

Tony Hawk's Pro Skater 3 FAQ/Walkthrough

by mike tru

Updated to v1.1 on Jul 3, 2002

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.

				Tony Hawk's Pro Skater 3				
				GameBoy Advance				
				FAQ / Walkthrough				
				Version 1.1				
				Mike Truitt				
				Monday, July 08, 2002				

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I I Version History
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Version 1.0 Got all of the walkthrough, controls and secrets sections done
 which is most of the information. I still will be adding
 sections for High Scores and Created Skaters. But other than
 that this FAQ is about done.

Version 1.1 Added the Create - A - Skater section of the FAQ as well as
 the main title design of the FAQ.

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Last Updated Monday, July 08, 2002

=====
I I I Controls
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•=====•	•=====•	•=====•
Button	On Ground	In Air
•-----+	•-----+	•-----+
L Button	Change Stance	Kick Tricks
•-----+	•-----+	•-----+
R Button	Spin	Grab Tricks
•-----+	•-----+	•-----+
A Button	Nothing	Grind Rail
•-----+	•-----+	•-----+
B Button	Jump	Nothing
•-----+	•-----+	•-----+
D-pad	Move	Move
•-----+	•-----+	•-----+
Start	Pause Game	Pause Game
•-----+	•-----+	•-----+
Select	Nothing	Nothing
•-----+	•-----+	•-----+
Up - Down	Manual	Nothing
•-----+	•-----+	•-----+
Down - Up	Nose Manual	Nothing
•-----+	•-----+	•-----+
Up - B	No Comply	Nothing
•-----+	•-----+	•-----+

```

| Up - Up - B | Beanplant      | Nothing      |
•-----+-----+-----•
| Left - Left | Nothing          | 180 Turn    |
•-----+-----+-----•
|Right - Right| Nothing          | 180 Turn    |
•=====•=====•=====•

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I V          Move List
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Tony Hawk

Depending on whose house you were checking, Tony Hawk's been a household name for over twenty years. But it's really his last half decade of contest winning and 900 spinning that have tattooed HAWK on the foreheads of our youth. A trailblazer in the effort to bring skateboarding to the ends of the world, Tony has become an icon for a generation of kids sorely needed one. Through the invention of countless tricks, his seemingly limitless potential, and a sense of grace and class that follows behind his quickly moving self, Tony Hawk soars.

Stats:

```

Air time:: X X X X X X X
Hang time: X X X X X
Ollie::::: X X
Speed::::: X X X X X X
Spin:::::: X X X X X X X X
Landing::: X X X X X
Switch:::: X X X
Rail Bal:: X X X
Lip Bal::: X X X X X X
Manuals::: X X X X X

```

Moves:

```

•-----+-----+-----•
|      Flip Name          |      Flip Combination      |
•-----+-----+-----•
|      Pop Shove It      |      Up + L Button         |
•-----+-----+-----•
|      Heelflip Varial Lien |      Up + Right + L Button |
•-----+-----+-----•
|      Heelflip          |      Right + L Button      |
•-----+-----+-----•
|      Varial Heelflip    |      Down + Right + L Button |
•-----+-----+-----•
|      FS Shove It        |      Down + L Button        |
•-----+-----+-----•
|      Varial Kickflip    |      Down + Left + L Button |
•-----+-----+-----•
|      Kickflip           |      Left + L Button        |
•-----+-----+-----•
|      Kickflip to Indy   |      Up + Right + L Button  |
•-----+-----+-----•
|      Front Foot Impossible |      Up + Up + L Button    |
•-----+-----+-----•

```

360 Flip	Down + Down + L Button
Grab Name	Grab Combination
Nosegrab	Up + R Button
Mute	Up + Right + R Button
Indy Nosebone	Right + R Button
Judo	Down + Right + R Button
Tailgrab	Down + R Button
Stalefish	Down + Left + R Button
Melon	Left + R Button
Crossbone	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Gymnast Plant	Up + A
180 Rock and Roll	Up + Right + A

Eggplant	Right + A
Eggplant	Down + Right + A
180 BS Rock and Roll	Down + A
BS Disaster	Down + Left + A
Mute Invert	Left + A
Handplant	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Steve Caballero

One of a select few, this "Godfather of Modern Skateboarding," help defined just what it means to be a professional skateboarder, pioneering this modern era of technical skating with innovations like his namesake fakie ollie 360 - The Caballerial. With the energy of a teenager and the sophistication of a man who has made his own way, Cab is a year-round skater who teaches by example. He rides every terrain - street, vert, and parks - with the skill and passion of a master.

Stats:

Air time:: X X X X X X
 Hang time: X X X X X
 Ollie::::: X X X X X
 Speed::::: X X X X X X
 Spin::::: X X X
 Landing::: X X X X X
 Switch:::: X X X X X
 Rail Bal:: X X X X X X
 Lip Bal::: X X X X X
 Manuals::: X X X X

Moves:

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button

Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A

50-50 Grind	A
Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Kareem Campbell

An ideal combination of both East and West coast sensibilities, Kareem Campbell is not a bridge joining an equal-but-opposing geo-cultural issue, he's just an authentic skater. Born and raised in real cities, his skate-life come-up led Kareem to develop an urban foundation to his skateboarding. Not by design, but rather out of necessity, his metro-style is a well-honed version of what the rest of the world's street dwellers hope to someday attain: smart, real, and smoothed out - without the R&B.

