qp's to get it. Don't jump too high though.

A - On a qp near the axe, east of the start. Skate up the qp to get it.

T - Just south of the thin man's alley and north of the house. Grind the ledge then jump off to get it.

E - At the entrance of the hotdog place, from the start, follow the road east, then south to find it.

*Heelflip the Pickup Hop

(Only for street)

Find the pickup truck in the "Utopia" section, then do a heelflip over it (Right L).

*Nosegrab 'Tween the Ramps

(Only for vert)

A little northeast of the start, south from the road (there is a ramp with a bench on top), skate up that ramp, onto the ramp north of it and push Up A while in the air. Or jump from the north ramp onto the one with the bench.

*Smash 5 Pumpkins

1. Just north of the start, on the qp. Grind it or do a lip trick on it.

2. In "Utopia," go northeast from the start, it's on a qp.

3. At the north side, where the thin man is walking.

4. Follow the road east to a house with a pumpkin sitting on a ledge.

5. Just north of the hotdog, in the east side of the level.

*Help the Thin Man

Go east from the start, and get the axe from the south side of the road.

Then bring it to the thin man without dropping it. He's at the north side of the level, east of the road. When you help him, an alley opens where you can skate into his back yard. Note: If you talk to him before you have the axe, he punches you and says "Help Me Find My Key."

*Feed the Hungry Hobo

Get a hotdog from the east section. It's in a barbecue, and there's a guy next to it. When you have the hotdog, take it northwest, northwest of the pickup truck without dropping it, and give it to the guy sitting next to the wall. Note: If you talk to him before you have the hotdog, he says "Can You Spare a Hotdog?"

->Stat Points

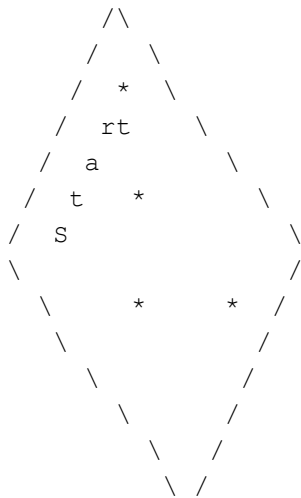
1. Go south from the beginning, to a pool. On the east side of the pool, skate up where you see the shadow.
2. It's on a qp east of the hobo.
3. There's a set of qp's north-northeast from the start, west of the road. Skate up the one with a shadow.
4. South of the hotdog, it's floating above a quarterpipe.
5. After you help the thin man, skate up his alley until you get to a qp. Just skate up that quarterpipe to get it.

->Deck

Follow the road east, then south, then go in the alley east. At the end of it, there's a qp. Skate up the qp to get the deck.

Rio

This map is horrible.



Rio is different than the first 2 levels. There are stat points, but no goals. It's a competition, with 3 1-minute runs. I recommend grinding the outer rails, doing combos, but that's kinda cheap. Try to get at least 60,000 points.

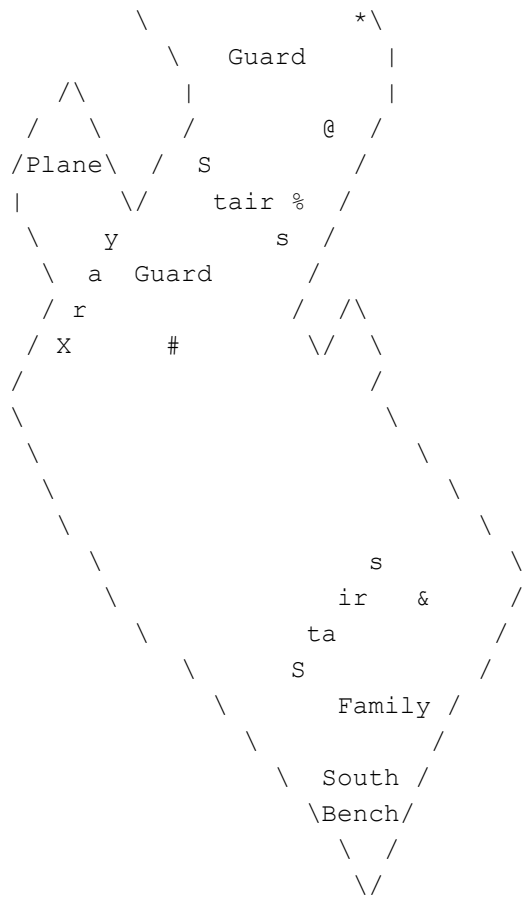
->Stat Points

1. From the start, turn around and grind the rail going east. Jump when the rail ends to get this point.
2. Go a little south-southwest from the first stat point, and jump between two qp's (Big Righty)
3. Just south of the second point, jump between two other qp's (BAI)
4. Southeast of the third point, if you can't find it, go around the road, enter through the opening at the southeast corner. You should see a tree. Go west of the tree and you should see it. Grind the ledge and jump off or jump up a qp at an angle to get it.

Airport

A really \$h!&&y map





*High Score - 55,000

*Pro Score - 110,000

*Sick Score - 200,000

I'm always pretty cheap, so I start by grinding the blue couch, then the stair/escalator ledge, then a manual, then down the stairs again and grind the edge and jump over the x-ray machine while busting off combos and repeat (If you want to be cheap like me, get a trick from Rio that is a grinding trick. Get Human Dart, Nosegrind to Pivot, Hang Ten, etc.) Otherwise, do whatever works for you.

*Find the Hidden Tape

Turn around and skate north onto a qp, then grind at the top to get on the top floor. Follow it east, then south, and jump at the end to get the tape.

*Collect S-K-A-T-E

->Vert

S - North of the start, above the qp's.

K - Where I put the * on the map, it's above a qp on the second highest floor.

A - Where I put the # on the map, it's above the east qp on the floor two down from the top.

T - There's two qp's east of the east escalator on the bottom floor, skate up between the qp's to get it, or grind the rail above.

E - It's above a qp at the bottom floor, southeast corner.

->Street

S - South of the start, it's on the east stair rail.

K - Where I put the @ on the map, it's on a circular bench on the second highest floor.

A - Where I put the % on the map, it's on the southern stair rail coming down from the second highest floor.

T - Where I put the & on the map, grind the east side of the east escalator going down to the bottom floor.

E - North of the South Bench, it's above another bench. Either get it by grinding the rail and jumping, or by jumping off the ramp in the middle

of the conveyor belt with the 2 suitcases.

*Crooked Grind South Bench

(Only for street)

Grind the South Bench by pressing UpRight R.

*Airwalk Over the X-Ray Machine

(Only for vert)

Pick up speed, and grind the ledge leading to the X-Ray Machine (there's glass north of it). When you jump the gap, push Down Down A to Airwalk.

*Find the Lost Skateboard

On the bottom floor, touch the 5 suitcases. There are 2 on the southwest belt, and 3 on the southeast belt.

*Bring Tickets to Family

Go east from the beginning, grind the table and get the tickets. Then make your way to the bottom floor without losing them and run into the family.

*Grind Over the Airplane

Where the x-ray machine is, jump up from the qp (hold up), break through the glass, then grind one wing of the plane, jump the gap and grind the other wing. Sometimes it's easier if you go slow.

->Stat Points

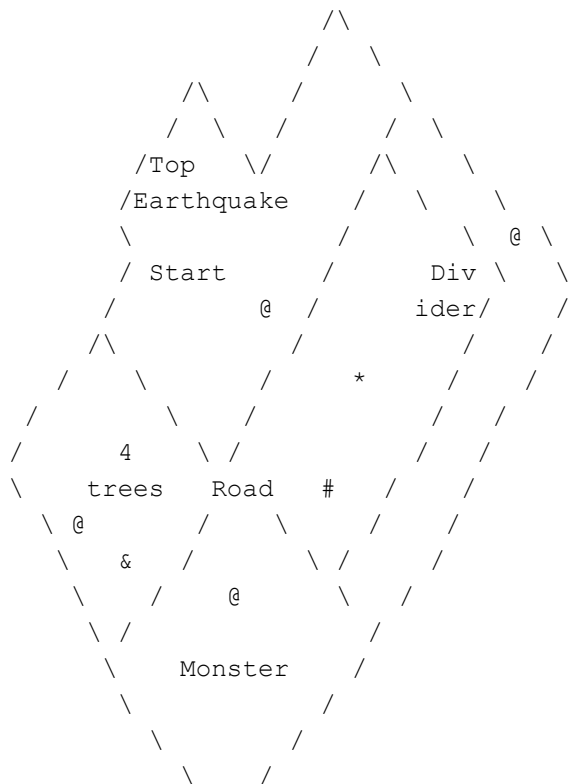
- 1.It's above the x-ray machine, grind the ledge and jump the gap.
- 2.It's above the east conveyor belt, jump up to get it.
- 3.Near the southeast corner, it's above a quarterpipe.
- 4.Go into the airplane room by breaking through the glass, then skate to the northeast side of the room and go up the qp.

->Deck

See "Find the Lost Skateboard"

L.A.

Oh my gosh, this map is awful!



*High Score - 75,000

*Pro Score - 150,000

*Sick Score - 300,000

I always just grind the 4 trees. If you have grind tricks, this works great just make sure not to lose balance. Grind, do flip tricks, manuals, whatever works. You can get up to 1,000,000 doing this!

