



## Introduction

San Vanelona is a carefully constructed paradise for skaters. There's a curb to Grind, an alley to Ollie or a quarter pipe to conquer at every turn. You could spend weeks casually cruising the city's expansive bounds. But you're not here to explore. You're here to make it big at what you do best.

There are two magazines where you can get the exposure you need: Skateboard Mag and Thrasher. To grace their pages you'll have to outdo the pros, and prove that your moves are worth their weight in ink. It's hard to make it to the top, and Skate is no exception. Technical tricks will make you want to trade your board for a pair of Rollerblades. The city's best skate spots will remain out of reach. Deathraces across town will leave you face down at the finish line.

In the end, the only thing between you and the pavement is your trusty deck and this Guide. So fear not. When you're with us, every gnar-gnar spill has a silver lining. So tighten those trucks and put on your best company logo, it's time to Skate!

**Guide by:** Samuel Claiborn

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## Skate Basics

### Getting Around

San Vanelona's 4 expansive districts make for a lot of area to cover on a skateboard. Thankfully, if you are not in the mood for an across town push-a-thon, you can use your map to warp to important locations. You can always warp to train stations and active Challenges. There are also 20 Spots around town that you can use as warp locations after you discover them. These are located next to useful places like the Plan B Warehouse and the top of the hilly Res district, so seek them out if you want to return to useful spots.

You cannot walk in Skate. If you and your trusty deck are separated, it usually means you are going to break something in your body.



### Tuning Your Skateboard

Any time you are not engaged in a Challenge you can tune your board. Tighter trucks make your board easier to handle, and we advise everyone to use them. If you fancy yourself a pro, then go ahead and use loose trucks, they will make the game much harder and put you in your place, mister. Seriously, we can't think of any reason to have loose trucks.



Hard wheels seem to work fine most of the time, but you'll need to soften them up to do long Powerslides for some Film Challenges down the line.

### Tutorials

Learn the ins and outs of shredding by taking a few lessons from the pros in Tutorial missions. In addition to mastering the Flickit control system, it will pay off to learn about things like Pumping and Lines, which you will use often.



## Challenges

There are several types of Challenges you'll have to master on the streets of San Van. Games of S.K.A.T.E., Deathraces, Jams, Best Trick, Film and Photo Challenges are all part of getting exposure in both Thrasher and Skateboard Mag. Once you complete some Challenges, more will become available to you.

## Pro Challenges

Pro skaters are a competitive sort and will challenge you periodically to complete feats of boarding. If you beat their Challenges their character models will become available for use and certain items at the skate shops will be unlocked. After beating the pros they will also be available for a friendly game of S.K.A.T.E. in Old Town.

## The X Games

After landing a cover shot in one magazine, you will be asked to compete in the X Games. They are like any other skate competitions you'll encounter but more "extreme." The two X Game competitions that you can compete in are "Skateboarding Megaramp" and "Skateboarding Street."



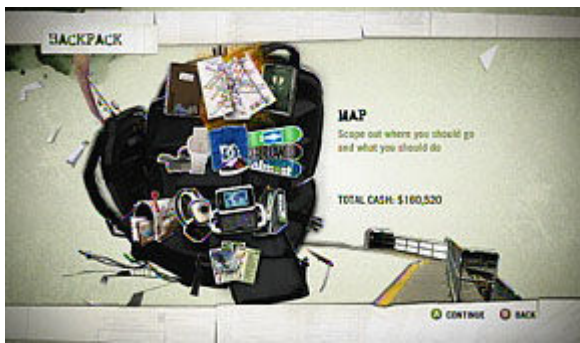
## The Trickbook

Grinds, Flips and other moves all have funny names you can find in your trick book. You can use this book to look up specific tricks in (like the Nollie 360 Flip required for the infamous "P-Rod Tech to Hubba" Challenge) and chuckle the strange and fanciful lingo actually used by skaters in real life.

## The Map

Both magazines have their own sets of Challenges and a meter on the Map screen shows your progress for both. You can toggle between the meters and when you do, you'll also see a different set of Challenges for each magazine on the Map. You may travel to any Spot or Challenge on the Map at any time via the Map interface.





## Spots

20 of San Vanelona's best Spots to skate may be discovered just by exploring on your board. When you are near a Spot, you'll see other skaters and hear loud music and a notification will appear on your HUD. Once you discover a Spot and hear a bit about it you'll be able to use it as a warp point. Use spots to get around the city by accessing your map. By beating the preset high score at a spot, you can "own" it. "Own" is videogame lingo, not skateboarder lingo. Using it is not considered very cool.



## Session Markers

It is important to use your Session Markers in conjunction with challenges to save time and keep your sanity. When you place a Marker, your position and angle will be recorded and you can jump back to that point quickly after screwing up. You can't use Markers in tournaments like Jam Challenges and Best Trick Challenges and you can't ever use them in No Skate Zones.

Films don't require you to place a Session Marker. As soon as you start the camera rolling your place will be saved. If you fail the mission, you'll restart at the position you set.

## Sponsors

As you beat Challenges and gain exposure in the magazines, clothing and accessory companies will offer you sponsorships. When you are offered a sponsorship, go to a skate shop to choose a company. The difference between sponsors is purely aesthetic. You can change your outfit or board at any time, but once you choose a sponsor you're stuck with it.

After you choose a sponsor, be sure to pick up an item from that sponsor at the skate shop. Not only will the item be free of charge, but you will also receive money for sporting company logos while skating.

## Skate Walkthrough

Skateboard Mag Challenges	Trasher Challenges	The X Games
S.K.A.T.E. Challenges	Follow Me Challenges	Best Trick Challenges
	Jam Challenges	>>

### S.K.A.T.E. Challenge 1/2 // "S.H.I.N.G.O."

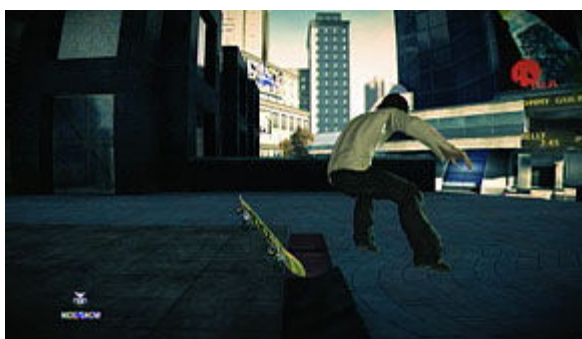
S.K.A.T.E. works just like H.O.R.S.E., the basketball/playground standard: when Shingo does a trick, you have to copy it exactly, or you get a letter. If you get all five letters, you fail the challenge. Thankfully, Shingo is a bad skater, that's why the game is about you and not him. He will screw up every few tries, and that's when you'll get a chance to score some letters on him.



Although you can beat him with common Kickflips and Ollies, he will always biff if you add some spin to your tricks by holding the LEFT ANALOG left or right in the air. Remember: repeating a trick is equivalent to not landing it, so vary your moves a bit.

### S.K.A.T.E. Challenge 2/2 // "Mail Order"

This S.K.A.T.E. event isn't too hard, provided you add a bit of aerial spin to your moves. Adding a 180 or 360 to any move will bring pain and humiliation to your opponent, who has not been programmed to know how to do such things. Once again, you'll have to vary things up a bit because repeating a trick is against the rules. If you are having trouble repeating your opponent's moves, just wait for him to mess up, and go from there. It'll happen, just give it some time!



Skateboard Mag Challenges	Trasher Challenges	The X Games
S.K.A.T.E. Challenges	Follow Me Challenges	Best Trick Challenges
	Jam Challenges	>>

#### Follow Me Challenge 1/1 // "Follow Shingo"

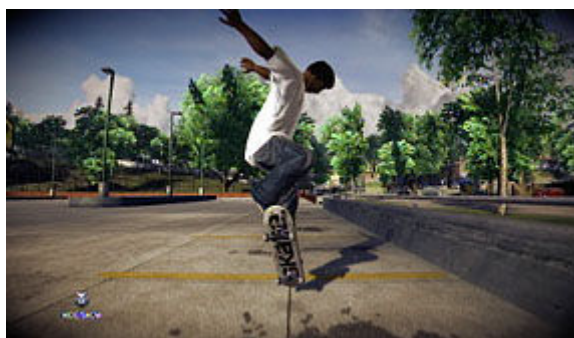
This is a straightforward challenge that doesn't require you to do any tricks. Just follow Shingo through the streets, keeping him in view. Shingo isn't trying to ditch you, but you'll fail the mission if you lag too far behind. Sometimes it's hard to see him because of the game's low camera angle, so stay back a bit. Three pushes gets you to maximum speed, so don't overdo it.

Shingo begins the challenge with a U turn down the street, and takes an alley shortcut early on. If you are having trouble keeping up with him in the opening stretch, adjust your board. Tightening your trucks will make your board's movements less exaggerated, and that's an advantage for the entire game.

Skateboard Mag Challenges	Trasher Challenges	The X Games
S.K.A.T.E. Challenges	Follow Me Challenges	Best Trick Challenges
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#### Best Trick Challenge 1/4 // "Community Spirit!"

For the first part of this Challenge you need to do tricks over the blue hump in the middle of the area. You can't place a Session Marker in Best Trick challenges, so if you bail, you'll have to push around for another go. There are skaters flying in every direction, but don't worry about taking your turn—they certainly won't. Even though the sun is blotted out by the airborne skaters, try and pull off a 360 trick by holding left or right on the L Stick after you get some air. Use the slight incline of the blue hump for added height. Only a trick in the air over the bump will get you points, this isn't about a Line. Feel like risking a wrist injury? Try adding a Grab for some extra points.



For round 2, you need to Grind down the cement slab, and, for added points, continue your Grind onto the next slab. Line up with the edge of the slab, leave enough room for two pushes, then Kickflip (or Ollie) onto the edge to get a Grind going. If you really want to see the points add up, push up or down on the RIGHT ANALOG while Grinding to do a FS or BS Grind.





In the final round you have to Grind on a rail. This will be easier to line up than the slab, so just get 2 pushes in, and Grind away. You can do Kickflips and Ollies on the rail itself and they will all count towards one massive score, but to win this contest, you won't need to get too fancy.

#### Best Trick Challenge 2/4 // "Rail Fest"

For the first event you'll need about 600 to 800 points to beat the competition. The long rail makes this easy: just do a trick onto it then do some more while you FS or BS Grind it to tally up a nice score. Occasionally the competition will rack up a massive score and screw you out of the title, but we developed a lowdown, dirty, rotten trick to keeping them from topping your score: after you score big, just hold BRAKE at the bottom of the rail, and watch the other skaters plant their faces for the remaining time. Go on, be a dick. You deserve it!



Because you are a bad sport, you are guaranteed to win the first round every time. The rail-guarding trick doesn't work on the second round, so you'll need to perform some high scoring moves. If you are having trouble with this round, try avoiding the rails and just do a Kickflip off the stairs and add some spin (hold LEFT ANALOG to the left or right) and Grabs in the air.