Stats:

Air time:: X X X X X X X
 Hang time: X X
 Ollie::::: X X X X X X
 Speed::::: X X X X X
 Spin::::: X X X X X X X X
 Landing::: X X X X
 Switch:::: X X X X X
 Rail Bal:: X X X X X X
 Lip Bal::: X X
 Manuals::: X X X X X

Moves:

•=====•

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A

Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Rune Glifberg

An O.G. Dane enduring the climes of sunny So.Cal, Rune Glifberg's been known to phone home using ubiquitous digital technology. His extra-terrestrail power style has led him to the podium of many vert contest, but he's suprisingly well versed in all of the undisciplined disciplines of modern skating, parks, pools, streets, and, of course, whatever. Pinching bits and peices of experiences from all terrain has made Rune one of the mose veritile skaters of the day. Rune has shown that treet, vert, or otherwise, it is possible to be at home no matter where one may be in the world.

Stats:

Air time:: X X X X X X X
 Hang time: X X X X X X X
 Ollie::::: X X X X X

Speed::::: X X X X X X
 Spin::::: X X X X X
 Landing::: X X X
 Switch:::: X X X X
 Rail Bal:: X X X X
 Lip Bal::: X X X X X X
 Manuals::: X X X

Moves:

Flip Name	Flip Combination
Pop Shove It	Up + L Button
Heelflip Varial Lien	Up + Right + L Button
Heelflip	Right + L Button
Variar Heelflip	Down + Right + L Button
FS Shove It	Down + L Button
Variar Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Kickflip to Indy	Up + Right + L Button
Front Foot Impossible	Up + Up + L Button
360 Flip	Down + Down + L Button

Grab Name	Grab Combination
Nosegrab	Up + R Button
Mute	Up + Right + R Button
Indy Nosebone	Right + R Button
Judo	Down + Right + R Button
Tailgrab	Down + R Button
Stalefish	Down + Left + R Button
Melon	Left + R Button
Crossbone	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
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Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Gymnast Plant	Up + A
180 Rock and Roll	Up + Right + A
Eggplant	Right + A
Eggplant	Down + Right + A
180 BS Rock and Roll	Down + A
BS Disaster	Down + Left + A
Mute Invert	Left + A
Handplant	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Eric Kosten

The clean bean ideal of an EverySkater, Eric Kosten has quietly become skateboarding's most influential front-row cheerleader for the Los Angeles Laders. Tirelessly supporting his home team to a domination NBA Championship

two peat, Eric, has also managed to evelve his smooth, consistent, and innovative skateboarding skills to the point that young fans everywhere are abandoning their dreams of crossovers and three pointers in hopes of someday nailing fifteen-stair backside noseblunt slides, "Just like Kosten"

Stats:

Air time:: X X X X
 Hang time: X X X
 Ollie::::: X X X X X X X
 Speed::::: X X X X X
 Spin::::: X X X X
 Landing::: X X X X
 Switch:::: X X X X X X X
 Rail Bal:: X X X X X X X
 Lip Bal::: X X X
 Manuals::: X X X X X X

Moves:

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button

Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Bucky Lasek

Bucky Lasek is an excitable twenty-something who, once emerging from the long shadow cast by his friend and mentor Tony Hawk, proceeding to destro any sitcom sidekickk preconceptions by cranking out his own style of beyond-the-boundries vert skating. Bucky carries along with him a wieghty satchel of trickness that includes above-the-lip flips and twist and a laundry list of tech coping sorcery.

Stats:

Air time:: X X X X X X X
Hang time: X X X X X X X
Ollie::::: X X X
Speed::::: X X X X X X
Spin::::: X X X X X X X
Landing::: X X X
Switch:::: X X X X X
Rail Bal:: X X X
Lip Bal::: X X X X X X X
Manuals::: X X

Moves:

Flip Name	Flip Combination
Pop Shove It	Up + L Button
Heelflip Varial Lien	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
FS Shove It	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Kickflip to Indy	Up + Right + L Button
Front Foot Impossible	Up + Up + L Button
360 Flip	Down + Down + L Button

Grab Name	Grab Combination
Nosegrab	Up + R Button
Mute	Up + Right + R Button

Indy Nosebone	Right + R Button
Judo	Down + Right + R Button
Tailgrab	Down + R Button
Stalefish	Down + Left + R Button
Melon	Left + R Button
Crossbone	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Gymnast Plant	Up + A
180 Rock and Roll	Up + Right + A
Eggplant	Right + A
Eggplant	Down + Right + A
180 BS Rock and Roll	Down + A
BS Disaster	Down + Left + A
Mute Invert	Left + A

Handplant	Up + Left + A
Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Bam Margera

Bam is both the lightning bolt and the lightning rod - snapping necks with his unrestrained Pennsylvania - grown skate style, and harnessing the energy of his own massive discharge by video taping literally every waking moment of his practical - joker lifestyle. For skaters, he's a hilariously talented breath of fresh air in the form of seriously non - serious, and for the rest of the planet who knows him simply as "The Jackass who skates," he's the bad example that everyone wants to follow. Perfectly shocking.

Stats:

Air time:: X X X X
 Hang time: X X X
 Ollie::::: X X X X X X X
 Speed::::: X X X X X X
 Spin::::: X X X X
 Landing::: X X X X X X X X
 Switch::: X X X X
 Rail Bal:: X X X X X X X
 Lip Bal::: X X X X
 Manuals::: X X X

Moves:

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button

360 Shove It	Down + Down + L Button
Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A

Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Rodney Mullen

Rodney Mullen birthed today's street tech. Period. An icon among idols, he's the man who freestyled many of the moves today's freshest pros use as a foundation for their own progressive skating. Flat ground ollies, 360 flips, and ollie impossibles were all made manifest by the critical thought and problem solving of this tenured Prof. of skateboard conceptualism.