*Find the Hidden Tape

First, start an earthquake. Then, where you start, jump up the new qp (You might want to do this at the beginning of a run, so you have time). Above the qp, you will hopefully grind a rail and get onto the top road. When you're up there, skate east, then jump south onto the platform. Follow the platform south, then east, then grind a rail that goes east and turns south. Make sure to keep your balance, keep grinding and following the ledges. At the very end, it curves again, and leads to a jump. Jump off and hit the rail with the hidden tape.

*Collect S-K-A-T-E

->Vert

S - Go north of the four trees, and there's a curved quarterpipe. Skate up the north side of the qp to get the S.

K - Go to the northwest corner of the level. Skate up the qp on the west wall at an angle to get the K (Air Dry).

A - On the west wall, west of the carwash, skate up the quarterpipe to get it.

T - It's above the carwash, west of the four trees, get onto the platform by skating up the qp holding up, then skate up the west qp to get the T. It's above the sign that says "Full Service Wash & Wax"

E - Skate up the sign that says "Maps Stars Homes" (Shooting Star). It is south of the four trees.

->Street

S - Just southeast of the start, grind the rail or jump to get it.

K - On top of the rail south of the start (the earthquake gap rail).

A - At the southeast corner of the level, just west of the "Kitten" place.

T - Between a rail and the snack tray at the southwest part of the level.

E - Between two rails on the southwest part of the level, it's west and a little north of the T.

*Bluntslide the Monster

(Only for street)

Grind the dinosaur in the southwest section using Up Up A or Down Down A. You can do this while doing "Lights, Camera, Action" if you want, you don't even need to bluntslide the monster, as long as you bluntslide something else and connect it to a grind on the dinosaur.

*Tailgrab Over the Divider

(Only for vert)

There's 2 qp's on the southeast side of the middle section. Skate up one of them, push Down R, and land on the other one (Spine Cruncher).

*Find 4 Earthquake Gaps

I put four @'s on my map where the earthquake gaps are.

->South of the start, there's a rail with cracks below it. Grind the whole rail.

->On the east side of the level, there's a qp with a crack in it. Do a lip trick on it.

->At the southwest section with the dinosaur, go to the northeast side of that section. You can jump over a rail from the top level and grind it,

or you can wall ride it. You can see the cracks.

->At the west-northwest section, there are qp's with cracks on them. Jump up one of the qp's and try to land on the other side (Full Service).

*Lights, Camera, Action!

The first time you do this, it will probably be extremely hard (it was for me), but after doing it once or twice you should get the hang of it. In the southwest section with the dinosaur, jump onto the rail on the east side of the bottom part. Grind it fast, then jump again before it curves down, jump onto the black camera part, then jump off it and connect it to a grind up the camera part (the long thing with spikes), you might want to do a manual and turn to make sure you connect it. Then keep grinding the trailer, and right when it looks like you're grinding on air, jump onto the dinosaur and grind it (if you are a street skater, you might want to bluntslide it now, or bluntslide another part of the sequence and connect it).

*Stop the Pickpockets

->Touch the dude near the beginning.

->Hit the guy who is walking around where I put the * on the map. It's in the middle section.

->East of the carwash, near the 4 trees

->West of the carwash, in the little alley

->He's in the southwest part with the dinosaur, skate around until you find him.

->Stat Points

1. Just east of the start, above and between the two quarterpipes (Readin' Up)

2. About where I put the & on the map, it's at the end of a rail, just jump up to get it, or grind the rail and hit it if you want.

3. It's where I put the # on the map, above an orange quarterpipe.

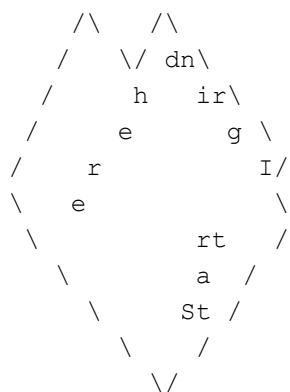
4. In the southwest area with the dino, it's on the east side of the border, between a couple rails. Hit it while grinding or just ollie from the ground.

->Deck

In the section where I put the *, there's a circular ledge connected to a beam (there's a lady inside the circular part). Use the ledge as a ramp and jump up to the beam, and grind it. The deck is in the middle of the beam.

Tokyo

This level is another competition. I usually grind the very east side of the level, it curves around north, then west. I just do grinding combos again, like Human Dart + Kickflip + Nosegrind + Manual + Nose Manual...etc. Here's a map.



->Stat Points

1. Go forward (north) a little bit, then west a little bit (you should see

- it). Skate up the qp and grind the ledge in the east direction. The point is on the bar. I think you can also skate up the qp at an angle to get it also.
2. After you get the first point, go north and jump over the part by holding up. Go north a little more and you should see it on another bar. Get it by either grinding the ledge or skating up the qp onto the other one (DOA for You).
 3. Continue north until you get to the north side of the level. Either jump up the ramp going north (kinda difficult) or skate around it and get to it either going west to east or east to west (however you get it, I think you have to hold up). The second way is a little easier (Me Kara Me Ni)
 4. Go to the south northeast corner, and there's a qp behind 2 other qp's. Skate up that middle qp and grind the bar above it (make sure you don't do the lip trick (Hana Chi). Once you grind it, keep your balance and follow it east, then south. Jump off where it ends and you should get the point. You can also get this point by skating up a qp on the east wall and doing the gap (Pillbug)

2.2 - SPONSOR TOUR

Want to see maps? Look in the Pro Tour Section.

Foundry

*High Score - 20,000

*Pro Score - 55,000

*Sick Score - 85,000

Grind along the rails doing combos (nosegrind, heelflip, 50-50, etc.) Or whatever works for you.

*Find the Hidden Tape

After you unlock the elevator and drain the molten pools, go into one of the pools and jump out of it into the other pool near the middle. If you aim right, you will get the tape.

*Collect S-K-A-T-E

->Vert

S - It's in the middle of the north side of the long halfpipe near the beginning. Skate up the hp to get it.

K - It's on the south side of the molten pools, above and between two qp's. Skate up one of the qp's at an angle to get it (Up on the Downstairs).

A - It's above the west qp that's south of the long halfpipe, skate up the qp to get it.

T - It's near the three pipes, floating above the northwest qp. Skate up that qp to get it.

E - it's above the three pipes, above and between the two qps on the north side of the molten pools, skate up one at an angle (Down on the Upstairs).

->Street

S - It's now on the pipe that curves around a cylinder thing. It's north of the second valve. Skate up a qp, grind the pipe, and jump into the S.

K - At the north side of the bottom floor, either jump from the gap (Diddly Hop) or jump from the top sub-level. I think it's where the A used to be (in Pro Tour).

A - Near the start, there are 2 qp's just south of the long halfpipe. Skate up one of the qp's and grind the pipe that connects the qp's. The A is on that pipe.

T - It's where the 4th stat point was in Pro Tour, go up the elevator, grind

the middle yellow rail, then jump at the end.

E - Unlock the elevator and get to the north section of the top floor, where the switch is. Skate to the west side of it, and skate up the qp at an angle to hit the E. I think you can also jump from a grind, but I'm not sure.

*50-50 TC's Rail

Same as before.

*Melon Over the Halfpipe

Same as before.

*Un-Jam 5 Valves

Same as before.

*Drain the Molten Pools

Same as before.

*Wallride the Magma Falls

Same as before.

->Stat Points

- 1.It's south of the new starting point, skate up the qp holding up to get it (Up and Over!)
- 2.Above the north side of the three pipes, skate up a qp at an angle (Three Finger Salute!). I think it's higher than it was before.
- 3.After you unlock the elevator, ride up it and skate up a qp and land on the other one (Bridge the Overpass). If you want, you can try to get the deck at the same time, instead of landing on the other qp, skate up the east qp at an angle so you fly west without hitting the other qp, if you are lucky, you can hit the deck on the way down.
- 4.Go up the elevator, jump the first section (Tiny's Gap), then try to land on the east yellow rail and grind it, then jump off right away to get the stat point.

->Deck

Get to it by skating up the qp (it's the first one you see when you get up the elevator) at an angle (see Stat Points #3), or jump off the platform at a certain angle, or grind the yellow rail and fall off the west side of it.

Suburbia

*High Score - 70,000

*Pro Score - 125,000

*Sick Score - 175,000

I personally like to start by skating up the qp barely north of where you start, then grinding the fence north doing combos (grinding and flip tricks) Then I either go to the fence again or grind the houses and wires that the fence surrounds.

*Find the Hidden Tape

Unlock the thin man's alley, go into his back yard, then skate up the north qp on the side of his house at an angle so you get on top of his house. Once on top, skate up to the higher part of his house by holding up, then skate up the northeast part of his house, the tallest part, the hidden tape is up there.

*Collect S-K-A-T-E

->Vert

S - Jump the fence to get into the hotdog area, then skate up the qp on the

side of the house to get the S.

K - It's south of the hotdog, floating above and between two qq's. Skate up a qq at an angle to get it (You Skate?).

A - One of the hardest things to get in the game, in my opinion, I get it by jumping the fence at the beginning, grinding the south part of the house that curves around, then jump at the end onto the fence WITHOUT GRINDING right away, when you hit the fence, just jump right away and turn left a little bit and grind the fence going south, and at the end, hit the A.