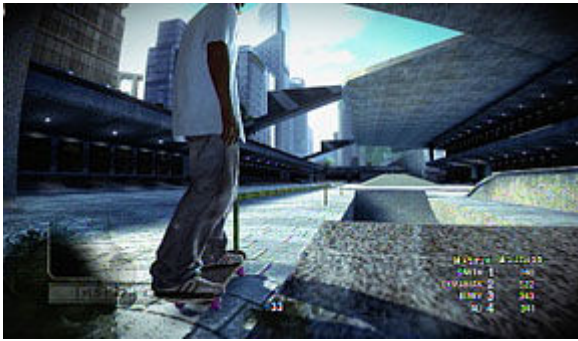


For the final round you should know what to do: a long Grind interrupted by tricks. Playing fair is for less-extreme sports, so make sure you win by blocking at least one of the rails at the bottom.

#### Best Trick Challenge 3/4 // "Matrix Madness"

The Best Trick competitions always have an element of unpredictability. Even if you score insanely high, one of your opponents might pull off the impossible and out-trick you. Luckily, you can watch them amass their points, so their secrets can be yours with some patience.

For the first round, push once and try and land a Grind on the rail right in front of you. Once you get on it, press down on the RIGHT ANALOG to initiate a BS Grind, then do as many Kickflips as you can. You will probably get 600-900 points doing this. Of course, playing fair is not how you get ahead in Best Trick contests, so stop and hold BRAKE at the end of one of the rails to prevent your competitors from pulling off high scores.

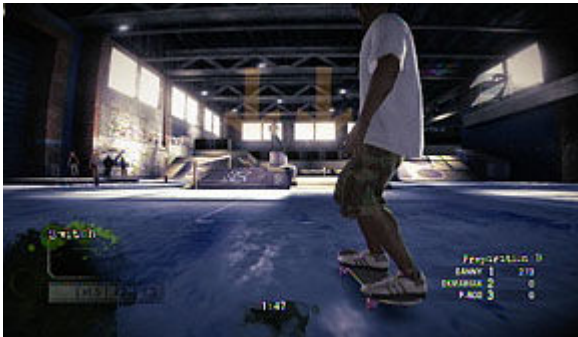


The second round is pretty tough, and if you don't get the highest score, don't worry—your overall total is what matters. If you watch the other players, you'll notice they are all going for Grinds at the top of the pyramid. If you get some speed and ride up one end of the pyramid you can Ollie over the little bush and Grind the top. If you have enough speed, you can even make it over the gap between the peaks. If you want to screw with your opponents, try setting up camp in the flat area between peaks. That'll teach 'em to score high!

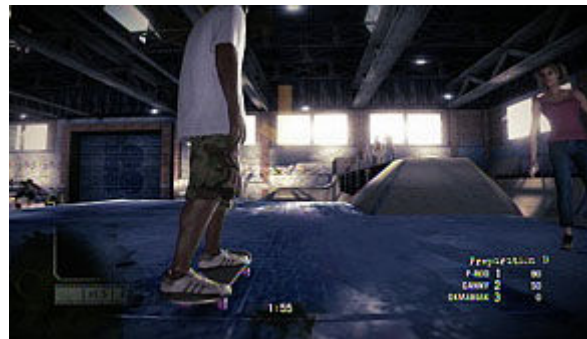
For the final round, don't worry about getting into the middle of the sculpture. Instead, concentrate on Grinding the edge of the object. Push 3 times, Pump into the slope at a slight angle, and try and do a Flip trick (Advanced Flip tricks will get you huge points) at the top to initiate a Grind. From there, press down on the RIGHT ANALOG to do a BS (Back Side) Grind, and then try and do a Flip trick off again. This combo should net you the points you need to win.

#### Best Trick Challenge 4/4 // "Preparation B"

For the first round of this Challenge, you'll have to apply what you learned in previous Best Trick Challenges. Like previous contests, this is about Grinds and Flips. It's best to come at the trick area from the opposite side, so you can hit the longer rail. Try adding some rotation with the LEFT ANALOG to your trick to land strange and wonderful Grinds.

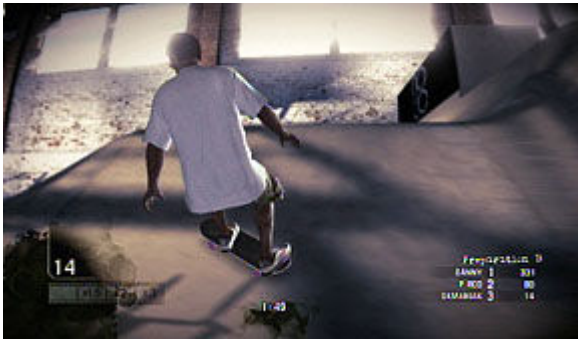


In the second round, hop off the raised area onto the rail, and try adding rotation to your trick, like before. Remember to block the end of the rail by holding BRAKE when you've scored, you wouldn't want anyone to ruin your hard work.



For the final round, you can forget about Grinding. This round gives you a place to catch some air, so try and land some 540 degree moves. Push all the way to the end of the raised area you start on then angle left off the edge and Ollie high into the air. We pulled off a No Foot 540 and some Christ Airs before we hit the ground on most attempts.





Skateboard Mag Challenges	Trasher Challenges	The X Games
S.K.A.T.E. Challenges	Follow Me Challenges	Best Trick Challenges
Jam Challenges	>>	

### Jam Challenge 1/2 // "Jubba Jingle Jam"

This is not about your best trick, so get a line going and try for a multiplier via the easiest method: do a Grind. You'll need about 2000 points to win this. Don't try for ramp acrobatics on this one this one, stay grounded and you'll be better off.



### Jam Challenge 2/2 // "Poolside Chill"

To win this Jam Challenge you'll need good pumping skills—using the PUSH button in pools actually slows you down. To pump, you press forward on the RIGHT ANALOG and release at the bottom of an incline. Do this from side to side in a U-shape in the pool to start reaching massive heights. In the pool tutorials you learned how to do a Christ Air, well now's your chance to use it.



After you are getting good air, press the GRAB and BRAKE BUTTON at the same time to pull your board out from under you. Let go to land it. Add some spin with the LEFT ANALOG to add 360s to any trick and you'll have a 3x multiplier and the 5000-7000 points needed to win in no time. Feel free to repeat tricks; this is about total score, not style.

Skateboard Mag Challenges		Trasher Challenges		The X Games	
<<	Photo Challenges	Film Challenges			

### Photo Challenge 1/11 // "My First Photo!!"

This is your first photo op in the Skateboard Mag path, and it's pretty basic. Just do a trick on the rail in front of the camera. Place a Session Marker far enough behind the rail so as to leave ample room for 2 pushes; if you screw up, you can just zap back to that point instead of skating all the way back around and realigning yourself. Just aim for the rail, press down on the RIGHT ANALOG a bit early to get more air, Ollie or Kickflip up and land a Grind. Afterwards, pick out a photo (it doesn't matter which one; choose a blurry picture of half a leg and people will still rave about it down at the skateboard shop).



### Photo Challenge 2/11 // "Stack My Tables"

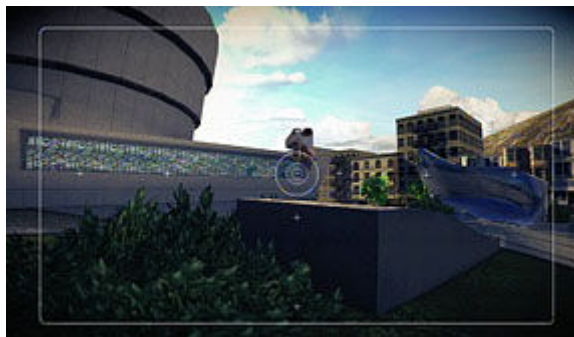
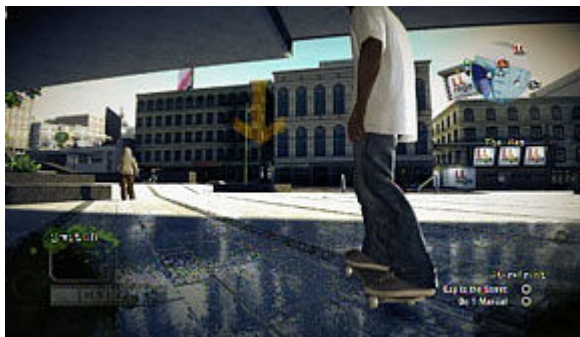
Get 400 points | Do 1 Grind | Do 1 Flip trick

Photographers are a clever sort, and Mike is no exception: he has ingeniously placed two picnic tables in a pile. He wants to photograph you in the same frame as his masterpiece, so set your Session Marker more than 2 full pushes back and try and line up with the table's edge. You'll need to use a Flip trick, like a Kickflip, to get into a Grind on the table's edge. You can Kickflip out of the Grind to meet the requirement, too. Try a Nose Grind if you need extra points.

### Photo Challenge // "Storefront" 3/11

Do a Manual | Gap to the street

Be sure to set a Session Marker about two pushes back from the black slab you'll be tricking on, or suffer a long trip back up to the spot. Just do a big Ollie onto the slab, land on two wheels by pulling back ever so slightly on the RIGHT ANALOG (the kids call this "a Manual") then do a Flip trick or Ollie off of the other side.



### Photo Challenge 4/11 // "Gap it Up"

Make it over the gap in the sculpture | Get 300 points

You'll need some speed before you hop the gap (marked by an orange arrow) in the shiny, bronze bridge/sculpture.



Place your marker behind the red sculpture that looks like a gyroscope, and push in a straight line through it, then Ollie onto the sculpture that forms the basis of the trick. You can push through the hump, but at the top, get ready to crouch because you'll need some big air here. Try doing adding 360 degrees and a Grab to your trick over the gap to make the point score.

#### Photo Challenge 5/11 // "Who the Hell Is?"

Make sure you set your Session Marker far enough back to gain some speed. With 3 pushes and some extra crouching time, hitting the rail comes as naturally as walking (although you can't walk in this game).



#### Photo Challenge 6/11 // "P.O.T.E."

Get 400 points | Do tricks on the bus stop

You've filled up your Skateboard Mag meter enough to land a Person of the Year spread, and the photo you need involves a big jump, public transportation and probably some interesting stories for your family brain surgeon. Set your Session Marker 3 pushes back and leave some room to crouch early. Getting onto the bus stop alone won't land you enough points, and you can't Grind on the edge. You'll need to perform a second trick on the stop itself to get meet the requirement. Add a 360 degree spin to your first trick and land in a Manual (pull ever-so-slightly back on the RIGHT ANALOG) on the stop if you are really having trouble with points.

#### Photo Challenge 7/11 // "Hole in the Wall"

Jump through the hole | Get 150 points

Start a bit up the hill opposing the hole covered in graffiti and face directly towards it. Place your Session Marker here. You won't need more than a single push because of the incline, but you will need to crouch early. This will take a few tries, but do a higher Ollie than you think you need and add a Grab to avoid hitting the top of the hole. To land some additional points, add a 360 degree spin to your Ollie.