Stats:

Air time:: X X
 Hang time: X X
 Ollie::::: X X X X X X
 Speed::::: X X X X X
 Spin:::::: X X X X X X X X
 Landing::: X X
 Switch::: X X X X X X X X
 Rail Bal:: X X X X X X X
 Lip Bal::: X X
 Manuals::: X X X X X X X X

Moves:

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button

Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Chad Muska

With a nod to the past manifested in Muska Style, be it his deck designs or his daring 'dos, this heroic skater proudly represents today's new breed of renaissance professional skateboarders. This customized sled shredder is known not only for his breathtaking leaps and bounds on board, but his other-level self promotion - demoning, music making, and palm pressing like the tireless public figure he's built himself up to into. Still, Muska has and always will be respected for fearlessly testing the physical bounds of real deal street skating with the best very of them.

Stats:

Air time:: X X X X
 Hang time: X X X
 Ollie::::: X X X X X X X X
 Speed::::: X X X X X X
 Spin::::: X X X X
 Landing::: X X X X X X X
 Switch::: X X X X X
 Rail Bal:: X X X X X X X X
 Lip Bal::: X X X
 Manuals::: X X

Moves:

•=====•

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A

Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Andrew Reynolds

Bringing a precise link and stomp to the sometimes failing world of big drop street skating, Andrew Reynolds's it Hammer Time tendencies are powered by his willingness to throw his six foot frame from heights that make limping crybabies out of lesser men. Powered by invisible springs and kept upright with hidden gyroscopes, Reynolds represents skateboarding's ultimate fighting machine - declassified and unleashed on the planet in hopes of keeping our streets free of ticky tack mediocrity.

Stats:

Air time:: X X X X
 Hang time: X X
 Ollie::::: X X X X X X X X
 Speed::::: X X X X

Spin::::: X X X X X
 Landing:: X X X X X X X
 Switch:::: X X X X X
 Rail Bal:: X X X X X X X X
 Lip Bal:: X X X X
 Manuals:: X X X

Moves:

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
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Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Geoff Rowley

An explosion of over the top activity has elevated Geoff Rowley from excellent skater to skateboardings par excellence. Consistently operating above the also runs in the non competitive competition that defines real skateboarding, this re-located Brit has paid his fair share of dues whilst uncerimoniously being

dubbed the official holder of the title, King Assassin of Unsuspecting Rails and Double Sets. And that's official.

Stats:

Air time:: X X X X X X
Hang time: X X
Ollie::::: X X X X X X
Speed::::: X X X X
Spin::::: X X X X X
Landing::: X X X X X
Switch:::: X X X X
Rail Bal:: X X X X X X X X
Lip Bal::: X X X X X X X
Manuals::: X X X

Moves:

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button

Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button
=====	
Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Elissa Steamer

Truly a skater's skater, Elissa hasn't made her name in professional skateboarding as a flag waving "first female" but as a no - nonsense skater with a sick desire to learn, progress and rise above even her own preconceptions of what can be done on board. Taking her lumps and paying her dues along with the rest of the pro field, she's altered the testosterone soaked landscape of skateboarding by refusing to lower herself to the level of gender debates and instead choosing to just shut up and skate.

Stats:

Air time:: X X X X X X
Hang time: X X X X
Ollie::::: X X X X X
Speed::::: X X X X X
Spin::::: X X X X X
Landing:: X X X X
Switch:::: X X X X X
Rail Bal:: X X X X X X
Lip Bal:: X X X X X
Manuals:: X X X X X

Moves:

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button

Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A
180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

Jamie Thomas

Coming up on 15 years of serious skateboarding, Jamie Thomas still wakes up everyday thinking, living and breathing his "Leap of Faith" style skating - and shows no sign of easing up any time soon. With a drive strong enough to motivate his mind over what really matters, Thomas can often be found speeding through immense handrail and gap situations leaving in his wake the shredded conceptions of where skateboarding can be shoved for the sake of "How far?" and "How high?".

Stats:

Air time:: X X X X
 Hang time: X X X
 Ollie::::: X X X X X X X
 Speed::::: X X X X X X
 Spin::::: X X X X
 Landing::: X X X X X X X X
 Switch:::: X X X X
 Rail Bal:: X X X X X X X
 Lip Bal::: X X X X
 Manuals::: X X X

Moves:

Flip Name	Flip Combination
Impossible	Up + L Button
Inward Heelflip	Up + Right + L Button
Heelflip	Right + L Button
Varial Heelflip	Down + Right + L Button
Body Varial	Down + L Button
Varial Kickflip	Down + Left + L Button
Kickflip	Left + L Button
Hardflip	Up + Right + L Button
Sal Flip	Up + Up + L Button
360 Shove It	Down + Down + L Button

Grab Name	Grab Combination
Stiffy	Up + R Button
Japan Air	Up + Right + R Button
Indy	Right + R Button
Benihanna	Down + Right + R Button
Varial	Down + R Button
Roastbeef	Down + Left + R Button
Method	Left + R Button
Madonna	Up + Left + R Button
Rocket Air	Up + Up + R Button
Airwalk	Down + Down + R Button

Grind Name	Grind Combination
Nose Grind	Up + A
Crooked / Overcrooked	Up + Right + A
Boardslide / Lipslide	Right + A
Smith / Feeble	Down + Right + A
5-0 Grind	Down + A
Smith / Feeble	Down + Left + A
Boardslide / Lipslide	Left + A
Crooked / Overcrooked	Up + Left + A
Nosebluntslide	Up + Up + A
Bluntslide	Down + Down + A
50-50 Grind	A

Stall Name	Stall Combination
Nosepick	Up + A
Nosestall	Up + Right + A
Disaster	Right + A

180 Rock and Roll	Down + Right + A
180 BS Rock and Roll	Down + A
180 Rock and Roll	Down + Left + A
Rock and Roll	Left + A
BS Axle Stall	Up + Left + A

Manual Name	Manual Combination
Manual	Up - Down
Nose Manual	Down - Up

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V Basic Information and Hints
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- Hint 1 In order to score big combos, you must first practice the lines that you are going to try to attempt.