T - It's on the south qq that's part of the "nosegrab 'tween the ramps."
Skate up the part with the bench to get it.

E - From where you now start, skate up the road north a little bit, then turn and skate up the qq that's near the axe (it's on the northeast side of the construction area).

->Street

S - Near the start, grind up the fence going north, grind the house, and jump at the end to get the S.

K - It's west of the thin man, above his steps. Grind the ledge and jump to get it (I usually push Up R to get it).

A - The A is on a wire just north of the third pumpkin (go south from the thin man's steps, skate up a qq, and grind the wire).

T - It's close to where the A used to be in pro tour, skate up the qq in the construction area south of the road, and grind going west. The T is on the wooden beam.

E - From the new place you start, turn around to go south, then go east into the alley. Grind the third dumpster (it's more north than the first two), and jump off at the end.

*Heelflip the Pickup Hop

Same as before.

*Nosegrab 'Tween the Ramps

Same as before.

*Smash 5 Pumpkins

1.Go south from the beginning, into the alley and at the end, skate up the qq and grind the rail in the direction so you grind the south part. The pumpkin is on that rail.

2.Go into the construction area (west of where you now start) and you see a curved qq, skate up the east side of it and grind the wood in a south direction. The pumpkin is at the corner of the wood. I think you can also skate up the ramp south of it, then grind it if you want.

3.In "Utopia," enter the part west of the thin man's alley. the pumpkin is on a ledge close to where you did the nosegrab 'tween the ramps if you are a vert skater.

4.From the start, skate up north a little bit and jump over the fence, then skate up the qq on the side of the house, grind going east, then it curves around. The pumpkin is on the ledge of the house.

5.Unlock the thin man's alley, then go into his back yard via qq. Then go to the qq in the southwest part of his yard at an angle. I usually just run into it and crash, but I think you can grind it.

*Help the Thin Man

Now the axe is east, and up from where it used to be. Go to the northeast side of the construction area, and get onto the platform, either by holding up on the qq, or by grinding the board coming down from it. When you're on the platform, either do a lip trick or a grind on the east qq where the axe is. Now take it to the man without crashing.

*Feed the Hungry Hobo

Same as before.

->Stat Points

1. Near the starting point, grind up the fence, then jump right so you skate on the house, then turn around, grind the top middle part going south. At the end, jump to hit the point.
2. After you unlock the thin man's alley, skate up the qp over the fence, or grind into his back yard, it's right at the entrance.
3. Go over to the hobo (at the northwest side of the level, inside the fence, not the sewer), and go just south-southwest of the hobo, you can get this by either grinding a bench and jumping, or grinding the roof of the building.

->Deck

Unlock the thin man's alley, go into his back yard, then skate up the north qp on the side of his house at an angle so you get on top of his house. Once there, skate up the south qp to get the deck.

Rio

->Stat Points

1. Go northwest from the start and get the point by either jumping from a grind or skating up a quarterpipe at an angle.
2. Go to the north side of the fenced in area, where you used to start (by the sign that says "Parque Publico do Skateboard"), and skate up a qp at an angle (Gappy Gaperson)
3. Skate up the ramp (looks like a triangle) facing northeast, go up high and grind the telephone wire (either one). Keep grinding until you get to the stat point.

Airport

*High Score - 100,000

*Pro Score - 225,000

*Sick Score - 300,000

I'm always pretty cheap, so I start by grinding the blue couch, then the stair/escalator ledge, then a manual, then down the stairs again and grind the edge and jump over the x-ray machine while busting off combos and repeat (If you want to be cheap like me, get a trick from Rio that is a grinding trick. Get Human Dart, Nosegrind to Pivot, Hang Ten, etc.) Otherwise, do whatever works for you.

*Find the Hidden Tape

It's now in the airplane room, skate up the qp near the x-ray machine holding up to break the glass and enter the airplane room, then go inside the halfpipe (the hollowed out plane). Skate up the northwest part of the plane to get it.

*Collect S-K-A-T-E

->Vert

- S - Turn around from the beginning, and skate up one of the qp's at an angle (Aero Pass).
- K - Skate down one set of stairs, then go to the southwest corner of that floor. You can get it by skating up the qp, jumping over the rail, or even just skating near the rail.
- A - Skate down two levels of stairs from the beginning, onto the x-ray floor. Skate up the south qp with the screens (it's the qp that is called "Readin' Departures" if you do a lip trick on it).
- T - Skate down two sets of stairs, and go to the southwest part of the floor. Either jump over the rail or skate down to the bottom floor and skate up one of the qp's at an angle (Small Claim Aerial).

E - Go to the southeast corner of the level, at the bottom floor, and skate up a qp at an angle (Couch Hop) to get the E.

->Street

S - It's where the hidden tape was in pro tour. From the start, turn around and skate up the qp, grind the ledge, and follow the top level around the corner and jump at the end to get the S.

K - Skate down the first set of stairs/escalators, and go to the west side of that level. It's floating above the top of the escalator, so jump into it and grind if you want (this is the escalator that leads to the ledge that leads to the x-ray machine).

A - It's above the x-ray machine, where the first stat point used to be. Grind the ledge and jump over the gap to get the A.

T - It's on the South Bench (South corner of the bottom floor). Just jump onto the south bench and jump again to get it.

E - Skate down to the bottom floor, then go east of the east escalator. Skate up one of the qp's and land on the other one (Large Claim Aerial).

*Crooked Grind South Bench

Same as before.

*Airwalk Over the X-Ray Machine

Same as before.

*Find the Lost Skateboard

Same as before.

*Bring Tickets to Family

Same as before.

*Grind Over the Airplane

Same as before.

->Stat Points

1. Where the K was in Pro Tour for Street Skaters. Skate down the first set of stairs/escalators, then skate up the qp on the east side of the wall.
2. On the same level as the x-ray machine, grind the blue bench on the west side, then jump off at the end, over the rail to hit the stat point. I think you don't need to jump from that grind, but it's easier.
3. Get into the airplane room, then go to the northwest part of it and skate up that qp to get this point.

->Deck

Same as before.

L.A.

*High Score - 150,000

*Pro Score - 275,000

*Sick Score - 450,000

I always just grind the 4 trees. If you have grind tricks, this works great just make sure not to lose balance. Grind, do flip tricks, manuals, whatever works. You can get up to 1,000,000 doing this!

*Find the Hidden Tape

There's a curved quarterpipe west of the start, northwest of the four trees. Skate up the east part of the qp and grind the platform above it, in the south direction. The hidden tape is at the end of the platform.

*Collect S-K-A-T-E

->Vert

- S - Go north of the four trees. Skate up the north side of the qp to get the S.
- K - Go to the west side of the level, in the alley, and skate up the west side, one of the qp's at an angle (No Service).
- A - It's above the carwash platform, skate up a qp holding up to skate over it and aim for the A. Make sure to jump high enough.
- T - You should be able to get it when you Tailgrab over the divider, because it's right above that divider (in the middle section of the level).
- E - It's near the place where you Tailgrab over the divider, you just go west from the divider part and skate up the qp.

->Street

- S - Go north from the start and grind the rail next to the fence.
- K - Go to the northwest corner of the level and grind the ledge next to the window to get the K.
- A - It's above the sign that says "Maps Stars Homes," south of the four trees. Grind a rail and jump into it.
- T - At the south part of the level, follow the road until you see it, grind the rail, and jump into it.
- E - It's above the trailer (in the southwest dinosaur section). Grind up the camera onto the trailer, then jump and grind the south part (the camera leads to the north part of the trailer), and jump near the end to get it.

*Bluntslide the Monster

Same as before.

*Tailgrab Over the Divider

Same as before.

*Find 4 Earthquake Gaps

Same as before.

*Lights, Camera, Action!

Same as before.

*Stop the Pickpockets

- >First cause an earthquake. Skate up the qp, grind the rail to get on the road, skate north a little and jump over the ledge onto the other platform. He is on that platform.
- >Keep following the platform, grind the rails and the string (High Wire Act), then jump off onto the roof of a building. He's on the roof.
- >He's in the middle section, around the same place where he was in Pro Tour.
- >He is in the south section of the level (the dinosaur place). He should be walking somewhere near the snack tray.
- >He is above the carwash, south of the four trees. Skate up a qp holding up to get on the platform, and hit the guy.

->Stat Points

- 1.It's in the middle area where the deck used to be. Skate up the circular rail onto the beam, grind the whole beam and just fall at the end (or jump early) to get the point.
- 2.It's above the carwash, west of the 4 trees. Skate up a qp holding up, but don't jump over it. Get on the platform and skate up the north qp.
- 3.First, cause an earthquake. Then skate up the new qp, grind the rail to get on the road, then grind the ledge south to get the point.

->Deck

Cause an earthquake, get onto the top level, keep following the rails and

wires, near the end there is a wire with the deck on it (it's way above one of the earthquake gaps), so grind the wire to get it (if you remember, just do what you would have done to get the hidden tape in tour mode, and you get the deck sooner).

Tokyo

->Stat Points

1. Turn around from where you now start, and you can grind the south part of that ledge if you want, then jump at an angle to get the stat point.
2. On the east wall, it's above and between two quarterpipes. Skate up a qp at an angle to get it (Norikaeru).
3. Go to the south northeast corner of the level, and go up a qp holding up to get that point.