#### Photo Challenge 8/11 // "New Jack"

This Challenge requires your biggest "gap" yet—across an alley. Set your Session Marker so you can get maximum speed (3 pushes) and some time to crouch early. In addition to crouching, flicking your Ollie or Kickflip faster will get you higher, and, in turn, further. Be nimble, be quick! As usual, add some 360 spin with the LEFT ANALOG to get some points and even extend your airtime a tad.



### Photo Challenge 9/11 // "Manny Madness"

Get ready for the toughest challenge yet—this one will make you want to find a real skateboard and break it in two. With our help, though, you won't be experiencing Manny Madness for too long.

Begin by placing a session marker against the back wall. You'll need time to both crouch and adjust your approach angle at the last minute because the ramp is not directly in front of the two blocks you need to do your Manuals on.



Crouch early and use an Ollie or Kickflip in the middle of the ramp. You'll want to aim roughly towards the second block so you don't overshoot the first. You can do a Manual on the front or rear of your board, depending on which way works better for you—try to pair your Manual with the type of trick you are using. If you choose to use an Ollie, like we did, then do a Tail Manual. If you do a Nollie, then try for a Nose Manual.



Landing a Manual requires some serious RIGHT ANALOG play, and if you aren't landing them, practice a bit on some level ground, first. Landing in a Manual is exponentially easier when you are in motion

You'll have to adjust your angle while executing a Manual on the first block. You'll also need some speed to do a quick Flip onto the next block and land in a second Manual.

Speed is really the key factor in this maneuver. If you have too much, you'll overshoot, and if you have too little, you won't be able to properly land the first Manual. So set your Session Marker where we did, and hopefully you'll get this in a few hundred tries less than us.

### Photo Challenge 10/11 // "Year's Best"

Get 500 Points | Do a trick in front of the columns

This is one of those challenges that would be much easier if there weren't a bunch of wannabe skaters cramping your style—who's this photo shoot for anyway?

You need to do your big trick over the little hump in the middle for a photo in front of the two columns. First you'll need some speed. Forget about using the PUSH button, it will just slow you down. Pump the pool walls by pressing the LEFT ANALOG forward at the base of the ramp up. If you press forward after that, you'll leave the pool, so be careful.



You can gain speed in a U-shape in the same area as the nub you need to trick off of, but avoid the nub itself. When you are getting significant air, head for area where the nub connects to the wall under the pillars. A Christ Air 540 (hold GRAB and BRAKE while spinning) will land you the necessary score and then some.

#### Photo Challenge 11/11 // "The Cover"

Gap the stairs | Get 475 points

There's no secret technique to this one—forget about using the little ledge directly to the right of the stairs for more height. You'll need 3 pushes, a good crouch and a quick angle readjustment right before you trick over the stairs. Coming at the stairs straight-on is about the only thing that will get you over them.



Luckily, with such huge drop, you'll have time to pull off an interesting trick with a lot of spin. Try adding 540 degrees of rotation to your trick (hold LEFT ANALOG right or left, then hold RIGHT ANALOG in the same direction for an added boost).

Skateboard Mag Challenges		Trasher Challenges		The X Games	
<<		Photo Challenges	Film Challenges		

#### Film Challenge 1/17 // "Rolling Rehab"

This is just a tutorial on filming, check out our Basics section for more information on tutorials.

#### Film Challenge 2/17 // "Filming 101"

Get 500 Points | Perform 2 Grinds

This Challenge can be done in pretty much any area, so pick one you feel comfortable with, preferably without pedestrians or traffic. The skate park or elementary school in Suburbia are both good places to get your first Line going on film. After you begin the film, you'll have a 3 second countdown, so push 2 or 3 times and get ready to chain together some tricks. The best way to amass points is start a Grind, which gets you a multiplier for your score, 1.5x, 2x or 3x, and then to do tricks. For this particular challenge, you don't need to score big, so just do some Kickflips and Ollies in a straight line, and try to Grind two benches or a street curb, with some Flip tricks to interrupt your Grind.



#### Film Challenge 3/17 // "Regs Shop Film"

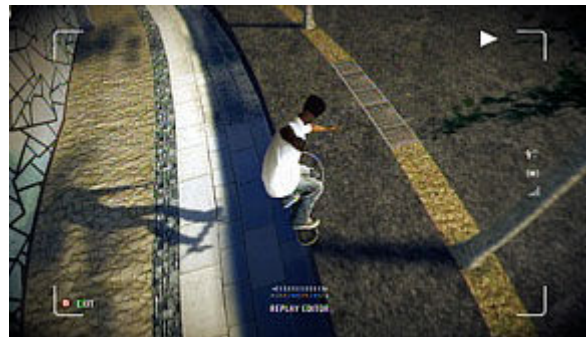
Get 1,000 Points

Head across the street from Regs, the skate shop, to the office park filled with beautifully strange cement structures. Whatever your opinion is on modern sculpture, it happens to be conducive to skating, so begin your film near one of the long, Grind-able ledges here. I know, the loop-de-loop looks enticing, but it won't land you big points. Just Grind one of the onyx-like short walls with some mid-Grind Kickflips to break it up a bit.

#### Film Challenge 4/17 // "Grinding Teeth"

Get 1,250 Points | Perform 3 Grinds | Perform 30 feet of Grinds, total

Chances are, you already met these requirements in the "Regs Shop Film," but you'll have to do it again now. It may not make for the most original film, but your faceplant-addled fans at the skate shop won't even notice. Just Grind a short, black wall in the office park across from Regs and Kickflip a bit while you're doing it. After you finish the Grind, you'll most likely have a Score Multiplier, so just do some safe Kickflips to rack up the points. When a film requires a "total" Grind length it means you can add up a bunch of smaller Grinds to get it, so don't go for epic Grinds just yet.



#### Film Challenge 5/17 // "Tape Heads"

Get 1,500 Points | Perform a 21 foot jump | Manual to Fliptrick to Manual

If you were worried about that "21 ft. Jump" requirement like we were, fret not! It's a horizontal jump their talking about, and easy to accomplish on any hill in the San Vanelona. No need to find stairs, a ramp or a drop-off of any sort. Try starting this film on a hill at the bottom of the Res, near Old Town, where things aren't too steep. Start with a Grind broken up by some Kickflips on one of the straighter street curbs to get a multiplier going and some points. If you tilt your RIGHT ANALOG forward into a FS Grind on the curb you'll hit that 3x multiplier fast. After about 10 seconds of Grinding, leave the curb and push three times in the street, pull back on the RIGHT ANALOG, wait to fully crouch then flick upwards fast and you'll launch into a 21 foot jump. Now, pull back slightly on the stick to start a Manual (you did practice your Manuals, right?), then do a Flip trick and land it with another Manual.





If you need help landing into a Manual, remember: if you are on a decline and moving you'll have more time to land in a carefully balanced Manual. If doing a Manual on the tail of your board just isn't working for you, maybe you're more of a nose person. Tilt the RIGHT ANALOG forward instead and try it that way.

#### Film Challenge 6/17 // "Summer of Slam"

Get 720 degrees of spin, total | Do 8 big airs | Do 3 grabs

Find a long, straight decline in Old Town or the Rez—most of the main streets fulfill these requirements, just be careful around traffic. To meet the needs of this challenge, you'll need some speed, so push twice then coast down the hill. Ollie repeatedly and use the LEFT ANALOG to add rotation in mid air. Just 2 separate 360 degree spins will net you the 720 degree requirement. After that, do some large Ollies down hill and press GRAB to finish off this challenge.



#### Film Challenge 7/17 // "Line'em Up"

Get 2,000 points

For this Challenge, and a good majority of the other Film Challenges, you should make your way to the top (North end) of the Res. There is a Spot in this area you can warp to using your Map. Check our Spots section for more info on how to find it. The main street that neatly bisects the Res has a median between its wide lanes, and this is a great spot to do long Grinds. Hop onto the median after getting some speed at the top. Perform Flip tricks while alternating between Nose and Tail Grinds to score a 3x Multiplier in seconds and beat this Challenge easily.

#### Film Challenge 8/17 // "Crank It"

Get 2,500 Points | Do a 30 foot Grind | Get 540 degrees of spin, total

Go to the North end of the Res, find the street with the easy-to-Grind median and start the film rolling. Get your Grind out of the way first. The first decline should be enough space to get the 30 foot Grind, and after that you should have a Multiplier. When the street levels out a bit, slow down (you can do this with a Manual to keep your multiplier going) and do some Ollies with some added LEFT ANALOG. After that, you can either Grind again, or just try and do some Advanced Flip tricks to rack up points with your multiplier.



#### Film Challenge 9/17 // "Sponsor Film" (1)

Get 2,500 Points

To get your first sponsor, you'll need to capture some high-scoring tricks on film. You can attempt this Challenge anywhere you want, so why not go to the Plan B Warehouse and use the half pipe/pool area to do some Christ Aairs and other tricks? You'll have 2,500 points in a matter of seconds. Remember to go choose your sponsor at Regs, then pick up an item from that sponsor (free of charge) before you leave. Once you do, you'll be making money every time you complete a challenge!

#### Film Challenge 10/17 // "Major Malfunction"

Go to the top of the Res and start a Grind downhill on curb or median. Do some Flip tricks while you Grind to beat this Challenge. If you start going too fast, slow down with a BS Grind.



#### Film Challenge 11/17 // "Be the Board"

Get 1080 degrees of spin, total | Get 10 seconds of air time, total | Perform 5 Grabs

This one should be a no-brainer. Head to the Plan B Warehouse and start the film rolling in the pool. Be sure not to press PUSH at all in the pool area, just Pump with the LEFT ANALOG up slopes. After you get some air in a U-motion, add plenty of rotation to your tricks and press GRAB every time you leave the ground...err...wall.





#### Film Challenge 12/17 // "Metal Detector"

Get 4,000 points

You know what to do. Head to the Plan B Warehouse and bust a move! Christ Airs (hold GRAB and BRAKE) with some added rotation (think 540 degrees) will get you a 3x Multiplier. You can continue doing them for an easy victory,

#### Film Challenge 13/15 // "Sick Day"

Get 4,500 points | Get 1080 degrees of spin, total | Perform 6 Grinds

You should be getting familiar with the hill in the Res by now. You know; the one with the median? This is the easiest place to pull off this tough Challenge, but this time you should start on the level area half way down (the street dead-ends into a perpendicular street at the bottom).



Start the film, push down the hill and immediately hop on the median for a Grind. Start doing Flip tricks to interrupt the Grind. This will net you a 3x Multiplier and satisfy the 6 Grind requirement. At the bottom, try and slow you descent with a BS Grind. Kickflip off the median and turn down the street, avoiding traffic as best you can. At a slow, even pace, start adding 360 degree spins to Ollies and Flip tricks. With a high score from your Grind, you should be able to hit 4,500 points with your last few seconds and at the same time get your total spin requirement, too.