- Hint 2 If you have any preconceptions about this game from playing one of the console versions of the game, then forget them all, this game is 100% different.
- Hint 3 When looking around for icons or whatnot, always remember to look for more than one route. Sometimes the obvious way is not the easiest way.
- Hint 4 Learn how to balance well on both grinds and manuals. Only this will allow you to get scores that you need.
- Hint 5 Do not get frustrated. It is way too easy to throw your GameBoy on the ground and break it.
- Hint 6 Just have fun and relax.
- Hint 7 Practice. Practice. Practice.
- Hint 8 Take your time. Rushing though the game only leaves the opportunity for you to miss something that you might have wanted to have seen or experience.

The FoundryHigh Score: 10,000

This is the first of the scoring goals in the game. It is fairly basic and easy to achieve. All you really need to be able to do is string together a couple of tricks either by grinding or reverting and you should have it.

Pro Score: 30,000

Just like the 10 000 point run except a little harder. However, you should have no problem achieving this goal in your 2 minutes.

Sick Score: 60,000

This one might give first time players a bit of a hassle for the first few runs. But once you figure it out, you should be able to get this in no time.

Find The Hidden Tape

You must first un-jam the five valves in order to complete this goal. Once you do that there should be an elevator that opens up on the right side of the level. Go up this elevator. You should then be on a platform. Skate all of the way to the back of the level but stay on the platform. Once you are at the back. Jump off of the middle of the platform where there is a kicker ramp and you should get this tape.

Find SKATE *vert*

As soon as you start out the level there is a half pipe right in front of you. Use the kicker ramp right before it to jump over it and get the letter S.

When you land, you should skate forward a bit until you get to where there are two quarter pipes on the right wall. You should see the letter K above one of them.

On the same wall as the K, you should see another the letter A above another one of the quarter pipes. Jump off of the quarter pipe to get it.

When you land from getting the letter A skate past the two molten pools and you should see a quarter pipe that is right behind it. Jump off of the left side to get the letter T.

Skate back to the front of the level to the half pipe. Near this half pipe should be a smaller quarter pipe. Jump off of this quarter pipe to

get the letter E.

Find SKATE *street*

From the front of the level, skate to the right to where the elevator is. There is a rail right by it that has the letter S on it. Grind this rail to get it.

When you land skate back a bit until you get to an upward sloping rail. Grind this rail to the very top of it, then jump off and you should get the letter K.

When you land from getting the letter K, grind the rail that is right in front of you. At the end of this rail is an upward slope. Jump off of the slope and you should fly right into the letter A.

Continue around the level until you get to near the magma pools are. Against the wall on the left side is the letter T. Grind this rail and you should get the letter.

From there skate forward until you get to the half pipe. Once you are there, grind the lip of the half pipe on the side furthest from the start and you should get the letter E

Melon Over The Half Pipe *vert*

As soon as you start off the level, skate forward until you get to the half pipe.

There should be a little ramp right before it. Jump off of this ramp and hold down Left + R Button and land on the other side of the half pipe to get this goal.

50-50 TC's Rail *street*

Skate forward at the start of the level until you get to the two molten pools. In between the two pools is a rail. Grind this rail from one end to the other doing a 50-50 grind by simply holding down the A button when you jump.

Un-Jam 5 Valves

From the start of the start of the level skate to the right wall. You should see the first rail on the wall. Grind this rail, then at the end, wall ride the wall and jump off and grind the next pipe and you should get the second valve. Then at the end of that pipe is another. Grind that one and you should get the third valve. At the end of that one, jump off and skate to the back of the level. Once you are there get on the left side and you should see the fourth valve. From there, make your way to where TC's rail is. Right at the end of TC's rail that is furthest from the start is the last valve.

Drain The Molten Pools

First you must un-jam the five valves. Once you do, skate over to where the elevator is. Go up the elevator and make your way to the very back of the platform where there is just a long quarter pipe. In the middle of this is a bar type thing. Jump into it and you should get this goal. the molten pools.

Wall Ride The Magma Falls

From the start of the level, skate to as far back as you can get. Once you are there, you should see a spot in between the two platforms on the back wall. Wall ride from one of these platforms to the other to get this goal.

Find 5 Stat Icons

Stat #1: Right in front of you when you start should be a half pipe. Jump off of the right and back side of it and you should get this stat.

Stat #2: Drain the pools and then go into the right pool. Jump off of the back side of it and you should get this stat point.

Stat #3: Skate to the back of the level to where there is the long curved quarter pipe with a gap in it. Jump the gap to get this point.

Stat #4: Right past the molten pools is three quarter pipes. In one of the gaps is this stat point. To get it, simply jump the gap.

Stat #5: Un-Jam the five valves and then ride the elevator up. As soon as you get to the top, face to the back of the level and grind the rail that is in front of you. At the end of the rail, jump off and you should get this stat point.

Find the Deck

As soon as you start off the level, skate into the half pipe. Get some speed and air built up on the right side of it. Then jump off of the back side and angle yourself right and you should get this icon if you go at the right angle.

SUBURBIA

High Score: 35,000

This goal should be fairly simple to achieve. All you really need to do is make a decent sized combo with a few tricks in it and you should have this goal in no time.

Pro Score: 70,000

Much like the High Score goal, just make a simple combo that has a few grinds and manuals and make sure that you throw in a revert and this goal is easily accomplished.