3.0 - CHARACTERS

Tony Hawk

*Vert

*Decks

- Birdman Crest
- Gold Edition Logo
- Team Seal 2001
- Hawk Collage
- Pterodactyl 2
- Pterodactyl Skull
- 3-D Logo
- Giant Ptero. Skull
- Pterodactyl 2001
- Tony Hawk Logo

*Starting Stats

Air	7
Hangtime	5
Ollie	3
Speed	5
Spin	8
Switch	4
Rail Balance	5
Lip Balance	5
Manual	3

*Specials

- Sacktap - Up Down R
- BS Overturn - Down Left A
- The 900 - Right Down R

Steve Caballero

*Street

*Decks

- Chin Series - 1999
- Cab Tank - 1993
- Classic Dragon - 1999
- Dragon - 2000

Face Series - 2000
Guitar Dragon - 1991
Harley the Dog - 1992
King Cab - 1993
Mini Dragon - 2000
Star Series - 2001

*Starting Stats

Air	5
Hangtime	6
Ollie	5
Speed	4
Spin	5
Switch	4
Rail Balance	6
Lip Balance	5
Manual	5

*Specials

Triple Kickflip - Up Left L
Hang Ten - Right Up A
FS 540 - Right Left R

Kareem Campbell

*Street

*Decks

Citybot 8
Sound Team Deck
Viking
Reemo Jr.
Nude
K.C. Star Deck
Reemo Dwella
Ultra Violence 1.0
Dragon
Reemo! 2

*Starting Stats

Air	6
Hangtime	3
Ollie	6
Speed	5
Spin	7
Switch	5
Rail Balance	7
Lip Balance	2
Manual	4

*Specials

Ghetto Bird - Down Up L
Nosegrind to Pivot - Down Up A
Casper - Left Down A

Rune Glifberg

*Vert

*Decks

Glifberg 1
Glifberg 2
Glifberg 3
Glifberg 4
Glifberg 5
Glifberg 6
Glifberg 7
Glifberg 8
Glifberg 9
Glifberg 10

*Starting Stats

Air	7
Hangtime	7
Ollie	5
Speed	4
Spin	5
Switch	6
Rail Balance	4
Lip Balance	5
Manual	2

*Specials

One Foot Bluntslide - Left Up A
Kickflip 1 Foot Tail - Left Down L
Christ Air - Left Right R

Eric Koston

*Street

*Decks

Classic Koston
Mechanical
Baseball
Flag
OG 2000
Old Man
Modern
OG 2001
Soccer
Jumbo Girl

*Starting Stats

Air	4
Hangtime	3
Ollie	7
Speed	4
Spin	4
Switch	7
Rail Balance	7
Lip Balance	3
Manual	6

*Specials

The Fandangle - Right Down A
Pizza Guy - Down Left R
Indy Frontflip - Down Up R

Bucky Lasek

*Vert

*Decks

Paradise Slammers
Racecar
3-D Logo
Checkered Flag
Racecar Logo
Rooster
Team Seal 2001
Throttle
Trophy Girls
Nollie Flip

*Starting Stats

Air	7
Hangtime	7
Ollie	3
Speed	5
Spin	7
Switch	5
Rail Balance	3
Lip Balance	6
Manual	2

*Specials

One Foot Japan - Up Right R
The Big Hitter - Left Down A
Fingerflip Airwalk - Left Right R

Bam Margera

*Street

*Decks

Welcome
Letterman
Ivy League
Bats
Arbor
Animalism
Manimal
Trophy
Instinct
Script

*Starting Stats

Air	4
Hangtime	4
Ollie	6
Speed	6
Spin	5
Switch	6
Rail Balance	7
Lip Balance	3

*Specials

540 Tailwhip - Up Left L
The Jackass - Down Up L
Human Dart - Up Down A

Rodney Mullen

*Street

*Decks

Rodney
Duh!
Panda Poo
Boy Genius
Old Man
Panda Series
Pigeon
Quack
Panda Mullen
Kick Me

*Starting Stats

Air	2
Hangtime	2
Ollie	6
Speed	3
Spin	8
Switch	8
Rail Balance	6
Lip Balance	2
Manual	8

*Specials

Nollieflip Underflip - Down Left L
Heelflip Darkslide - Right Left A
Casper to 360 Flip - Down Right A

Chad Muska

*Street

*Decks

Red Sun
White Icon
Orange Silhouette
Blue Sun
Red Team
Green Sun
Muska Icon
Black Icon
Muska Flight
Red Silhouette

*Starting Stats

Air	4
Hangtime	4

Ollie	8
Speed	5
Spin	5
Switch	5
Rail Balance	8
Lip Balance	3
Manual	3

*Specials

Mute Backflip - Up Down R
BS Hurricane - Down Right A
Muska Nose Man - Right Up A

Andrew Reynolds

*Street

*Decks

Green Brand Logo
White Baker Logo
Baker Logo
Red Brand Logo
Black Cowboys
Blue Brand Logo
Yellow Baker Logo
Monkey
Green Baker Logo
Rastas

*Starting Stats

Air	4
Hangtime	2
Ollie	8
Speed	4
Spin	5
Switch	7
Rail Balance	8
Lip Balance	4
Manual	3

*Specials

Nosegrab Tailslide - Up Down A
Hardflip Lateflip - Up Down L
Triple Heelflip - Up Right L

Geoff Rowley

*Street

*Decks

Rowley 1
Rowley 2
Rowley 3
Rowley 4
Rowley 5
Rowley 6
Rowley 7
Rowley 8
Rowley 9

Rowley 10

*Starting Stats

Air	6
Hangtime	2
Ollie	6
Speed	4
Spin	5
Switch	4
Rail Balance	8
Lip Balance	7
Manual	3

*Specials

Rowley Darkslide - Left Right A
Double Hardflip - Right Down L
Half Flip Casper - Right Left L

Elissa Steamer

*Street

*Decks

Etnies	1
TSA	1
Etnies	2
TSA	2
Etnies	3
TSA	3
Etnies	4
TSA	4
Etnies	5
TSA	5

*Starting Stats

Air	5
Hangtime	5
Ollie	5
Speed	4
Spin	5
Switch	5
Rail Balance	6
Lip Balance	5
Manual	5

*Specials

Indy Backflip - Up Down R
Madonna Tailslide - Up Left A
Hospital Flip - Up Right L

Jamie Thomas

*Street

*Decks

Thomas Skeleton
Zero Punk
American Punk

Red Bold
American Zero
Three Skull Black
Dying to Live
Zero or Die
Thomas Smith
Thomas Cross

*Starting Stats

Air	4
Hangtime	4
Ollie	7
Speed	5
Spin	4
Switch	4
Rail Balance	8
Lip Balance	4
Manual	5

*Specials

Laser Flip - Down Right L
Beni F-Flip Crooks - Down Up A
One Foot Nose Man - Left Up A

Custom Skater

*Street

*Decks

Birdhouse Logo
Element
Baker Logo
City Stars Slam
Shorty's Black Icon
Enjoi Design
Koston Olympic
Toy Machine Red
Cab Chinese Dragon
Zero New Firebird

*Starting Stats

Air	5
Hangtime	5
Ollie	5
Speed	5
Spin	5
Switch	5
Rail Balance	5
Lip Balance	5
Manual	5

*Specials

540 Flip - Left Up L
Darkslide - Left Right A
Kickflip McTwist - Right Down R

Wolverine

*Street

*Decks

Wolverine 1
Wolverine 2
Wolverine 3
Wolverine 4
Wolverine 5
Wolverine 6

*Starting Stats

(You also get 19 unused stat points)

Air 7
Hangtime 7
Ollie 3
Speed 7
Spin 7
Switch 3
Rail Balance 3
Lip Balance 3
Manual 5

*Specials

Claw Punch - Left Right L
The Berzerker - Up Down R
Claw Drag - Down Up A

Shaun Palmer

*Vert

*Decks

Palmer Snowboards
Liberty A
Honeycombs
Carbon Circles
Patriot
Liberty B

*Starting Stats

(You also get 19 unused stat points)

Air 7
Hangtime 7
Ollie 5
Speed 7
Spin 4
Switch 5
Rail Balance 4
Lip Balance 3
Manual 3

*Specials

BS Rocket Tailslide - Up Down A
FS 540 - Left Right L
Indy Frontflip - Down Up R

Mindy

*Street

*Decks

Baisoku!
J. Roger
The Big One
Bomber
Ka-Bloom!
Jackasses

*Starting Stats

(You also get 19 unused stat points)

Air 2
Hangtime 2
Ollie 7
Speed 8
Spin 4
Switch 7
Rail Balance 7
Lip Balance 2
Manual 6

*Specials

Handspring Layout - Up Down L
Super Clap - Left Right R
Awww Yeah! - Right Left A

4.0 - MOVE LIST

Each skater has his or her own default specials, so they are listed in the Characters section.