#### Film Challenge 14/17 // "Sponsor Film" (2)

Get 5,000 points

You know what to do! Just like "Metal Detector," this one should be done with big air tricks at the Plan B Warehouse. Isn't it nice to get away from the daily Grind? Har har!

#### Film Challenge 15/17 // "Opinion"

Perform 3 Manuals | Perform a Grind to Flip trick to Grind | Get 2,250 points

This can be done just about anywhere with a long, downhill stretch and a curb. Immediately start a Grind, and do some Flip tricks to get a 3x Multiplier and satisfy the trick requirement. Hop off the curb and do a few Manuals downhill to complete the Challenge.





### Film Challenge 16/17 // "Elbow Jam"

Get 4,500 points | Perform a Manual to Flip trick to Grind | Execute a 45 foot Grind, total

Start off at North end of the Res. You will be taking the median, once again. Begin a Manual headed downhill and angled slightly at the curb of the median. Flip onto the median and start doing Nose Grinds, Tail Grinds and Flip tricks all the way to the bottom.

### Film Challenge 17/17 // "11 O'clock News"

Perform a Grind to Flip trick to Manual | Execute a 24 foot jump | Get 3,250 Points

This time you should start at the top of the Res, but instead of heading downhill straight away, get that nasty manual out of the way first. Begin by pushing once and hopping onto the curb of the street perpendicular to the steep one with the median. Kickflip off this, land in a Manual and head towards the hill.



Get some speed and do a big Ollie—if you land it on the median, pat yourself on the back. You'll have to Flip n' Grind all the way down the hill to complete this Challenge.



Skateboard Mag Challenges		Trasher Challenges		The X Games	
Jam Challenges	Follow Me Challenges	Deathrace Challenges	Photo Challenges	Film Challenges	

### Jam Challenge 1/3 // "Boom Slang"

It's easy to wipe out if you try and do big moves with lots of air in this Jam. Stay grounded and get a line going with Advanced Flip tricks. You should move along the bottom of the snaking trench area at a steady pace so you can do some Manuals between moves to keep your line going. Try adding some 360 degree spins and Grabs to your moves for added points.



### Jam Challenge 2/3 // "Bowl Control"

This Jam takes place in an area that allows you to do big air tricks like Christ Airs and No Foot Airs (GRAB and BRAKE), so try and go for those. It is hard to avoid the other skaters in the area, so expect to get your line interrupted occasionally. Don't use the high walls for tricks. Remember, your total point score counts here, so just keep doing tricks, after you get a Multiplier and you'll win both rounds easily.



### Jam Challenge 3/3 // "Clean Da Pipes"

This challenge should be a relief after the tight quarters and difficult ramps in "Bowl Control." In these half pipes you should never press PUSH. Pump up the inclines by pressing the LEFT ANALOG up at the bottom. Be sure not to hold the LEFT ANALOG too long, or you'll leave the half pipe. You can do huge tricks in these pipes and avoid other skaters with ease, so get acrobatic in your last Thrasher Jam!

Skateboard Mag Challenges	Trasher Challenges		The X Games	
Jam Challenges	Follow Me Challenges	Deathrace Challenges	Photo Challenges	Film Challenges

#### Follow Me 1/1 // "Follow Freeway" 148

Freeway may taunt you a lot but he'll spend most of this Challenge sliding on his face. When he's not bailing or getting plowed by traffic, he goes pretty fast. Avoid overtaking him on the steep inclines by controlling your speed with Manuals, which allow for more control than just pressing BRAKE. This is a short Challenge, and you'll be at Slappy's skate shop before you know it. Here you will encounter the one and only female skater in the game. Cherish the moment.

Skateboard Mag Challenges		Trasher Challenges		The X Games	
Jam Challenges	Follow Me Challenges	Deathrace Challenges	Photo Challenges	Film Challenges	

#### Deathrace 1/7 // "Race to Slappy's"

Remember the "Follow Freeway" Challenge? Well, this race should bring back fond memories. In races you need to hit the green Gates to keep your timer from expiring, but that doesn't mean you need to hit every Gate. If you miss one, hit the next. If you keep the lead skater in sight, he or she will inevitably bail. That's your chance to get ahead, and once you're in first the NPCs almost never catch up. If you feel out of control at times in this race, you should tighten up your trucks.



#### Deathrace 2/7 // "Hell's Bowels"

This race requires you to plan ahead a bit. There are a few gaps to Ollie over, and the finish line requires you to trick off of a large ramp. After you exit the tube portion of the race, get ready to Ollie over a gap. There's an underpass after this, and then you'll head down a steep decline. When you can see the red Gate that marks the finish line, begin crouching and then Ollie or Kickflip halfway up the final ramp to sail to the end of the Challenge. You don't need to push very much in this challenge, so use your relaxing coast time to anticipate gaps.

#### Deathrace 3/7 // "Miss the Bus"

This is one relaxed race. It doesn't require you to plan for big gaps or even Ollie up curbs. The only problem you may encounter is the pedestrians near the end—hit them and you'll probably lose the race.





#### Deathrace 4/7 // "Dead End Bomb"

Memorizing this short race will pay off. Explore the route a bit without trying to compete, first. When you get ahead in this race, you want to stay ahead, and not bail. After the first few Gates, the rest is easy.

When the race commences, push three times then Ollie off the starting block right after the cement tubes. Head across the street then up the ramp to hit the first gate. Coast off the top and be ready to avoid a lamp post. After this, you can actually ride on the sidewalk and have a better chance of hitting the next Gate which is on an embankment around the next corner. After you hit that, cross the street and head through the next Gate. You'll be at full speed by now, but take the next corner without braking. You can avoid a few of the slalom gates and just head for the end.



#### Deathrace 5/7 // "DIY Slam"

This race has three laps which will seem pretty daunting at first. Thankfully, the other skaters provide little competition here because they wipe out quite a bit. You can push almost the whole way through the first half of every lap, and you can duck under a bar to hit the fourth Gate instead of hopping it.

#### Deathrace 6/7 // "Old Town Massacre"

Getting a feel for this race's route is essential. If you are not in the lead by the 5th or 6th Gate, just start over. It's better to sacrifice the first few gates in order to get the lead. We were able to get a good head start by just hitting the 2nd gate on the right side and going from there. You have to rely on an element of chance here—if everyone but you bails in the first part, you'll have a great chance of maintaining your lead for the rest of the race. This one is long and windy and there are even a few jumps which you can, thankfully, spot with plenty of time to spare.



### Deathrace 7/7 // "The Burbs to the Zen"

The final Death Race Challenge is a breeze compared to its predecessors. Stay near the yellow lines to avoid traffic and press PUSH whenever you are on level ground. When you see the Art Museum, you're almost finished!

Skateboard Mag Challenges		Trasher Challenges		The X Games	
Jam Challenges	Follow Me Challenges	Deathrace Challenges	Photo Challenges	Film Challenges	

### Photo Challenge 1/12 // "Photo 6"

Execute a Grind | Get 400 points

It doesn't get much simpler than this. Just Grind the wall and do a few Kickflips to interrupt it for huge points. You'll need three pushes to get up to maximum speed for this one.



### Photo Challenge 2/12 // "Something Else"

Set your Session Marker far enough back to allow for 3 pushes and some Zen-like anticipation. You'll need to become one with the boulders for this one, but you won't need to jump over them. Just do a trick with 360 degrees of rotation and a Grab or two between the boulders to win the Challenge.

### Photo Challenge 3/12 // "Hall of Meat"

Break 4 bones

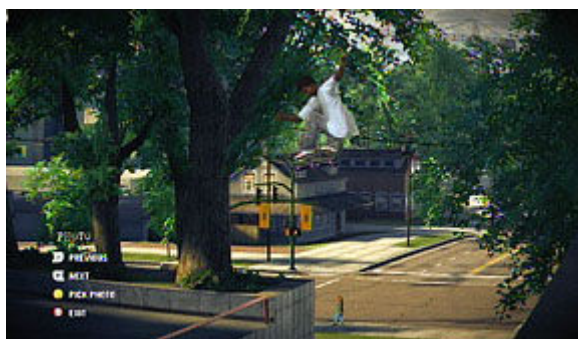
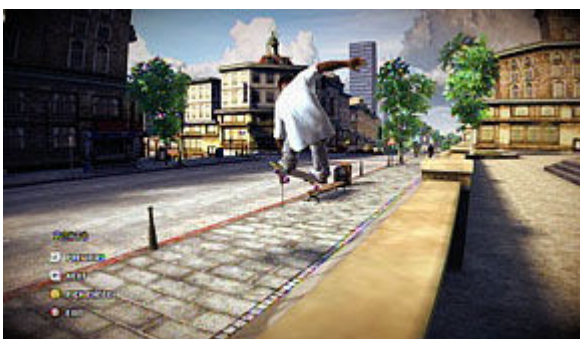
Set a Session Marker at the very top of the incline and face the little ramp adjoining the wall. You'll need lots of speed to adequately pulverize your skeleton, so after three pushes try to pump into the ramp. The secret to a bone crunching landing is to lose your board, so catch some air and then press GRAB and BRAKE to set the board free.





#### Photo Challenge 4/12 // "Over the Wall"

The No Skate Zone isn't a problem in this Challenge, but the pedestrians are a persistent and unavoidable nuisance. You can set your Session Marker at the other end of the building where the No Skate Zone ends, and you'll be thankful you did. This one will take a few tries, but the secret is just timing. Get up to full speed, crouch early and watch the ground. You'll want to get to the very edge of the raised area, which juts out at the short wall you need to clear. To make it over the wall you'll need to flick the RIGHT ANALOG quickly to catch as much air as possible. Add some rotation and Grabs to your trick to meet the point requirement.



#### Photo Challenge 5/12 // "Lunatic Fringe"

Set your Session Marker outside the No Skate Zone before you attempt the Challenge—you won't want to push all the way back around. A basic trick plus a Grab and 360 degrees of rotation will net you a photo in Thrasher.

#### Photo Challenge 6/12 // "Heads"

Grind the edge of the pool | Perform a 6 foot Grind

Thrasher's photographer wants you to Grind over some graffiti on the edge of the pool. You'll need speed and the proper angle to begin a Grind on the "coping," or edge. Pump around the pool a bit until you catch air, then head for the graffiti. You can do a Kickflip on the top of the inclined side of the pool to help initiate a Grind.