Sick Score: 120,000

This goal might give a first time player a few problems at first, but once you start to get some practice, this should be gotten easily in one run, and even one combo.

Find the Hidden Tape

You will first have to help out the this man. Once you have done this, his back yard should become open. You will need to get into his back yard. Once you are in there, get into the back right pool. You should see a

bar that is in the back left area of that pool. Jump up and grind this rail towards the right. At the end of this rail, you should be able to jump onto the house. At the end of the house you should see the tape. Just jump into the icon to get this goal.

Find SKATE * Vert *

As soon as you start, you should see a quarter pipe right by you. Jump off of this quarter pipe to get the letter S.

After you land, skate over to where the construction is going on. In this area you should see a long ledge that is a part of the house. Grind this ledge and right around the middle of it, you should get the letter K.

Once you get that letter skate back to the area that is just right of where you started. In this area is a barbecue that is cooking. Near the grill is a quarter pipe with the letter A above it. Jump off of the quarter pipe to get the letter A.

Once you land from here, skate over to the Utopia sign. Face the quarter pipe that is right by you and you should see the letter T above it. Jump off of the quarter pipe and you should get this letter.

After you get that, go back over to where you found the thin man. Near him is a quarter pipe with the letter E above it. Jump off of the quarter pipe to get this point.

Find SKATE * Street *

As soon as you start out the level, skate forward until you get to the Utopia sign. Once you are there, face the sign and you should see a wire that is coming off of it. Grind this wire and jump once or twice and land in a grind again and you should get the letter S.

Once you land, go a bit to the right and you should see a building that looks kind of like the letter L. Follow the side of this house and you should see two quarter pipes with a gap in between them. Jump this gap and you should get the letter K.

Once you have landed here, skate over to where the construction is going on. When you are in this area, make your way to the back right part of it. You should see a quarter pipe with the letter A above it. Simply jump off of the quarter pipe to get this letter.

As you land, you should try to make your way to the red house. Right before you get to this house is a planter. Grind this planter until it starts to slope upwards. Then jump off and you should get the letter T.

When you land, make your way over to the other side of the house. You should see a board lying on the ground. Grind this board and you should get the letter E.

Nosegrab Between The Ramps * Vert *

Skate forward when you start the level until you get to the Utopia sign. Once

you are there, turn to your right and you should see two quarter pipes in front of you with a gap in between them. Jump this gap while holding Up + R Button to get this goal.

Heelflip the Pickup Hop * Street *

When you start the level, you should go to the left and you should be in an area with a bunch of buildings. Look around in this area and you should see a pickup truck. Jump over this pickup truck the long way and hit Right + L Button in the air.

Smash 5 Pumpkins

As soon as you start off the level you should see the first pumpkin on the wall off to your left with a ramp leading up to it. Jump off of the ramp and you should get the first one.

Once you land there, go over to where the red house is. By this house is a ledge. Grind this ledge and you should smash right into the next pumpkin.

Once you land that, skate down the street until you get to the Utopia sign. Once you are that turn to the left and you should see two quarter pipes with a gap between them. Grind this gap and you should get the third pumpkin.

After smashing that pumpkin, make your way over to the thin man. Sitting right next to him is the fourth of the five pumpkins.

After getting that pumpkin, skate your way over to where you started. Once you are there, go a bit to the right and you should see a grill. Near this grill is a bench with the fifth pumpkin on it. Grind this bench and you should smash the last of the pumpkins.

Help The Thin Man

When you first start out the level, turn to your right and make your way into the construction area. In this area you should see an ax. Run into the ax and you should have picked it up. As soon as you pick it up skate over to the back right area of the level and you should see a man. Stop by him and you should get this goal.

Feed the Hungry Hobo

As soon as you start skate forward until you get to the red house. Go into their back yard and you should see a grill. Stop by the grill and you should have picked up a hot dog. Then go to the back left corner of the level. In here you should see a guy next to one of the buildings. Stop by him and give him the hot dog and you will get this goal.

Find 5 Stat Icons

Stat #1: Make your way to the back left area of the level. To the right of the hobo is a building with a quarter pipe by it. Jump off of the quarter pipe to get this stat point.

Stat #2: From here turn to the right and skate forward. You should see two wooden quarter pipes that form a spine. Jump off of one of the quarter pipes and you should get this stat.

Stat #3: Then from there go to the back yard of the red house to where the grill is. In the front right corner of this area should be a quarter pipe with a stat point above it.

Stat #4: As soon as you start of the level, turn to your right and you should be in a construction area. In this area is a large pool. Jump off of the back side of the pool and you should get this stat point.

Stat #5: After you help out the thin man go down the alley way that opens up. At the end of this alley is a quarter pipe with a stat point above it. Jump off of the quarter pipe to get this point.

Find the Deck As soon as you start out the level skate along the right side of the street. After a little bit you should see another alleyway that leads to the right. At the end of this alley is a quarter pipe with a deck icon above it. Jump off of the quarter pipe to get this icon.

RIO DE JENIERO

Find 5 Stat Icons

Stat #1: As soon as you start of the level, turn to the right and you should see a rail with a stat icon above it. Grind this rail, then when you are about to be under the icon, jump off and you should get this icon.

Stat #2: When you first start off the level there should be a block in front of you. Go around this block. Turn around and you should see a long quarter pipe with a stat point above it.

Stat #3: In the middle of the level you should see two blocks made out of quarter pipes. On the front side of it you should see a gap in them. Jump this gap and you should get this icon.

Stat #4: This icon is exactly like stat #2 except on the other side of the block type thing.