Street

Steve Caballero, Kareem Campbell, Eric Koston, Bam Margera, Rodney Mullen, Chad Muska, Andrew Reynolds, Geoff Rowley, Elissa Steamer, Jamie Thomas, Custom Skater, Wolverine, Mindy

*Flip Tricks

Sal Flip - Up Up L
360 Shove it - Down Down L
Hardflip - UpLeft L
Inward Heelflip - UpRight L
Varial Kickflip - DownLeft L
Varial Heelflip - DownRight L
Impossible - Up L
Body Varial - Down L
Kickflip - Left L
Heelflip - Right L

*Grab Tricks

Rocket Air - Up Up R
Airwalk - Down Down R
Madonna - UpLeft R
Japan Air - UpRight R
Roastbeef - Downleft R
Benihana - Downright R
Stiffy - Up R

Varial - Down R
Method - Left R
Indy - Right R

*Lip Tricks

FS Nosepick - Up A
180 Rock N Roll - Down A
Rock N Roll - Left A
BS Disaster - Right A
BS Axle Stall - UpLeft A
Nosestall - UpRight A
180 Rock N Roll - DownLeft A
180 Rock N Roll - DownRight A

Vert

Tony Hawk, Rune Glifberg, Bucky Lasek

*Flip Tricks

Front Foot Impos. - Up Up L
360 Flip - Down Down L
Kickflip to Indy - UpLeft L
HFlip Varial Lien - UpRight L
Varial Kickflip - DownLeft L
Varial Heelflip - DownRight L
Pop Shove it - Up L
FS Shove it - Down L
Kickflip - Left L
Heelflip - Right L

*Grab Tricks

Rocket Air - Up Up R
Airwalk - Down Down R
Crossbone - UpLeft R
Mute - UpRight R
Stalefish - DownLeft R
Judo - DownRight R
Nosegrab - Up R
Tailgrab - Down R
Melon - Left R
Nosebone - Right R

*Lip Tricks

Gymnast Plant - Up A
180 Rock N Roll - Down A
Mute Invert - Left A
Eggplant - Right A
Handplant - UpLeft A
180 Rock N Roll - UpRight A
BS Disaster - DownLeft A
Eggplant - DownRight A

Shaun Palmer

He's vert, but he has a snowboard. He has the same Grab Tricks and Lip Tricks as the vert skaters, but different Flip Tricks.

*Flip Tricks

Rocket Air - Up Up L
Rocket Air - Down Down L
Madonna - UpLeft L
Japan Air - UpRight L
Roast Beef - DownLeft L
Benihana - DownRight L
Japan Air - Up L
Stiffy - Down L
Method - Left L
Indy - Right L

Misc Tricks

Turn Left - Left
Turn Right - Right
Stop - Down
Speed Up - Hold B
Ollie - Release B
Switch - R
Manual - Up Down
Nose Manual - Down Up
Car Plant - Ollie onto a car
Car Grab - Get behind car and push A
Wall Ride - Ollie towards a wall at an angle and push A
Wallie - After performing a wall ride, press B
50-50 - Ollie onto a ledge or rail and push A
Nosegrind - Up A
5-0 - Down A
Noselide/Tailslide - Left A
Noselide/Tailslide - Right A
Feeble/Crooked - UpLeft A
Overcrook/Crooked - UpRight A
Feeble/Smith - DownLeft A
Feeble/Smith - DownRight A
Bluntslide - Down Down A
Nose Bluntslide - Up Up A
No Comply - Up B
Beanplant/Boneless (Street) - Up Up B
Fastplant (Vert) - Up Up B
Nollie - L B
Fakie Ollie - L B
Revert - Push R after doing an air trick

5.0 - SECRETS

Each time you beat Pro Tour and Sponsor Tour with a different character, you unlock something. With secret characters, you only have to beat one tour, the secret tour. This is what you get.

- 1.Secret Character - Wolverine
- 2.Secret Level - The Zone
- 3.Trial Mode
- 4.The Zone - Speed
- 5.Secret Character - Shaun Palmer
- 6.The Zone - Rail
- 7.Secret Character - Mindy
- 8.The Zone - Geo

- 9.The Zone - Fan
- 10.Cheat - Stud Mode
- 11.Cheat - Rail Balance
- 12.Cheat - Always Special
- 13.Cheat - Manual Balance
- 14.Cheat - Moon Physics
- 15.Cheat - Giant Mode
- 16.Cheat - Slow Mo
- 17.Cheat - Tiny Mode

You can get Turbo mode by getting all the gaps (except in The Zone).

To get sponsor tour, beat the pro tour with all goals and gold medals. This doesn't apply to secret characters, of course.

You get a new trick slot for every gold medal you get.

To view a character's movie, get all goals in pro and sponsor mode, and get all the gold medals.

You get a character's new outfit if you get two medals in pro tour. The secret characters don't have alternate outfits, and the custom skater gets a bunch of new options of what to wear.

6.0 - GAPS

Foundry

*Air Gaps

Bridge the Overpass - Go up the elevator and skate up one of the qp's that you first see, and land on the other one.

Down on the Upstairs - There's two quarterpipes against the north side of the molten pools. Skate up one of the qp's at an angle, above the three pipes, and land on the other qp.

Going Bowlin' - After you unlock the molten pools, skate up one of them holding up and land in the other one.

Hot Air - There are two qp's south of magma falls, skate up one of them at an angle, land on the other one.

Mile High Club - On the north part of the top floor, skate up the ramp.

Over the Pipe - Ollie over the long halfpipe near the beginning.

Over the Valves - On the east side of the bottom floor, there are two qp's with a valve above the gap, skate up one of the qp's and land on the other one.

Three Finger Salute! - Go to the north side of the three pipes, skate up one of the qp's at an angle, above the three pipes, and land on the other qp.

Tiny's Gap - After you unlock the elevator, go up it, go north and skate up the ramp at the end that leads to a small platform with two yellow rails.

Twister Switcher - Unlock the elevator, then go to the north side of the top floor, skate up the qp at an angle over the switch and land on the qp.

Up and Over! - On the south side of the level, there is a platform with qp's on each side. Skate up one of the qp's holding up to jump over the platform.

Up on the Downstairs - There's two quarterpipes against the south side of the molten pools. Skate up one of the qp's at an

angle and land on the other one to get this gap.

*Grind Gaps

- 9 Lives - Go up the elevator, and you will see three yellow rails, grind the east or west one and jump where they curve, then land on another yellow rail and grind it too.
- Diddly Hop - Grind the ledge of the top sub-level on the north side of the bottom floor, and jump over the gap that's just south of Magma Falls.
- Grindin' by the Pipe - Grind the ledge south of the elevator, east of the long halfpipe.
- Ground Pigeon - Go to the three pipes, grind the middle one, the one with the valve.
- Hot Footin' Rail 2 Rail - Go to the west side of the level where you see two parallel yellow rails. Grind one of them, jump, and grind the other one. Go fast enough to jump far enough, but slow enough to have room for grinding the rail.
- Hot Soup - Grind the ledge of the west molten pool.
- Lindy Hop - Grind the ledge on the second highest sub-level on the north side of the bottom floor, and jump over the gap south of Magma Falls.
- Liquid Hot - Grind one of the molten pools, jump and grind the other one.
- Magma - Grind the ledge of the east molten pool.
- Over those Smokin' Pipes - Grind the four pipes north of the elevator. Two of them are valves, and two curve around cylinders. Make sure to connect them and make sure not to fall.
- Steamin' Round the Bend - Unlock the elevator and go to the north side of the top floor, the part with the switch, go to an edge of the curved qp (either west or east), and grind the whole quarterpipe.
- TC's Rail - Grind the yellow rail between the two molten pools, it's also between the three pipes and another yellow rail.
- Tightrope of Flames - Grind the yellow rail on the north side of the top floor, south of the switch. Grind it all the way across.
- Weee Three - On the north side of the three pipes, grind the top of a qp, jump, then grind the top of the other qp.

*Lip Gaps

- Back-End Stallin' - Do a lip trick on the south side of the long halfpipe.
- Hot Plants! - Do a lip trick on the north side of the long halfpipe.
- Joseph Stallin' - On the north side of the three pipes, there are two qp's. Do a lip trick on the west one.
- Lippin' Lambda - There's two qp's on the east wall of the bottom floor, with a valve above them. Skate up one of those qp's and do a lip trick on the valve.
- Perched up High - Go up the elevator and do a lip trick on the south qp.
- Stale Breeze - Do a lip trick on the east qp on the south side of the molten pools.
- Vabulous Vip Vap - Do a lip trick on the west qp on the south side of the molten pools.
- Whazzzzup! - On the north side of the three pipes, there are two qp's. Do a lip trick on the east one.

*Manual Gaps

- Cat's Walk - Go up the elevator, grind the middle yellow rail and jump the gap (not Tiny's gap, the one before) and do a manual on that platform.
- Elevatin' Style - Go into the elevator while doing a manual.
- Pigeon Poo - Grind TC's rail going north, then jump and fall through under the three pipes and do a manual when you land.

Rolling Along - It's on the west side of the level, west of the molten pools. Do a manual from the brown part on the south to the blue part on the north. Just east of the yellow rail.

Steady as it Goes - Go up the elevator and do a manual on the first section between the three yellow rails, from the blue part on the south to the brown part on the north.

*Lines

Grind Masta Grind - Go to the molten pools, grind the east rail that curves south then west, jump and grind the other yellow rail, jump off at the end of the part that faces north, land on the other yellow rail and grind it, jump at the end of that and grind the ledge, then finally jump over the gap south of Magma Falls (Lindy Hop).

Suburbia

*Air Gaps

Back to the Living - Skate up the south qp in the thin man's back yard while holding up to jump over the fence.