#### Photo Challenge 7/12 // "Contents Spread"

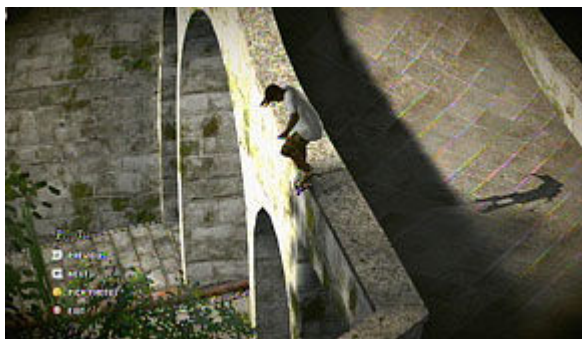
Grind the hubba

We set our marker a bit to the right of the default starting position in order to get a better angle at this Grind. With only two pushes and some ample crouch time, a quickly-flicked Ollie will get you the height necessary to Grind the little wall.

#### Photo Challenge 8/12 // "Skater of the Year"

Grind the bridge | Do 2 Kickflips

The key to this Challenge is to hit the outside edge of the bridge's little wall. Set a Session Marker far enough back from the bridge so you can get to maximum speed and also have ample preparation time for a big Kickflip. Angle your approach towards the outside of the bridge and Kickflip off the middle of the ramp. It may take a few tries, but once you land the difficult Grind you'll want to celebrate. Before you do that, be sure to Kickflip off of it, though, to complete the Challenge and stuff. Setting a Session Marker directly on the bridge's wall may seem like a good idea, but it doesn't work, so don't bother!



#### Photo Challenge 9/12 // "Manual Labor"

Do a Manual on the ramp

Line yourself up with the ramp and Ollie onto it. Before you land push down on the RIGHT ANALOG just a little bit to land a Manual.

#### Photo Challenge 10/12 // "Rainbow Rail"

Clear the gap | Get 350 points | Do a Grind

Set your session marker so you can make it to the little rail above the bridge in 2 pushes. Head directly at the rail, do a trick to get onto it, then do some tricks while Grinding to get obscene amounts of points.

#### Photo Challenge 11/12 // "Picnic Table Blast"

Make it over the alley | Get 600 points

Skating and picnic tables may go together like biking and shaving your legs, but using the picnic table in this Challenge to get across the gap is a bit tricky. The secret to this Challenge is to land a Grind on the little wall on the other side of the gap. Otherwise, it's difficult to meet that whopping 600 point requirement.





Get at least 2 pushes in when you head down the hill and Ollie onto the table, then off again towards the little wall. If you add a 360 to your trick, you'll increase your likelihood of landing a fancy Grind on the other side.

#### Photo Challenge 12/12 // "Hop Scotch"

Sequence the islands | Get 440 points

Go for a Grind on both islands in for this one. Just line up the first one and you can Kickflip or Ollie onto the next without a problem. Land a BS Grind by holding the RIGHT ANALOG down to slow down a bit if necessary.



Skateboard Mag Challenges

Trasher Challenges

The X Games

Jam Challenges

Follow Me Challenges

Deathrace Challenges

Photo Challenges

Film Challenges

#### Film Challenge 1/15 // "First Thing's First"

Get 1,000 points | Remain in a No Skate Zone

Since you are already in the area, try doing this one in the same place as "Photo 6." The best No Skate Zone to pull off high scoring lines is the second level of the Matrix Plaza. You can get 1000 points just about anywhere, though. If you leave the No Skate Zone you fail the Film Challenge, so stick it out by sticking it to the man.

#### Film Challenge 2/15 // "Hallowed Ground"

Get 1,500 points | Remain in a No Skate Zone | Do 4 Grinds

In the Northwest corner of the Matrix Plaza, which is marked on your Downtown Map, there are some ramps up to the second level. A security guard patrols the entire west side of the upper level, so head to the Northeast corner. This corner is home to a nice rail and an open stretch free of guards which makes it the best No Skate Zone in San Vanelona to meet high point requirements for Film Challenges. Just like street with the median at the top of the Res, you will be returning here often.



For this Challenge, start filming, push twice and Kickflip onto the rail from a slight angle. While on the rail, alternate between FS and BS Grinds (hold down or up on the RIGHT ANALOG) and do Flip tricks to break up the total Grind. This should meet the Grind requirement of the challenge, but if you still need more points, just do some tricks while moving at a safe, steady pace. You'll have at least a 2x multiplier after the Grind, so it shouldn't be too hard.



There are a few more No Skate Zone Challenges to come, so you can use this same technique to beat them all!



#### Film Challenge 3/15 // "Sight Unseen"

Remain in a No Skate Zone | Get 2,000 points | Perform a Nose Manual to Flip trick to Nose Manual

Use the technique outlined in our "Hallowed Ground" section to get a 2x or 3x Multiplier going on the second floor of the Matrix Plaza, then try your Manual maneuver after that. To land the Nose Manual (press up slightly on the RIGHT ANALOG) out of a Kickflip, you'll need some speed. Push though the open concourse of the second level and try it when you are cruising at a steady pace. The more speed you have, the longer you'll have to set up the difficult Nose Manual.





#### Film Challenge 4/15 // "Off the Deep End"

10 seconds of total air time | Grind 15 feet | Perform 8 Grabs

Without a point requirement, this Challenge can be done just about anywhere but a hill in the Res is ideal. After Grinding a curb, hop off do some Ollies while tapping GRAB.



#### Film Challenge 5/15 // "Hit and Run"

Get 1,250 points | Powerslide 15 feet | Perform a 30 foot jump

Head to the North end of the Res and start this mission at the top of the hill. You should know the spot by now—the steep street with the median. Begin by pushing twice down the hill, then execute a Powerslide by sliding the LEFT ANALOG from a 4 o'clock position to a 8 o'clock position. The secret to a long, slow Powerslide is to adjust your wheels to be softer (the menu says hard wheels are better for Powersliding—they mean better for quick Powersliding). Do this on a steep decline and the requirement shouldn't be a problem

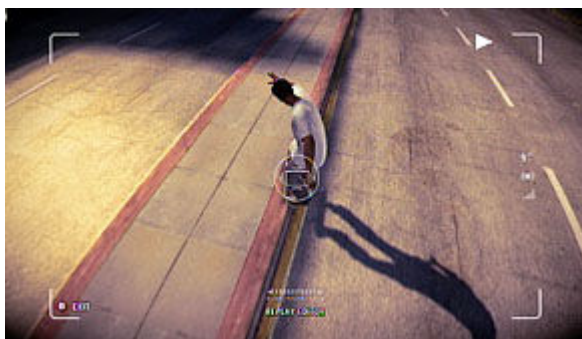


After your slide, hop on the median for some Grinds and Flip tricks to get a 3x Multiplier going. Go for your 30 foot jump on the street. You'll need speed, a hill and a big Ollie.

#### Film Challenge 6/15 // "Ghetto Blasters"

Powerslide for 15 feet | Do 3 Grinds | Get 720 degrees of spin, total

Our patented Res technique should be second nature by now. Head to the top of the hill and begin this one just like "Hit and Run." Do your Powerslide, your Grind 'n' Flips and then, on level ground, do Ollies while holding left or right on the RIGHT ANALOG to do two 360s.



#### Film Challenge 7/15 // **"Sponsor Film (1)"**

Get 3,500 points

Do this in the Plan B Warehouse pool. Just do a few Christ Airs (hold GRAB and BRAKE while in the air).

#### Film Challenge 8/15 // **"Bonecracka"**

Do 6 Grabs | Get 10 seconds of air time, total | Do a 30 ft. Grind

See "Off the Deep End."



#### Film Challenge 9/15 // **"Keep Rollin"**

Do a 15 foot Grind | Get 12 seconds of air, total | Execute a Fliptrick to Grab to Grind

See "Off the Deep End." For the Grab requirement, just press GRAB while you Grind and do Flip tricks on the median.

#### Film Challenge 10/15 // **"Public Disturbance"**

Get 4,500 points | Do a 30 foot Grind | Powerslide for 15 feet

Use the technique we outlined in "Ghetto Blasters" for this one, but make sure you Grind the second hill (after the level intersection area). Do tricks while you Grind, and, at the bottom, do some Advanced Flips from your Trickbook to make your 3x Multiplier count for something.

#### Film Challenge 11/15 // **"Churning Buddha"**

Get 3,000 | Remain in a No Skate Zone

See "Hallowed Ground."





#### Film Challenge 12/15 // "Road Rash"

Remain in a No Skate Zone | Get 4,500 points | Do 6 Grinds

The technique for this is essentially the same as the one we outlined in "Hallowed Ground." Before Grinding the railing, though, we started a Grind on the corner wall. This gave us a 3x Multiplier a bit early and helps meet that Grind requirement. Alternately, you could Grind the rail, turn around, and Grind it from the other direction.



You'll want to do some Advanced Flips in a safe area after getting a 3x Multiplier to beat this Challenge.

#### Film Challenge 13/15 // "4 Wheelin'"

Get 5,500 points | Remain in a No Skate Zone

See "Road Rash" and "Hallowed Ground."

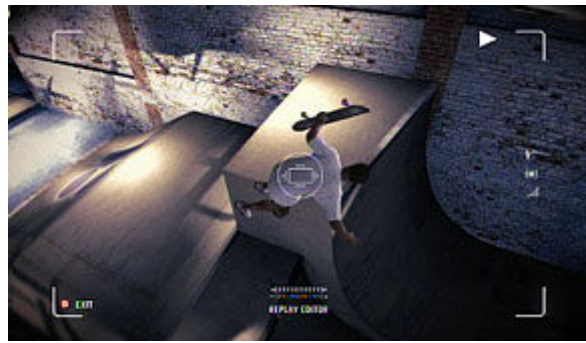
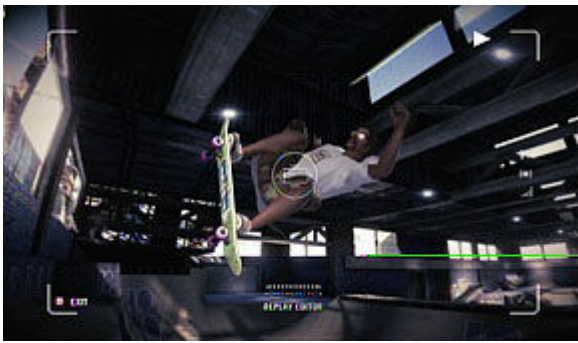


#### Film Challenge 14/15 // "Sponsor Film (2)"

Get 6,000 points.

We are beginning to see a pattern here... Go to the Plan B Warehouse and catch some air in the pool. This shouldn't be any harder than the other "Sponsor Film."





### Film Challenge 15/15 // "Mountain Man"

Get 4,750 points | Do a 60 foot jump | Get 720 degrees of spin, total

Hold off on attempting this Challenge until you unlock the Mega Compound (beat the X Games Challenges). Start your film rolling at the top of the Compound, and drop into the huge ramp. Execute a Christ Air 720 over the first gap, which will net you your 60 foot jump. Try and do another 720 trick off the opposing wall. If you still don't have all the points you need, do some Advanced Flips on the ground a bit, you'll have plenty of time.