AIRPORT

High Score: 55,000

This goal should be fairly simple. If you can link together a decent combo or two you should get this with out any problem before the first minute is up.

Pro Score: 110,000

This score might be a bit more difficult for the vert

style skaters, but all you really need to do is get a nice revert or two in followed by some manualing and quick grinds and this should be easily obtained.

Sick Score: 200,000

The 200 000 point run is the first one that some might begin to have problems with. Simply do a nice combo or two and you should get this in a fairly short amount of time.

Find The Hidden Tape

As soon as you start off the level turn around and you should be facing some quarter pipes with a ledge above them. Jump up onto this ledge and then go to the right. Follow the turn ahead of you and then you should see the tape just off of a ramp. Jump off of this ramp to get the tape.

Find SKATE * Vert *

Turn around when you first start off the level. You should see a set of quarter pipes with a gap between them. Jump this gap and you should get the letter S.

After you land go down one floor. You should see a quarter pipe in the front right of this area that has the letter K above it. Simply jump off of this quarter pipe to get this letter.

After you get the letter K, drop down one more floor. On this floor are boards that show you flight information. Skate to the one on the far right and use it as a quarter pipe to jump off and get the letter A.

Land from getting the A and then go down to the very bottom floor. Skate to the back part of this area. You should see two quarter pipes on the right side with a gap in between them. Jump this gap to get the letter T.

As soon as you land skate alongside the right wall. About half way down the wall is a quarter pipe with the letter E above it. Jump off of the quarter pipe to get this letter.

Find SKATE * Street *

As soon as you start off skate strait ahead. You should see some stairs in front of you. On these stairs, grind the far right rail and you should get the letter S.

Go down to the second level and you should see two circular benches in the middle of this area. You should see the letter K just sitting on one of them. Grind the bench and you should get it.

Skate forward until you get to the next set of stairs. You should see a series of rails in front of you. Grind the one that is in the very front and you should get the letter A.

Once again, go to the next set of stairs. You should see a series of rails leading down. Go to the right set of stairs and then grind the far right

rail and you should get the letter T.

After getting the T, skate down to the bottom most level. Skate on the left side and you should see a bench with the letter E above it. Grind on the back side of the bench and then jump off and you should get this letter if you have it timed correctly.

Airwalk Over the X-Ray Machine * Vert *

Skate forward when you start the level until you get down to the second to last floor. On the back wall of this floor you should see a quarter pipe. Jump off of the quarter pipe and over the machine while pressing Down - Down + R Button and you should get this goal.

Crooked Grind South Bench * Street *

From the start of the level make your way down to the very bottom floor. In the front left corner of this floor you should see the bench. Jump and grind on the bench while holding the Up + Right + A or Up + Left + A button combinations and you should get this goal.

Find the Lost Skateboard

This goal is much simpler than it sounds. On the very bottom level you should see two conveyor belts with suitcases on them. Knock over all of these suitcases and you should get this goal.

Bring Tickets to the Family

When you first start off the level go to the right side of the level and you should see a counter. Grind this counter and you should get the tickets. Then you will need to skate down to the very bottom floor and find the family. They are in the middle of this area. Stop right by them and you should give them the tickets.

Grind Over the Airplane

Skate down to the very bottom of the level when you start out and then go on the back wall. You should see a quarter pipe. Jump out of the quarter pipe and through the glass and you should be in a hidden area. You should see a plane in this area. Jump and grind on the wing and then transfer over to the other one and you should get this goal.

Find 4 Stat Icons

Stat #1: Skate down to the bottom area when you first start off the level. Go to where the conveyor belts are. Above the right belt you should see this icon. Simply jump off of the belt to get it.

Stat #2: Once you land from that, skate to the front right area of this area. You should see a quarter pipe with the stat point above it. Jump off of the quarter pipe to get this icon.

Stat #3: From there, make your way to the back of that area. You should see a

quarter pipe on the back wall. Transfer out of this quarter pipe and you should get this icon if you come at the right angle.

Stat #4: After you land in the hidden area, make your way to the back right corner of this area. You should see a quarter pipe with a stat point above it. Jump off of this quarter pipe to get this goal.

Los Angeles

High Score: 75,000

This score should be fairly easy to get. Just skate around the level and make a good combo and you should get this bad boy in a matter of seconds.

Pro Score: 150,000

Once again this goal should be fairly simple to you by this point in the game. Just make a nice vert trick followed by a series of grinds and such and this should be gotten in no time.

Sick Score: 300,000

This is the first real goal that almost every one will have problems. If you need help, go to the front left quadrant of the level and you should see some circular rails. Special grind these rails over and over and you should get this in your run.

Find the Hidden Tape

To get this goal, you must first start the earthquake and then go to the start of the level. By this area you should see a quarter pipe that was not there before. There is a bar that is above this quarter pipe. Grind this bar and then get on the street. You should see a building to the right of you. Get onto its roof. Follow the roof top past the bend and then grind the second of rail that you see. Grind this rail until its end. At the end of this rail, jump off and you should get this tape.

Find SKATE * Vert *

In the back left quadrant of the level you should see a quarter pipe along the back wall. Jump off of this quarter pipe and you should get the letter S that is floating above it.

After you land, skate to the left. Near the corner you should see two quarter pipes with a gap in between them. Jump the gap in between the pipes and you should get the letter K.

When you land from the gap, skate forward until you get to the road that is in the back. You should see a quarter pipe with the letter A above it. Jump off of the quarter pipe to get this letter.

When you land, skate over to the car wash. There is a quarter pipe near it. Jump off of the quarter pipe and land on top of the car wash. On the

left side of the roof is a quarter pipe with the letter T above it. Jump off of the quarter pipe to get that letter.