Between the Ramps - It's on the southeast side of the "Utopia" section. Skate up the qp with the bench on it and land on the qp north of it.

Dirty Street Flight - Skate up one of the qp's at the west side of the level (where you start in Pro Tour, between the sewers) and land on the other qp.

Enter the Unliving - Skate up the qp at the end of the thin man's alley, into his back yard.

Fraidy Cat - Go to the very top part of the thin man's house. See the part with two bumps and windows underneath? Skate between those holding up.

Funky Dope Sewer Gap - Skate up the east side of the south sewer section, across the road and land on the north sewer section.

Gappily Ever After - It's north of "Several Yards from Utopia," which is west of "Between the Ramps." One of the qp's is part of a building, the other one is just two connected qp's.

Gettin' Spooky with it - Skate up the north qp in the thin man's back yard and land on top of the house.

Grave Air - Go into the northeast pool in the thin man's back yard, then skate up the west part holding up so you fly over the grave stones west of the pool.

Hard Hat Required - Go to the construction area, and find the curved qp. Skate up the west part of the qp holding up to get over the platform.

Mansion on Wheels - It's south of the pickup truck. Skate up the qp on the side of the building, over the building, onto the other qp.

Nice Toys - South-southwest of the hotdog, Skate up one of the platforms holding up and land past the other platform (with the short qp's). It's east of the wavy platform and west of the "Talk Back" qp.

No Question Here - South of the hotdog, skate up one of the qp's sticking out and land on another qp sticking out.

North Sewer Entrance - Skate up the sewer hp on the north side where the fence opens up (the entrance).

Pickup Hop - There's a pickup truck with ramps on the side of it on the northwest part of the level, southeast of the hobo. Skate up a ramp on the front or back and skate over it north or south.

Self Proven - South of the hotdog, skate past the first qp (it's against the fence) and the second qp (it's sticking out) and grind the third qp (it's against the fence) at an angle going south and land on the other qp against the fence.

Several Yards from Utopia - It's west of "Between the Ramps," skate up one of the qp's and land on the other qp.

Smells Like Arny? - It's in the south side of the level, in the construction area. Skate up the ramp over the wood.

South Sewer Entrance - Skate up the sewer hp on the south side where the fence opens up. The sewer is on the very west side of the level.

Spooky Air - Skate down from the very top part of the thin man's house.

Trailer Trash - It's on the north side of the level, near the hobo. Skate up the qp by the hobo and land on the other one or vice versa.

You Skate? - South of the hotdog, skate up the northern-most qp at an angle to land on the other qp.

*Grind Gaps

2X4 - It's in the construction area, it's a curved wooden ledge.

Bench Grind - Grind the bench near where you start in Pro Tour. It's on the west side of the level.

Bench Sweep - There's two benches southwest of the hobo. Grind one, jump, and grind the other one.

Cryptic - Grind the gravestones on the east side of the thin man's back yard.

Ghoul Transfer - Go into the thin man's back yard, grind the ledge of one of the pools, jump, and grind the ledge of the other pool.

Ride the Wave - There's a rail on a wavy platform southwest of the hotdog. Grind that rail.

Rustic - Go to the thin man's back yard, into the southwest pool. Skate up the north part holding up and land on the copper beam, grind the beam all the way.

Shack Boo! - Grind the east part of the house at the end of the thin man's alley. You can do it by skating up the east side of the east pool, grinding the brown beam, then jumping off the beam onto the house and grinding it.

Share the Wealth - Go to the southeast part of the level, and go to the house in the hotdog area. Grind the top of the house.

Trick or Treat - Go to the front of the thin man's house and do a wallride on his door.

Up Chuck - Near the northwest part of the construction area, near where you start in Pro Tour, skate up the ramp onto the wooden beam and grind the beam. You can use the board west of the ramp to help you aim if you want.

Up to the Rafters - Near the southeast part of the construction area, near where you start in Sponsor Tour, skate up the ramp to get to the wooden beam and grind the beam. There are some wooden steps (Smells like Arny?). You can use the bottom step to help aim if you want.

*Lip Gaps

Bats in the Belfry - Go to the very top part of the thin man's house and do a lip trick on the northeast window, it's the highest part of his house.

Bloody Lip - Go to the top part of the thin man's house and do a lip trick on the northwest bump above the window.

Boo! - Get onto the top of the thin man's house, just the first part, and do a lip trick on the south part (near where the deck is in Sponsor Tour).

Dirty Hands - Go into the sewer on the northwest part of the level, near

where you start in Pro Tour. Do a lip trick on the west wall of the sewer.

Dirty Lip - Go into the northeast pool in the thin man's back yard, and do a lip trick on the brown beam above the east part of the pool.

Foreman Heights - Go up to the platform in the northeast part of the construction area, where the axe is in Sponsor Tour. Do a lip trick on the qp.

Lip O' Death - Go to the top part of the thin man's house, and do a lip trick on the southwest bump above the window.

Picnic Fever - Go to the qp on the southeast part of the northeast section where you would do "Nosegrab 'Tween the Ramps." See the qp with the sideways bench on top? Skate up and do a lip trick on the bench.

Six Feet Over - Go into the southwest pool in the thin man's back yard. Do a lip trick on the bump on the east part of the pool.

Spooky Lip - Go to the top part of the thin man's house and do a lip trick on the southeast bump above the window.

Sticky Fingers - Do a lip trick on the south sewer hp, near the entrance. Do the trick on the east side.

Talk Back - South of the hotdog, do a lip trick on one of the qp's against the fence (not one sticking out).

*Manual Gaps

Goin' With the Flow - Jump into the south sewer from where you start in Pro Tour and do a manual in the middle.

Grave Stomper - Go into the thin man's back yard, and find the two grave stones west of the pools. Do a manual then jump and grind the gravestones.

Little Man'Grinder - Find the rail between the wavy platform and the fence to the hotdog area. Do a manual then grind the rail.

Straight Thru 'Ya - Jump into the north sewer from where you start in Pro Tour and do a manual in the middle.

*Lines

Nice Dumper! - Go to the alley in the southeast part of the level. Grind the bottom part of the first dumpster, then jump and grind the top part of the second dumpster (east of it), then jump and grind the south fence. Grind the fence until the end of the alley.

This Way to Utopia - Find the Utopia sign, jump on it, and grind it. Grind all the buildings and wires connected to it until it curves around and ends, then jump and grind the top of some qp's, then jump off that and grind the qp's after that.

Rio

*Air Gaps

Backside Transfer - On the south side of the level, there are some qp's with beams connecting them. Skate up one of the qp's at an angle to land on the other qp (you can do this from the north or south side of the qp's).

BAI - There's a set of qp's with beams connecting them. One of the qp's has some graffiti on it. Skate up the one with graffiti and land on the qp west of it (you can also do this on the north side of the qp).

Big Righty - A little south of where you start in Pro Tour, there is a long curved qp with breaks in it (ramps). Skate from the middle side to the east side to get this gap.

Gappin' the Small Ramp - Just southeast of the qp with graffiti, there is a long qp with a break in it (a blue ramp).

Skate over that break to get this gap.

Gappy Gaperson - It's on the north side of the level, where you start in Pro Tour. Skate up the qp and land on the other one.

Little Lefty - A little south of where you start in Pro Tour, there is a long curved qp with breaks in it. Skate from the west side to the middle side to get this gap.

Skate or Die - In the northeast part of the fenced in area, south of the tree, there is a curved qp with skull and crossbones graffiti. Skate up the qp over the graffiti to get this gap.

Soku - There is a set of qp's with beams connecting them (south of Big Righty and Little Lefty). One of the qp's has graffiti on it. Skate up that qp and land on the quarterpipe east of it.

*Grind Gaps

...With a Ramp Stomp - Do the "Low Corners" grind (grind the northeast sidewalk edge going east curving around to go south), then jump and grind the top of the curved qp.

...With a Wall Transfer - Do the "High Corners" grind (grind the northeast rail going east curving around to go south), then jump and grind the bricks.

Bench Wax - Go to the east side of the fenced in area, find the bench, and grind it.

Free Long Distance - Grind the telephone wire starting from the east side going north, west, then south and ending on the west side.

Grinder a Keep on Grindin' - Find the sign at the south part of the level. Just north of the sign is a set of qp's connected by rails, grind the top of the quarterpipes.

High Corners - Find the rail at the northeast part of the level, grind it around the northeast corner.

Hip to the Hop - Find the written graffiti. Grind the top of that qp, then jump and grind the top of the qp east of it.

Hop Little Lefty - Find the "Little Lefty" gap north of the written graffiti, and grind the top of the qp, jump over the gap, and grind the top of the other qp.

Hop to the Hip - Find the written graffiti. Grind the top of the qp west of it, then jump over the connected rail and grind the top of the quarterpipe with the graffiti.

Low Corners - Go to the northeast part of the fenced in area, grind the edge of the sidewalk around the northeast corner.

Park Entrance Hop - At the north side of the fenced in area, grind the sign going west, jump, and grind the rail.

Pih Eht Ot Poh - Find the qp with the written graffiti. Grind the top of the qp east of it, then jump over the connected rail and grind the top of the graffiti qp.

Poh Eht Ot Pih - Find the qp with the written graffiti. Grind the top of it, then jump and grind the top of the qp west of it.