Skateboard Mag Challenges

Thrasher Challenges

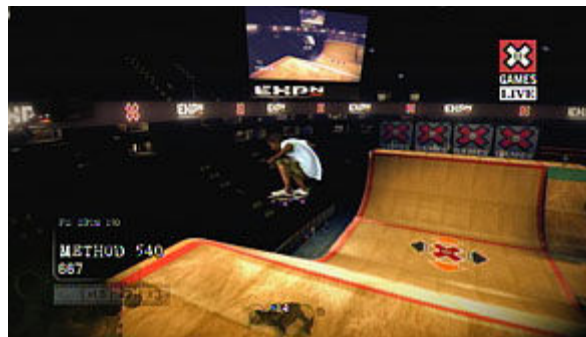
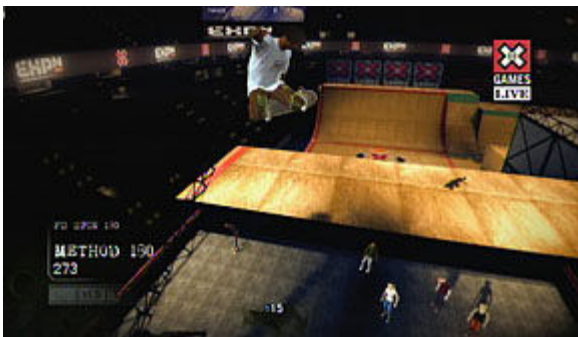
The X Games

Skateboard Megaramp

Skateboard Street

### "Skateboard Megaramp"

Once you've graced the cover of Thrasher or Skateboard Mag, you'll be invited to compete in the X Games. To score big on the Megaramp you'll have to do learn some new tricks. Nothing in San Vanelona quite replicates the monument to shredding that is the Megaramp, so if you are looking to practice your 900 degree spins, this is the only place to do it. Incidentally, a 900 degree spin is also the secret to a perfect score for this Challenge, so get practicing!



The Megaramp actually consists of two, less-mega ramps. The first ramp will send you flying horizontally, so while you're up there, you might as well do a trick. It's helpful to adjust your angle of approach to counter the drifting effect

you'll experience while rotating 900 degrees. If you choose to rotate to the left, head off the ramp to the right a bit because bleachers and flying skaters don't mix. While airborne, hold the LEFT ANALOG to the left or right, and then, about halfway through the arc, press the RIGHT ANALOG in the same direction to get a rotational boost. Add a Grab for some extra points if you'd like, but the spin is the important thing here.

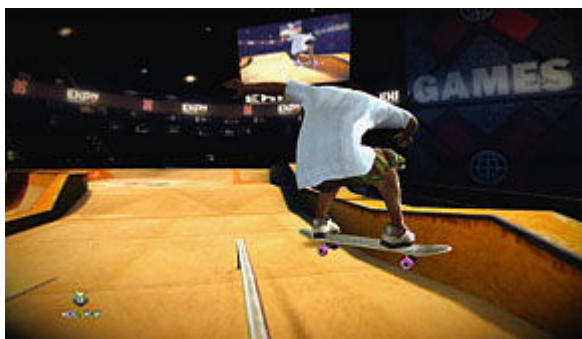


This ramp is designed to allow for 900 degree spins, so just make sure you are headed for the other side of the gap and you'll land it. Before you know it, you'll be up the other side of the ramp. At the top of this ramp, try and do a Flip trick, then, once again, start spinning. You can pull off another 900 degree spin here, but even a 720 will net you the gold medal. Two 900 degree spins will land you a perfect score of 100.00. You can repeat tricks in this event, so find something you feel comfortable with and spin to your way victory.

Skateboard Mag Challenges	Trasher Challenges	The X Games
Skateboard Megaramp	Skateboard Street	
"Skateboard Street"		

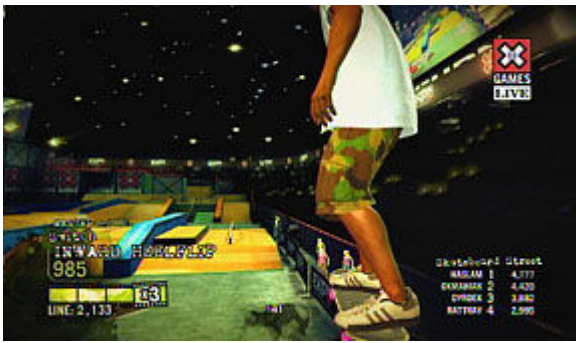
The Megaramp may be the flashier of the two X Game events, but the Street Challenge is where you'll need to use all the skills you've learned in a four round fight for the highest average judges' score. The first round is like the Jam Challenges you've done before. You are going for a high point total here, so getting a Multiplier is the key. The course holds a lot of opportunities for tricks, but for massive scores you'll want to familiarize yourself with one area and try and keep a Multiplier active.

Start out by heading for the ramp directly in front of where you start the Challenge. There's a rail on the other side of it, obscured by a short wall. Try and do a trick off the ramp and then add some spin with the RIGHT ANALOG to land an unusual Grind on the rail. Kickflip off that and you should have a 2x or 3x Multiplier. Now, head to the left to the raised corner of the platform



Get about 2 pushes worth of speed, then do a trick off the edge of the platform and add 360 degrees of spin to it. Land that and you'll have a 3x Multiplier. If you want to play it safe, do some Advanced Flips for huge points and head in the direction of the starting point so you can do it all again. Keep this high scoring loop going and you'll be on your way to first place. A point score of 6000 will guarantee you a rating in the high 90s from the judges.

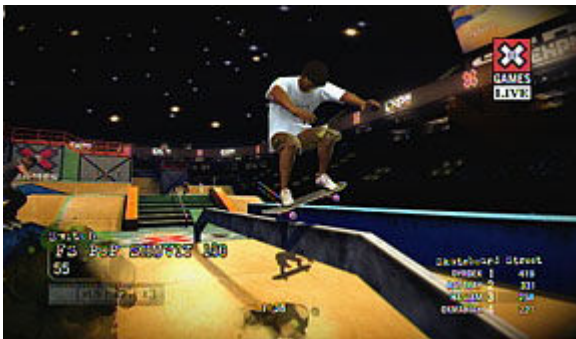




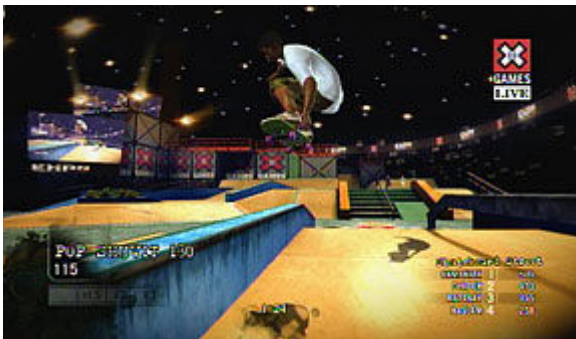
For the last 3 rounds, the Challenge becomes a Best Trick-like event. Lines don't matter anymore, and you'll have to score big on some Grinds to maintain your lead. In round two, tricking onto the bar, Grinding it, then tricking off of it may not be enough to get into the 600-700 range you'll need to impress the judges. Try and add some spin to your trick you use to get on the bar so you'll land a unique Grind. It may be a bit unpredictable, but you'll be able to get in plenty of attempts. There are two more rounds to come, so if you don't score big here, don't sweat it.



Just as you did in rounds 1 and 2, try and couple a trick with a 360 and land it on one of the rails. While you are spinning with abandon, chances are you'll hit the rail and start an Advanced Grind.



If you are having trouble Grinding the rails, aim for the short walls instead. The inclines will give you the height you need, so do your tricks right in the middle of them. With a long Advanced Grind interrupted by tricks you'll easily get 800 or 900 points which will give you a big lead over your opponents.





In the final round, you can avoid Grinding entirely and still get big points. You begin the round at the top of a raised area, so head to the left towards the back corner. Turn around and you'll have a nice runway towards the edge of the highest point on the raised area. You can pull off big air tricks here—Christ Airs, No Footers and the like are all game.



Add some spin to your tricks, land them, and you'll be well on your way to a gold medal. You'll need 800-900 points to land a score in the 90s from the judges. Remember, this is the same area as round 1, so if you are having trouble, you can try heading for the default starting point of that round and use the short ramp to Grind the obscured rail.

## Skate Pro Challenges

Pro Challenges 1-3	Pro Challenges 4-6	Pro Challenges 7-9	Pro Challenges 10-12	>>
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### Pro Challenge 1/17 // "Carroll's Challenge"

Grind on 3 of the 6 ledges | Get 600 points

Mike Carroll wants you to Grind around a bit on the yellow ledges, so you might as well indulge him. Place a Session Marker two pushes away from on ledge so you can retry if you need to. Initiate a BS Grind and do mid-Grind tricks to get your score to 600 with ease.



### Pro Challenge 2/17 // "Haslam Bump to Bar"

Get 550 points

Chris Haslam has hidden a bar behind a ramp, and expects you to be able to Grind on it for some points. The secret to success is to place a Session Marker about 3 pushes back and align yourself perfectly with the ramp and bar. If you miss, just realign your Session Marker. To score big, try adding a Grab to your trick you use to get on and off the rail.

### Pro Challenge 3/17 // "Busenitz Wall Gap"

Ride the wall | Jump the wall Gap

The default starting point for this sets you pretty far up the hill, so skate down to where Dennis Busenitz wants you to do a trick for him (what kind of monkey does he take you for?). From there, look at the wall, there's a gap in it that he wants you to hop while actually riding on the wall. You can see him do this in the intro cut scene if you are confused.

Back up far enough to get going full speed, but not too far because there are pedestrians everywhere, and if you hit an old lady, the consequences are dire. And by that we mean she will take a long time to get up preventing you from skating for a few, valuable seconds. Place a Session Marker before you do anything, because you will probably mess this one up a few times. With enough speed, it's possible to use those little ramps to get parallel with the wall, provided you hit them at the right angle. Turn towards the wall earlier than you think. After that, you need only to quickly Ollie or Kickflip up on to the wall, and then back off again. Your speed will take you across the gap.



Pro Challenges 1-3	Pro Challenges 4-6	Pro Challenges 7-9	Pro Challenges 10-12	>>
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#### Pro Challenge 4/17 // "Cole Gap to Grind"

Ollie on to the rail

Chris Cole wants to see you splatter, and he'll probably get his wish. That's why Skate's developers came up with Session Markers. Place a marker across the street from the Challenge area so you can get some speed. You only need 3 pushes to get to max speed, after that just coast through the drop onto the middle platform, then do a trick off of that onto the rail. You can hit the rail with less speed than you think, provided you crouch early for your Ollie or Flip trick.