Between the top left and the bottom left quadrants of the level you should see the letter E. Go to a sign that is in the top left quadrant and grind it towards the street. At the end of the sign, jump off and you should get this letter.

Find SKATE * Street *

As soon as you start of the level there should be a rail in front of you. Grind this rail and you should get the letter S.

From there skate to the top right quadrant of the level. On the bottom part of that area is a rail that is by the street with the letter K above it. Grind this rail and you should get the letter.

From there you should see the letter A hovering above the sidewalk. Jump up from the sidewalk and you should get the letter A.

After getting the letter A, skate to the bottom left quadrant of the level. In the front part of this area is a long ramp that has a table by it. Grind the rail towards the table, then at the end of the rail jump off towards the table and you should get the letter T.

From there go to the left side of the same quadrant. You should see a long ramp. Grind the lip of the quarter pipe from end to end and you should get the letter E.

Tailgrab Over the Divider * Vert *

Skate down to the bottom right quadrant of the level. In the middle of this area is a dip in the ground. In this area is a quarter pipe, a wall and then a thin quarter pipe on the other side of the wall. Transfer from one of the quarter pipes to the other one while holding down Down + R Button.

Bluntslide the Monster * Street *

From the start of the level skate down to the bottom left quadrant of the level. In the middle of this area you should see a monster. Jump on it and grind its spine from end to end while pressing Up - Up + A or Down - Down + A.

Find 4 Earthquake Gaps

Gap #1: Skate to the top right quadrant of the level. You should see a rail with some marks under it that is right next to the street. Grind this rail to get the first gap.

Gap #2: After getting that one skate into the top left quadrant of the level. Once you are in here, go to the left side. You should see a car wash with many quarter pipes on the outside of it. Jump a gap in the quarter pipes and you should get the second gap.

Gap #3: From there skate down to the bottom left quadrant of the level. Skate alongside of the wall. On the gray wall you should see a spot where

there are cracks in the wall. Wall ride this spot and you should get this gap.

Gap #4: From there, cross the street into the bottom right quadrant. In this area there is a quarter pipe that has some cracks on it. Do a lip trick on the lip of the quarter pipe and you should get the final gap.

Lights - Camera - Action

Lights: From the start of the level, skate down to the bottom left quadrant of the level. Then go to the right side of this area. You should see a set of stairs. Grind the back of the rail all the way to the front of it on the left most rail. Once you get on this rail, jump off and land in a grind on the black rails. From there, jump off and land in a manual. Start to go to your left.

Camera: When you land from there, you should see a camera in front of you. Grind the top of this camera. At the end of the camera you should see some trailers. Jump up and grind these trailers until the end then jump off of them.

Action: When you jump off of that you should be facing the monster. Jump off and grind down the back of the monster and you should get this final part of the line.

Stop the Pickpockets

For this goal you just need to find the five people that are dressed in all black and run right into them.

As soon as you start off the level you should see the first guy.

Once you knock him over, skate to the top left quadrant of the level. Skate around to where the car wash is. You should see two guys walking around it.

After running into those two guys, skate down the bottom left quadrant of the level. In the middle of this area is a large space. You should see a man just walking around here. Run into him and you should only have one guy left.

From there skate to the bottom right quadrant of the level and skate over to where there is a dip in the ground. This guy should be walking around in this general area.

Find 4 Stat Icons

Stat #1: As soon as you start off the level, turn around and you should see two quarter pipes with a gap between them. Jump this gap and you should get the first icon.

Stat #2: From there, skate into the bottom right quadrant of the level. In the area that has the depression in the ground you should see a C-shaped wall with quarter pipes on either side. Jump off of the middle of the quarter pipes to get this icon.

Stat #3: After getting that one skate down to the bottom left quadrant of

the level. On the right side of the level you should see a set of rails with a stat icon in between them. Grind these rails and then transfer to the other one right as you come to the icon.

Stat #4: Finally, skate up to the top left quadrant of the level. As you are entering it you should see this icon just hovering above the ground. Jump up and into it and you should get this icon.

Find the Deck

From the start of the level skate down to the bottom right quadrant of the level. In this area you should see a purple structure. There should be a beam on the top of it. Grind the beam and you should get this deck icon.

TOKYO

Find 4 Stat Icons

Stat #1: As you come down the rollin at the start of the level you should see a yellow rail. Grind this yellow rail, then when you are under the icon, jump off and you should get it.

Stat #2: After you get that icon, keep on going strait. In front of you should be a quarter pipe. Jump out of the quarter pipe and onto the other side. When you land you should see two yellow rails. Grind the left one and then when you get under the icon jump off and you should get it.

Stat #3: As soon as you get that icon, skate over to the right wall. Near the back of the wall you should see two quarter pipes with a gap in between them. Jump this gap and you should get this stat icon.

Stat #4: After getting that icon, skate into the pool that is right by you. On the back left corner of the pool, jump out of it and to the left. If you go at the right angle you should get this icon.

V I I Secrets

Times Beaten	Cheats Unlocked
01	Wolverine
02	The Zone
03	Trial Mode
04	Speed
05	Shaun Palmer

06	Rail
07	Mindy
08	Geo
09	Fan
10	STUD Mode
11	Perfect Rail Balance
12	Infinite Special
13	Perfect Manual Balance
14	Moon Physics
15	Giant Mode
16	Slow Motion Mode
17	Tiny Mode
All Gaps	Turbo Mode

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V I I I Create - A - Skater

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Throughout the Create - A - Skater section of the game, there is a set of standard controls that are followed throughout the entire option. They are as follows...