Ramp Skip Grind - Go to the skull and crossbones graffiti. Grind the top of that curved qp going south, then curves around west and lowers. Jump at the end and grind the qp west of it (the one that leads to the written graffiti).

Ramp to Planter - There's a ramp west of the skull and crossbones. Grind up the east side of the ramp, then jump and land on the ledge around the tree, and grind that.

Rootin' Tootin' Tree Scootin' - It's in the northwest part of the fenced in area. Grind the ledge that surrounds the tree.

Sail Big Righty - Find the "Big Righty" gap north of the written graffiti,

then grind the top of the qp and jump the gap and grind the other side.

S.E. Planter Hop - Go to the southeast area, north of the tree. Grind the top of the qp north of the tree going south, then jump and grind the ledge surrounding the tree.

Southern Stroll - Go so the southwest area, grind the rail at the corner going south, then east, then jump and grind the rail where the sign is, then jump and grind the rail at the southeast corner.

S.W. Planter Hop - Go to the southwest area, north of the tree. Grind the top of the qp north of the tree going south, then jump and grind the ledge surrounding the tree.

Transfer the East Call - Get up to the east side of the telephone wires. Grind one wire, jump, and grind the other one.

Transfer the North Call - Get up to the north side of the telephone wires. Grind one wire, jump, and grind the other one.

Transfer the South Call - Get up to the south side of the telephone wires. Grind one wire, jump, and grind the other one.

Transfer the West Call - Get up to the west side of the telephone wires. Grind one wire, jump, and grind the other one.

U Turn - Just north of the written graffiti, there are two ramps (the ones from the "Big Righty" and "Little Lefty" gaps), grind up the east side of the west ramp, it curves around to the west side of the east ramp.

Waxed Bench - Go to the west side of the fenced in area and find the Bench and grind it.

We Have Lift Off - Go to the west part of the level, near the bench. Grind the fence, then jump and grind the bench roof, then jump and grind the telephone wire.

*Lip Gaps

Double Speed - Find the writing graffiti (it says Baisoku) on a qp near the middle of the level, and do a lip trick on the qp.

Tag the Tag - Find the skull and crossbones graffiti on a curved qp near the northeast side of the fenced in area, and do a lip trick on the graffiti.

*Manual Gaps

Benched Bunny - Find the bench on the west side of the level. Do a manual then grind the bench.

Manu-Alley - Go to the south platform with the sign. Jump off and do a manual. Follow it through the gap in the qp's, down the ramp, through the gap in more qp's (the one on the west has the writing graffiti), and up the ramp to the top of the platform.

Smooth Strollin' - Go to the platform where you start in Pro Tour (the north side of the fenced in area with the sign) and do a manual across the platform.

*Lines

Insane NE'SW Park Grind - Go to the south part of the level, grind the platform fence going east, then jump and grind the rail, keep jumping and grinding until you get somewhere close to the north sign.

Own the Park - Go to the north platform with the sign, do a manual from the top, roll down the west side, then go south between the qp and the tree, go through the gap with the written graffiti, move east, then go up the ramp.

Airport

*Air Gaps

Aero Pass - There's two qp's on the north side of the top floor. Skate up

one of them and land on the other one.

Breach of Claims - On the bottom floor, skate over the west conveyor belt (the one with only two suitcases).

Couch Hop - On the east wall of the bottom floor, there are two qp's with a bench/couch between them. Skate up one and land on the other one.

Gargantuan Level Drop - Go to the southeast part of the second lowest floor. Skate up the qp at an angle, so you go east and down, and land on the qp on the bottom floor.

Ground Control - On the southeast side of the top floor, there are two screens against the wall. Do a wall ride on them.

Large Claim Aerial - On the east side of the bottom floor, there are two quarterpipes (against the wall of the higher floor, not against the east wall). Skate up one and land on the other one.

Small Claim Aerial - On the west side of the bottom floor, there are two quarterpipes. Skate up one and land on the other one.

*Grind Gaps

Baggage C 'L' Aim - On the bottom floor, grind the ledge of the east conveyor belt (the one with three suitcases, and it's shaped like a backwards "L").

Couch to Stairs - Go to the east side of the second highest floor, and grind the top of the curved blue couch/bench. Jump off onto the escalator and grind its ledge.

Esca-Ray - From the second highest floor to the floor below it, grind the north escalator, jump, and grind the ledge that leads to the x-ray machine.

Excellence in Rays - Grind the ledge west of the x-ray machine and jump over the qp, then grind the top of the other ledge.

Fly Guy - From the top floor, skate up the qp and grind the top ledge. Grind the ledge going south, then jump over the gap and grind the other ledge.

Go Downstairs - You can do this on the stair or escalator ledge between the bottom floor and the floor above it. Grind the ledge going down.

Go Upstairs - On the set of stairs or escalators between the bottom floor and the floor above, grind the ledge going up.

Large Circle Transfer - On the second highest floor, there are two blue circular benches. Grind one of them, jump, and grind the other one.

Left Wing - In the airplane room north of the x-ray machine, grind the first part of the plane you see (the wing on the southeast side).

Rays of Excellence - Grind the ledge east of the x-ray machine and jump over the qp, then grind the top of the other ledge (whenever I get this, I always get "X-Ray Passes" with it).

Right Wing - In the airplane room, grind the northwest part of the plane.

Small Circle Transfer - On the bottom floor, there are two circular blue benches. Grind one, jump, and grind the other one.

South Bench - Grind the curved bench at the south corner of the bottom floor.

X-Bend - Grind the curved ledge south of the x-ray machine.

X-Ray Passes - You don't even have to grind to do this one. Skate up the ramp over the qp near the x-ray machine and land on the other side.

*Lip Gaps

"Stall" - On the north part of the halfpipe inside the hollowed out plane do a lip trick.

'Fraid O' Heights? - Go to the north side of the top floor, skate up one of the quarterpipes, then do a lip trick on the ledge above.

Escal-Lip - Go to the floor with the x-ray machine, skate up the northeast qp, and do a lip trick on the ledge (not the rail, the rail is Lobby Overlook). I think you have to do it on the south side by the escalator.

Flight Delayed - Do a lip trick on the south part of the hollowed out plane.

Large Claims Pickup - On the east part of the bottom floor, the qp's are against the higher floor, and there's a rail above them. Skate up one of the qp's and do a lip trick on the rail.

Lobby Overlook - Go two floors down from the top (the floor with the x-ray machine), and go to the qp in the northeast. Skate up the qp and do a lip trick on the rail above.

Readin' Arrivals - It's on the second lowest floor. Do a lip trick on the east qp with a bunch of screens on it.

Readin' Departures - It's on the second lowest floor. Do a lip trick on the west qp with a bunch of screens on it.

Small Claims Pickup - On the west side of the bottom floor, the qp's are against the higher floor, and there's a rail above them. Skate up one of the qp's and do a lip trick on the rail.

*Manual Gaps

Claim this - On the bottom floor, do a manual, then jump and grind the straight blue couch/bench near the family.

Grind N' Wait - There are two blue benches/couches on the top floor. Grind the east one, then jump and do a manual.

Wait N' Grind - Do a manual on the top floor, then jump and grind the west blue bench/couch.

*Lines

Top to Bottom - Get from the top to the bottom by connecting grinds and manuals. You can start by grinding the west side of the east bench (on the top level), then jump off, grind the stair ledge, jump off and do a manual, then jump onto more stairs and grind them, then jump off, do another manual, jump again, then grind down the last set of stairs.

L.A.

*Air Gaps

"Untitled" Arch - It's in the southeast part of the middle section. Skate over the part with the qp's (You don't have to make it all the way across though).

Air Dry - It's in the northwest corner of the level, against the west wall. Skate up a qp and land on the other one.

Blow Dry - Go to the carwash in the northwest part of the level, and skate up one of its qp's holding up. Make it across the platform.

Callin' Mustard on Me - In the northeast part of the middle section, there is a yellow platform. Skate up the yellow ramp over the platform.

Full Service - It's one of the earthquake gaps, skate up the east qp in the west carwash alley over the gap.

No Service - In the carwash alley in the west part of the level, skate up one of the qp's against the wall (the west wall) and land on the other qp.

Readin' Up - There are two quarterpipes against a building near the start.

Skate up one and land on the other one.

Ride'n Skyline'n - Do a wall ride on the fake scenery north of the dinosaur.

Shooting Star - Use the sign that says "Maps Stars Homes" as a ramp going south.

Spine Cruncher - It's the gap you use if you do "Tailgrab over the Divider." It's in the southeast part of the middle section, there are purple-blue qps. Skate up the thin one on the south side and land on the north side.

*Grind Gaps

Banked Research - Go to the east part of the level, see the steps and the two rails? Grind the west rail going south, then jump and grind the ledge on the side of the building.

Book Return - North of the four trees is a ledge against a window (very close to the curved qp on the east side). Grind the ledge going east, then jump over the road and grind the rail. You have to be going pretty fast and jump high enough to reach it.

Bookmark this! - Go near the northeast part of the level, where all the steps and rails are. Grind the top ledge, then jump over the gap and grind the other ledge.

Butter - South of the yellow platform in the east side of the middle section, the ground lowers and there are some ledges. Grind one of the ledges, jump, and grind the other one.

Catnip - Go up the qp that the earthquake causes, and follow your way to the end of the building grind where you would get the secret tape in Pro Tour.