#### Pro Challenge 5/17 // "P-Rod Tech to Hubba"

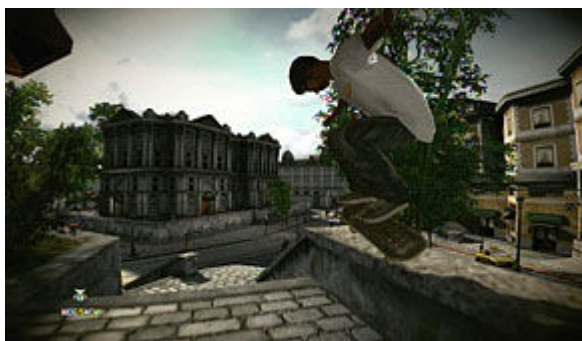
Use a Nollie 360 Flip to get onto the hubba

Paul Rodriguez's infamous challenge has a lot of players scratching their heads, but we suspect the problem has to do more with linguistics than anything else. If words like "hubba" are not in your lexicon, fear not. If anything, you should be proud, because it's just a silly name for the short, concrete wall that lines the stairs in this challenge.

In addition to that "hubba" nonsense, P-Rod wants you to do a "Nollie 360 Flip." This is just an unfortunately-titled Flip trick which you can find in your Trickbook under Advanced Flips. It's done solely with the RIGHT ANALOG, and you don't have to use the LEFT ANALOG at all to spin in the air. Your board is going to be doing a 360 degree spin, not you.

Practice it a few times just standing still. If you keep accidentally doing other moves instead, like Lasers, try doing the mirror-image of what you've been doing.

Set your Session Marker for only one push, then ease up onto the hubba (oh no, now we're saying it!) with your new trick to beat the Challenge.



#### Pro Challenge 6/17 // "Ali Bridge Plunge"

Make it to the ground | Get 500 points

Like Chris Cole, Ali Boulala gets off on amateur skaters plummeting to their demise. To fulfill his sinister cravings he has sought out one of the most precipitous drops in San Vanelona, and to beat his Challenge you have to navigate it. Place your session marker across the street from the drop so you can get 2 pushes in before you duck down and Ollie into the void.

If you align your path correctly, you will land on a ledge about halfway down, then you should coast off of that onto a wedge to the left of the drop far below. Remember, small adjustments to your session marker are the key to aligning the perfect trick. Don't worry about points—landing the huge drop will take care of that.



Pro Challenges 1-3	Pro Challenges 4-6	Pro Challenges 7-9	Pro Challenges 10-12	>>
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#### Pro Challenge 7/17 // "Dill Kinked Manny"

Flip into a Manual | Flip out of it

Jason Dill's Challenge just takes a bit of thumb-precision and a soft touch. Set your Session Marker where you begin by default and push twice towards the slab with the orange arrow over it. Kickflip once and pull slightly back on the RIGHT ANALOG to land in a Manual. Flip out of it again to beat the Challenge.



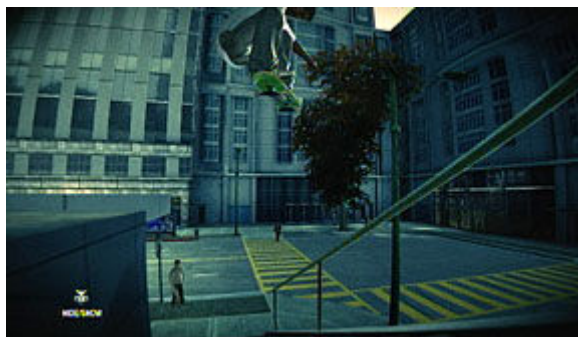
#### Pro Challenge 8/17 // "T.K.'s Rail Challenge"

Grind the rail | Get 600 points

It's easy to hit Terry Kennedy's rail, but you'll also need a high score to nab his spot. You'll only need to place your marker far enough back for one push to land on the rail. To meet the score requirements, try to do any Advanced Flip trick (check your Trickbook) onto the rail, then Kickflip a bit while on it. Do a FS Grind if your points aren't adding up.

#### Pro Challenge 9/17 // "Hsu's Eduskate"

Jerry Hsu's favorite spot to skate is a big, metal book that is hard to skate on. His challenge requires you to rack up points on the book alone, so to meet the point requirement you're going to have to Grind on it somehow. An easy way to do this is to come at the book from the side and Grind the bottom. If you can pull off an Advanced Flip from your Trickbook (like a Laser or 360 Flip) try and land the Grind with that. Otherwise, take it slow, one push, and FS Grind the edge and Kickflip on and off.



Pro Challenges 1-3	Pro Challenges 4-6	Pro Challenges 7-9	Pro Challenges 10-12	>>
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#### Pro Challenge 10/17 // "Smith Securigrind"

Get chased | Grind the rail

That timeless maxim you spray painted on the side of your high school is true: skating is not a crime. But to impress Ryan Smith you're going to have to break the law just a little bit and Grind in a No Skate Zone. You can't place a Session Marker in the Zone so go around the rear of the building and place it right before the ramp up onto the level where the rail is. Security is dressed in yellow and will usually spot you if you are near. Just go up and do your trick, they'll notice you eventually. To reach the rail (which has an orange arrow over it) you'll have to push through the building's overhang area. When you are spotted by security, a red arrow appears on screen, so do your trick when you see this.

#### Pro Challenge 11/17 // "Gallant Step Up"

Ryan Gallant wants you to Ollie up onto a ledge at the Plan B Warehouse, but there's a truck trailer in the way. Luckily, you can duck under the trailer by pressing GRAB without losing any speed, or you can just pull back on the LEFT ANALOG to crouch early—you'll need the air time anyway. Set a Session Marker far enough back for 2 pushes which should be enough to allow you to clear the ledge. This Challenge is a little tricky because it requires you to get a high point score. To do this, add some Grabs and some spin to your trick and use the LEFT ANALOG to rotate in mid air.



#### Pro Challenge 12/17 // "McKay's Grind n' Flip"

Get 800 points | Grind the high end of the pool area | Flip out of the Grind

You've finally gotten into the Plan B Warehouse, but Colin McKay has laid claim to the pool area. To take what's rightfully yours, you'll have to Grind the high, curved end of the pool and do a Flip trick out of it. The point requirement may seem a bit high, but you can get a 3x Multiplier going easily in the pool before you go into the Grind. To do this, Pump with the LEFT ANALOG (don't use the PUSH button after you get going or you'll slow down) in a U-shape, gaining altitude until you can pull off a Christ Air (GRAB and BRAKE) for the 3x Multiplier. After you have it, head for the Grind at a bit of an angle. Once you hit it, remember to Kickflip out of it.

<<	<b>Pro Challenges</b> 13-15	<b>Pro Challenges</b> 16-17	<b>Pro S.K.A.T.E</b> Challenges	
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### Pro Challenge 13/17 // "Technical Benchmark"

Do an FS 5-0 to FS Tail on the bench

P.J. Ladd's Challenge is a doozy if you don't know your Grinds. Your secret weapon here is your trusty Trickbook. Study the Advanced Grinds and Grinding the park bench will be cake.

You'll only need one push, so set your Session Marker, accordingly. If you are using goofy footing, start from the opposite side of the bench. Try not to come at the bench from too much of an angle. Ollie or Kickflip up onto the bench and hold the RIGHT ANALOG STICK straight up.

While Grinding the FS 5-0 (if you aren't doing a FS 5-0, something is wrong. Try coming at it from the other side!), ease the LEFT ANALOG stick away from the bench and your board will rotate on its nose into an FS Tail. If you do it right, the Challenge is over, if not, try again—thanks, Session Marker!



### Pro Challenge 14/17 // "Rattray Over the Board"

Trick Over the Diving Board

This Challenge gets a bad rap, but with your well-honed pool-skating skills (you have been honing, haven't you?) the name "John Rattray" will soon be synonymous with "shame." You'll need to get some air for this one, so start out by placing a Session Marker in the middle of the pool. Push to the deep end and pump up the side. Push all the way back to the other side and pump there too, but don't hit the diving board. From here on out don't push anymore. By pumping on either end of the pool you'll start gaining speed and altitude when you leave the pool.

When you are regularly getting huge air, it's time to head for the diving board. Angle slightly towards it from the right side and do a Christ Air 360 right over it.





### Pro Challenge 15/17 // "Chalmers Transfer"

Get 600 Points | Transfer Through the Window

This one is going to take a few tries, but when you finish it, Alex Chalmers will hand you the keys to the skate park. Just getting through the window won't cut it. You'll need to land directly on the opposite side to make the transfer count. Set your marker up near where you start the Challenge, but set up a straight line between you, the nub you'll be tricking off of, and the window.

The secret to making sure you don't overshoot the transfer is to do a Flip trick a bit earlier than you think on the little nub next to the window. To get big points you can try and make this an Advanced Flip, but we were able to pull off a Christ Air with 540 degrees of spin for our transfer, which was just enough to beat the 600 point requirement.



<<	<a href="#">Pro Challenges 13-15</a>	<a href="#">Pro Challenges 16-17</a>	<a href="#">Pro S.K.A.T.E Challenges</a>	
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### Pro Challenge 16/17 // "Duffy Double Kink"

Do a 50 ft. Grind | Grind the Staircase Rail

To ensure you won't be pushing around the Matrix building all day, make sure you set a session marker outside the No Skate Zone, but near a ramp up to the second level. The easiest ways up are the ramps in the Northeast corner of the plaza. The long travel time in between attempts should be enough to encourage you to not screw this one up. When you are lined up nice and straight with the rail, one push and a simple, high Ollie will get you onto it. It's all downhill from there, so enjoy the ride—you only have one more Pro Challenge to go!



## Pro Challenge 17/17 // "Rob and Big"

Perform a 360 Flip and land in an FS Crooked

In the final Pro Challenge, Rob Dyrdek wants to see you do one of the hardest technical tricks in the game. Chances are you'll do every trick there is by accident before landing a 360 Flip just right, but we'll help ensure that you won't be watching that fatso walk in a circle for too long. Did we mention there's a fatso walking in a circle around the trick area?

To pull off this feat of sadistic, RIGHT ANALOG-flicking cruelty, you'll need to aim at a slight angle towards the lowest point of the cement object. Set your Session Marker one push away, you're going to need it. The 360 Flip can be found in your Trickbook under Advanced Flips, so practice it a few times before you push off. It is a bit easier to pull off the 360 Flip in motion if you start crouching early with the RIGHT ANALOG in a 5 o'clock position.

Luckily, the FS Crooked is easy to land. It's a Grind done at a 45 degree angle with only the front side of the board touching. To do it, press the RIGHT ANALOG to about the 2 o'clock position before landing on an edge.

The combination of these tricks is tough. If you are sure you are doing everything right but the tricks keep coming up wrong, check your Trickbook, and switch sides if you are using goofy footing.



<<	<b>Pro Challenges</b> 13-15	<b>Pro Challenges</b> 16-17	<b>Pro S.K.A.T.E</b> Challenges	
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After beating all of the Pro Challenges, each pro will be available for a game of S.K.A.T.E. over a staircase in Old Town. Pros do a bunch of tricks that are pretty tough to copy, but they also tend to screw up from time to time. When this happens, it's your chance to defeat them with tricks they just aren't programmed to do—like 540 degree spins. Land one of these and they'll just do another trick and fail!