Button Name	What the Button Does
Up	Chooses which option you wish to modify
Down	Chooses which option you wish to modify
Left	Modifies your chosen option
Right	Modifies your chosen option
A	Chooses your option
B	Goes back to the Main Options menu
L Button	Rotates your chosen skater
R Button	Rotates your chosen skater

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Once you get into the main section of the Create - A - Skater Menu, follow the directions listed below for the rest of the FAQ.

C H A N G E O U T F I T

In this menu you can alter the appearance of your skater.

Name: In this option you can choose the name of your Created Skater.

Outfits: Here you can choose one of the given outfits of your skater. All of the outfits are listed here...

- Outfit 1
- Outfit 2
- Outfit 3
- Outfit 4

Complexion: With this option you can modify the complexion of your created skaters skin, ranging from the very dark to the almost pale. All of your options are listed here...

- Complexion 1
- Complexion 2
- Complexion 3
- Complexion 4
- Complexion 5
- Complexion 6
- Complexion 7
- Complexion 8
- Complexion 9
- Complexion 10
- Complexion 11

Shirt: This option allows you to choose what type of shirt you wish for your created skater to wear. All of the different shirts are listed here...

- None
- Cammo Long
- Green T Long
- Plaid Long
- Stripe Long
- Green Collar
- Lasek Long
- Kosten Long
- Margera Long
- Thomas Long
- Cammo Short
- Green T
- Plaid Short
- Stripe Short
- Blue T

Orange T
Red T
White T
Tony Short
Cab Short
Kosten Short
Mullen Short
Rowley Short
Beater
Campbell
Glifburg
Muska

Logo:

This option allows you to chose which, if any, logo you want your skater to wear. The available logos are listed here...

Airwalk
Alphanumeric
Axion
Billabong
Birdhouse
Brigade
Cab
Circa
City Stars
ES
Etnies
Four Star
Ghetto Child
Girl
Hawk Air
Quicksilver
Red Dragon
Toy Machine
Zero
None

Pants:

Here you can choose what kind of pants your skater will be wearing, the options are as listed...

Cammo Shorts
Cargo Shorts
Tony Shorts
Cab Shorts
Glifburg Shorts
Cargo Pants
Cammo Pants
Ripped Pants
Campbell Pants
Lasek Pants
Margerera Pants
Mullen Pants
Steamer Pants
Muska Pants
Reynolds Pants
Rowley Pants
Thomas Pants

Shoes: This option allows you to choose which kind of footwear you want to be on your skater. The given shoes are listed here...

Tony
Campell
Glifberg
Kosten
Lasek
Margerera
Mullen
Steamer
Thomas
Muska
Reynolds

Arms: With this option you can choose what sort of body art you want your skater to sport on his arms. The given tatoos are as listed here...

None
Arm Tatoo A
Arm Tatoo B
Arm Tatoo C
Arm Tatoo D
Arm Tatoo E

Legs: You can choose what sort of tatoo or socks your skater will be wearing, they are as follows...

None
Leg Tatoo A
Leg Tatoo B
Leg Tatoo C
Leg Tatoo D
Leg Tatoo E
Short Socks
Long Socks

Chest: Here you can choose what type of tatoo you skater will have printed on his chest. All of the options are as listed here...

None
Chest Tatoo A
Chest Tatoo B
Chest Tatoo C
Chest Tatoo D
Chest Tatoo E
Chest Tatoo F
Chest Tatoo G

E D I T S T A T S

This menu is quite self explanatory. If you have any stat icons that you have found during career mode, but have not already equipped, then go to this menu and give your skater the

stats that they need ever so badly.

E D I T S P E C I A L S

In this menu you can change the button arrangement of the specials that you have equipped.

E D I T D E C K

This menu allows you to change which one of your skaters many decks you will use. The decks that the Created Skater has been given are as followed...

- Birdhouse
- Element
- Baker Logo
- City Stars Slam
- Shorty's Black Icon
- Enjoi Design
- Kosten Olympic
- Toy Machine Red
- Cab Chinese Dragon
- Zero New Fire Bird

C A R E E R B O A R D

This menu allows you to see which goals you have already completed and which ones you are yet to complete in your Career Mode.

S C O R E B O A R D

In this menu you can see what your high scores and other such stats are for every level.

M O V I E S

When you beat the game 100% with any given skater you will unlock their movie. Once you have done this, go to this menu to see their video any time that you wish.

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I X Frequently Asked Questions

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Is this game like the PS2 / Xbox / GCN versions of THPS 3?

Absolutely not. The only likeness about this game and those versions of the game are the similarities in their titles and level names. Other than that they

are completely different.

How much does THPS3 cost?

It depends on where you go. At the time that this FAQ was written the game can be found for around \$30 - \$40 American currency. I don't know the price in Euro's but I would be interested to find out.

What is your high score?

I have not been playing this game very long. In fact I've had it for less than a week. But as of right now, my high combo is hovering around 400 000 points.

Are there any Cheats for THPS3?

All the secrets and cheats that I know of are listed at the "Secrets" section of this FAQ.

What's this Sponsor Mode you speak of?

In order to unlock Sponsor Mode for a skater you must first beat the game 100% with that skater.

What do you mean by beating the game 100%

That means you must complete every goal and find every icon in the game for that skater.

How do I get more special tricks?

Get a gold medal in any one of the competitions to unlock another trick slot. A total of seven new ones can be unlocked.

What do the different game modes mean?

Each mode in the game serves its own purpose. Career mode is meant for building your skill and challenging your ability and then giving you rewards for completing your task. Free skate is meant for a practice session, and time trial is meant to test your scoring ability in a two minute run.

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X Notes & Thanks
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