Celebrity Guide - Go to the sign that says "Maps Stars Homes." Grind the rail on either side, then jump and grind the rail on the other side.

Curb N' Rail Transfer - At the southeast corner, grind the sidewalk ledge then jump and grind one of the south rails.

Daily News - Grind the rail with cracks below it, then jump and grind the ledge east of it.

East-Set Entrance - On the east side of the dinosaur area, there are three rails with breaks in them. Grind either the east one or the middle one, jump, and grind the other part.

High Wire Act - Go up the qp that the earthquake causes, and follow your way to the east buildings, you just need to grind the wire between them.

Hung out to Dry - There is a curved qp north of the four trees. Skate up it and grind going west, then south, across a black wire that leads to the carwash platform.

Learning Curve - Go to the northeast area, grind the southern ledge (not the sidewalk). The ledge curves around and ends, so jump and grind the sidewalk.

Movie Magic - Grind the dinosaur in the southwest section.

Nice Snack Tray! - Grind the snack tray in the southwest corner of the level.

North-Set Entrance - Grind one of the rails on the north side of the dinosaur area, and jump where the gap is then grind the other rail. There are three rails, grind either the north one or the middle one.

Planter Hop - Keep grinding the ledges surrounding the four trees.

Semi Art Critic - In the middle section, there is a curved ledge with a woman in the middle. Grind that ledge.

South Rails - There are two rails in the south part of the level, grind one, then jump and grind the other one.

Squeaky Clean - Grind the west ledge of the carwash.

*Lip Gaps

Brushless - It's on top of the carwash platform, do a lip trick on the west qp.

Economy Suite - There is a curved qp northwest of the four trees. Skate up the qp and do a lip trick on the ledge above the east part.

O.J. - In the middle section of the level, there is an orange part with two qp's. Do a lip trick on the south one.

Orange Juice! - In the middle section of the level, there is an orange part with two qp's. Do a lip trick on the north one.

Room with a View - There is a curved qp northwest of the four trees. Skate up the qp and do a lip trick on the ledge above the north part.

Soapy Slick - It's on top of the carwash platform, do a lip trick on the east qp.

Waxed Lip - Do a lip trick on one of the qp's with the crack in it, in the carwash alley.

*Manual Gaps

Corner Walk O' Fame - Do a manual on one of the sets of stairs, then go around the corner and manual the other set of stairs.

Step up for Doughnuts! - In the southwest corner, do a manual, then jump and grind the snack tray.

*Lines

'Round the Set - Grind all the rails around the southwest dinosaur area.

Getting some Tail - Go up the qp caused by the earthquake and get onto the platform with the white rails. Grind the first rail (the most northwest one), and keep grinding all the rails, beams, and edges of buildings, until it curves around. When it curves around, just jump and grind the short rail as if you were getting the hidden tape in Pro Tour.

Tokyo

*Air Gaps

DDA for You - Find Banga B or Gimme Gapu and skate west. There is a platform (from the east wall it's the second one) with qp's. Skate up the west side of the platform over the gap.

Gimme Gapu! - Find Banga B (the middle set of ramps and beams on the east side of the level) and go west from the north ramp. Skate through the break in the qp's, then skate up a qp and fly over the gap you came from to land on the other qp. This gap is south of the Zero Day Gap.

Hidari - On the east side of the level, there is a part with five qp's, or qp sections. Three are sticking out and two are against the wall. Skate up the middle quarterpipe (it's sticking out) and land on the qp north of it (also sticking out).

Me Kara Me Ni - Go to the north wall, near the middle. Skate up one of the curved qp's holding up to get over the platform. This is the gap you might use to get the stat point.

Migi - On the east side of the level, there is a part with five qp's. Three of them are sticking out and two are against the wall. Skate up the middle qp (it's sticking out) and land on the south one.

Norikaeru - On the east side of the level, east of the Bangas, there are five qp's. Two of them are against the wall and three are sticking out. Skate up one of the qp's against the wall and land on the other one.

Pillbug - Go to the south northeast corner, against the east wall. There is a curved qp sticking out, then a qp against the wall, and another qp sticking out. Skate up one of the qp's that's

sticking out and land on the other one.

Rama No Esa - Find Banga B or Gimme Gapu and skate west. There is a platform (from the east wall it's the second one) with qp's. Skate up the east side of the platform over the gap.

Tishiyu- - Go to the south northeast corner, against the north wall. Skate up one of the qp's that's sticking out and land on the other one.

U 2 U - Go to the section with the Rama No Esa and DDA for You gaps. Skate up the qp holding up to get over the platform.

Various Vert Vark Vap - Go to the south part of the level and skate over the platform by skating up a qp and holding up.

Yagi Chi-Zu Gapu - It's north of Za DDA. Skate up a qp over the gap. If you can't find it, go to the west part of the level, find the northern most set of two parallel waist-high beams, then skate east a little bit and south to the platform and skate over the first gap you see.

Za DDA - Go west from Banga B, Gimme Gapu, DDA for You, or Rama No Esa. There is a platform (from the east wall it's the third one) with qp's. Skate up the east side of the platform over the gap.

Zero Day - Go to the south northeast corner, then skate west-southwest to a platform with qp's on it. Skate up the north qp, over the pushed in qp, and land on the qp south of it.

*Grind Gaps

Baku Raito Dori-Muzu - It's near the north part of the level, in the middle, from the north part, skate south to a part where the floor goes down. Grind the ledge of the floor.

Banana Sumasha - Near the southwest part of the level, grind the east waist-high beam. At the end, jump and grind the higher up beam.

Banga- A - There are three sets of ramps with beams connecting them on the east side of the level. Grind the beam of the south one for Banga A.

Banga- B - This is the set of ramps with beams at the east side of the level between two other sets of ramps/beams. Grind this beam.

Banga- C - Grind the north set of ramps with beams at the east side of the level.

Biggie 'U'! - Start where you would end either the No Ru-Pa- or the No Ru-Petto grinds. Grind the ledge as usual, but jump where the beam curves around and grind the other side (you are basically grinding half of the No-Ru-Pa- and half of the No Ru-Petto).

Gurishi- Saru - Near the south part of the level, there are two ramps with beams attached to them. Grind the east ramp up and over the sunken platform.

Holo 2 BC - Go to the east part of the level and find the circle with the cube floating in it. Grind the ledge of the circle, jump, and grind Banga C (the ramp/beam north of the circle).

Long Yeller Rail 2 Rail - In the south part of the level, there are two yellow beams running west to east. Grind one of them, jump, and grind the other one. They are parallel, so you have to jump at an angle.

Monsta- Guraindo - Go to the south northeast corner, skate up the qp on the north side, then grind the yellow rail above. Grind all of the yellow rails on the east side of the level.

Nana- Sumasha- - It's on the west side of the level, Grind the beam that is the northern most beam on the elevated platform. Jump and grind the beam north of it.

No Ru-Pa- - It's near the middle of the level, skate south from the part where the floor lowers. Grind the east side of the next qp platform, and follow it around the curve.

No Ru-Petto - It's near the middle of the level, in the north part. Skate south where the floor lowers (Baku Raito Dori-Muzu) and grind the west side of the qp platform. Follow it around the curve.

Railridemotorcyclehero - Near the south part of the level, there are two ramps with beams attached to them. Grind the ramp on the west up and over the sunken platform.

South-Div 2 Yeller-Gap - On the south part of the level, grind the ledge of the qp and follow it around until you hit the beam.

Sui-to Fanki- Ru-Pu - Go to the north northeast corner of the level and grind the ledge of the curved quarterpipe.

To- Ja-Mu - It's at the south part of the level, grind the ledge of the curved qp, jump over the middle platform, and grind the other ledge.

*Lip Gaps

Ageta Mayuge - Go to the north wall, skate up the qp and do a lip trick on the window ledge.

Aoi Kuchibiru - Go to the south northeast corner, and skate up the qp that is east of the south part of Banga C and do a lip trick on the beam above.

BB Wo Miru - At the east side of the level, with the five qp sections, go east from Banga B and do a lip trick on the north qp.

Hana Chi - Go to the south northeast corner, skate up the qp that's pushed up against the north wall and do a lip trick on the beam above.

Hidari Mayuge - Go to the northwest corner of the level and find the circle with the floating cube. Just north of the circle, skate up the qp against the north wall and do a lip trick on it.

Migi Mayuge - Go to the north northeast corner of the level, and find the circle with the cube above it. Skate north of the circle, up the qp that's against the north wall, and do a lip trick on it.

Takushu Kurasha- - West of the north part of Banga B, skate through the gap in the platform, and do a lip trick on the qp just north of the gap.

*Manual Gaps

Daiookii Superito - There is a part going across from west to east. There is a sunken area between a bunch of qp's, beams, and ramps. Do a manual in the whole part west to east.

Manguri- Denki - In the south part of the level, do a manual where the floor lowers, then jump and grind the ledge of the middle part.

*Lines

It'ssidneytime - From the north side of the level, go south of where the floor sinks in. Grind up the east side of the qp, then follow it around the curve, jump and do a manual, then grind the top of the qp in the northeast.

Tripple Banger - Grind and connect (do manuals) all three Banga's (Banga-A, Banga- B, Banga- C) on the east side of the level.

7.0 - CREDITS

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8.0 - LEGAL INFO

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