To pull off a 540 in the small space you have, you'll need to start a trick spinning by pushing the LEFT ANALOG left or right. After initiating the spin, add some an additional boost to your torque by pushing in the same direction with the RIGHT ANALOG. Land that and they'll never know what hit 'em!

Before you run off to become a part-man, part-skateboard whirlwind of destruction, remember: if you repeat a trick, you lose!



### Pro Follow Me 1/1 // "The Artist"

To complete this challenge you'll have to follow Mark Gonzales through the city, all the way to the Art Museum. This is a unique Pro Challenge, but it's also one of the easiest. You are given a large amount of leeway in following the Gonz, and that's good, because he gets distracted a lot. He'll alternate between tricking off of things, muttering about art, and wiping out. Just keep him in site and remember that if he goes off and does something crazy, you don't have to follow him. This mission does not require any major jumps, so just relax and avoid traffic.

### Pro Jam 1/1 // "Mega Mayhem"

Now that you've completed all the hard stuff, the pros have invited you to have some fun on the huge death-ramp. Don't over think this Jam; it's easiest to just do tricks on the first hump and the half pipe on the other side. Do a trick with a 720 or 900 degree spin first. If you need an extra boost, remember to press the RIGHT ANALOG in the direction you are spinning, too.

Although you automatically land most spins, this area makes things more unpredictable. Go for crazy spin, and if you faceplant, you'll start back at the top, which is actually better than skating around the rest of the course. Get a 3x Multiplier over the first hump, then do a Christ Air off the opposing wall and you'll be on your way to 10,000 points after a few tries. Your total point tally is what matters here, so starting over and repeating familiar tricks is the way to win.



## Skate Spots

Suburbs Spots	The Res Spots	Old Town Spots	Downtown Spots
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### Spot 1/20 // "Junk Jiving"

Do a trick off the ramp at the end of the hobo boxes. Make sure there are no hobos under them first!



### Spot 2/20 // "The Right Grind"

Set up a Session Marker in front of the ramp that leads to the wall you need to Grind. After two pushes, coast down the ramp and do an Ollie onto the wall to initiate the Grind. Press forward on the RIGHT ANALOG to do an FS Grind for some extra points. Flip off the end of the wall in the No Skate Zone, and prepare to be body checked by the man in yellow!

### Spot 3/20 // "Roof to Rough"

Hop the gap between the parking garage and the roof of the adjacent house. Add some rotation to your jump for extra points, and remember to set a Session Marker just in case you don't make it.



#### Spot 4/20 // "Traffic Jam"

Place your marker at the top of the stairs, push once and ollie onto the rail.

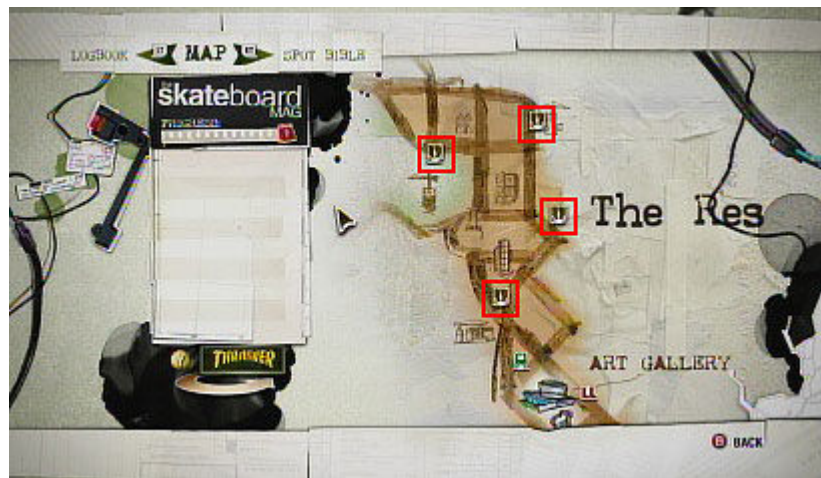


[Suburbs Spots](#)

[The Res Spots](#)

[Old Town Spots](#)

[Downtown Spots](#)



#### Spot 5/20 // "Bomb the Bank"

Use the street's decline to gain plenty of speed, then ollie over the curb and up onto the embankment. Do a trick while riding near-horizontally over the stairs to own this spot.





#### Spot 6/20 // "No Man's Land"

For this one you'll need some speed, so try and set your session marker for 3 good pushes on the not-quite-level area before the Spot. Get some speed, then get ready to act fast. To make the rail on the other side of the alley you'll need to hop onto the middle island then line up with the rail in a matter of milliseconds. Try adding some rotation to your trick before you land on the rail for extra points.



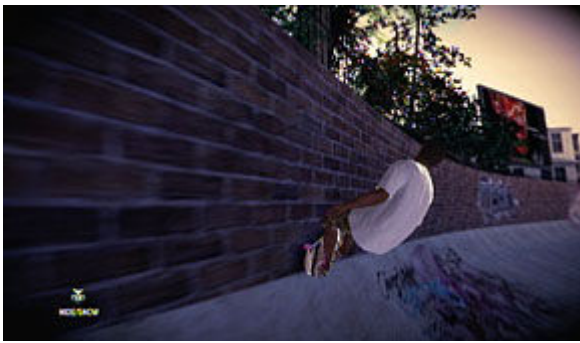
#### Spot 7/20 // "The Old Pool"

After you roll past the old pool and access the info about it, you can use the marker on your map to warp to a spot high above it. Do some old-school tricks in the pool to own it. Is there anything more old-school than getting biblical with a Christ Air 360?



#### Spot 8/20 // "Big Ass Wall"

Set your session marker up the street a bit so you can get some speed and reset easily if you do a big ass faceplant. Riding up the embankment into a FS or BS Grind should take care of this Spot.



Suburbs Spots	The Res Spots	Old Town Spots	Downtown Spots
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#### Spot 9/20 // "Are you Nuts?"

Set your session marker all the way across the parking lot at the top of the stairs. You can use this stretch to do some Advanced Flips to get a 1.5x Multiplier before you take the plunge—you'll probably need it.



Ollie onto the short wall to the left of the stairs, then do a Grinds and some kick flips. We got the high score by flipping from the inner edge of the wall to the outer about halfway down. With a multiplier, this is unnecessary, but it still makes for a pretty cool replay!





#### Spot 10/20 // **"Ramped Up"**

Use the embankment to catch some air. Pull off a trick like a Christ Air 360 to own the spot. Set up a Session Marker up the street just in case you lose some skin trying to land.

#### Spot 11/20 // **"Clankity Clank"**

Set a Marker far enough behind the spot to get up to full speed. You can do a trick with a 360 degree spin off the top of the stairs, or hit the rail for a Grind. Either way, the Spot is yours. Use this spot to warp to the Plan B Warehouse at any time!

#### Spot 12/20 // **"Bent Ledge Park"**

This spot requires you to Grind a little wall with a pointed top--the catch? You need to get 1,000 points to own the spot, and not even the longest string of Advanced Flips and Grinding is going to get you a score like that. You'll need a 3x Multiplier before you even hit the spot, so go up the hill and turn left to set up a Session Marker.



Grind and do Flip tricks on the curb to get your Multiplier, then hop off and head right into the little park area above the Spot.





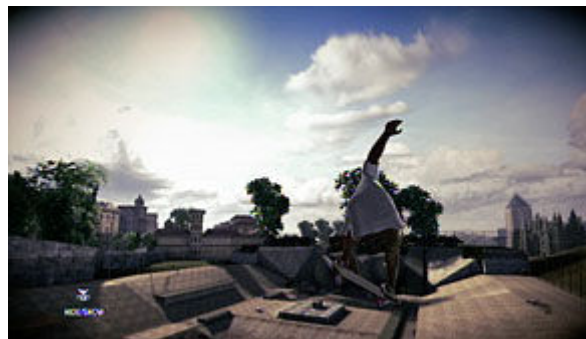
To keep your Multiplier you can do Kickflips and Manuals.



Hop onto the wall with your Multiplier and do a long, safe Grind through both levels of the pointed wall.

#### Spot 13/20 // "Hellavator"

Use your Session Marker at the top of the Spot! Most of the points you need to own this Spot come from catching air. Think 360 degrees of spin, Christ Airs and add a Grab or two while you plummet. Just make sure you line up your initial trick so that you touch the Hellavator ledge at some point—a Grind or a basic, four wheel landing will do the trick.



Suburbs Spots	The Res Spots	Old Town Spots	Downtown Spots
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#### Spot 14/20 // "Lakeside"

This is another Spot where you'll need a 3x Multiplier before you even get started. If follow the path around the lake back a ways you can do an easy Grind towards the spot with some Kickflips to break it up. This should get you the Multiplier you need.



Instead of doing anything fancy, just hop back onto the ledge where it picks up at the bottom of the Spot and keep on Flipping and Grinding for the 750 point requirement.





#### Spot 15/20 // "The Claw"

Aside from a friendly reminder to use your Session Markers, there's not much we can say about this one. Grind that rail!



#### Spot 16/20 // "Snake's Back"

Set your Marker far enough back for two pushes. Try and land a 360 degree spin trick onto the rail or go for a 540 trick off the side of the raised area.



#### Spot 17/20 // "Claustrophobia"

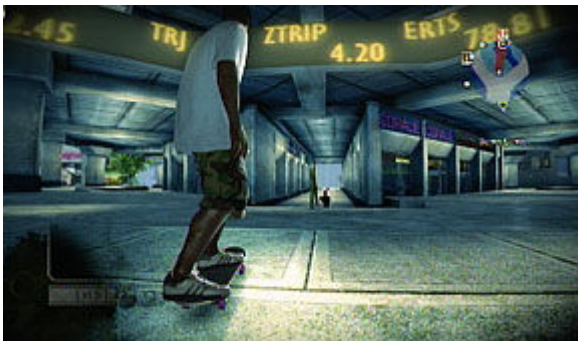
Set your session marker on level ground facing the spot. Try to get into a Grind or do some Advanced Flips for a Multiplier before you trick over the Spot. Land your trick on the ramp below, not the opposing ledge.



#### Spot 18/20 // "The Gauntlet"

Getting to this spot is more than half the challenge. You need to find the tunnel that leads through the building on the ground level completely on the opposite side. Set your marker in the tunnel right before the No Skate Zone (you can see this area marked in orange on your Map if you are having trouble finding the tunnel).





From the tunnel its just a matter of avoiding the security guard and Grinding the rail. Bring down the establishment by owning the Spot!



#### Spot 19/20 // "Curvature"

Use the incline pictured below to get some speed heading into the Spot. Ride up the banked walls and Grind around the lip of the wall to make this Spot your own.



#### Spot 20/20 // "A Spot to Stair"

To get the 777 points you need to own this Spot, you'll need a bit of luck. Line up with the ledge below the stairs across the gap and place your Session Marker accordingly. You'll need to add a 360 to your first trick across the gap to score big, and remember to do some Flips while you Grind as well.