



Intro

You're a naive farmboy from the rustbelt who has headed off to Los Angeles with stars in your eyes and a beat-up skateboard under your arms. Your goal: to become known throughout the land as the top-dog of the board and wheels. But before you start walkin' around like you're the daddy-mack, take a look around hotshot. You're in the city that's witnessed the greatest legends of this, the sport of kings. And furthermore, you'll need to prove to them that you're not just some old hee-haw that doesn't know his Nollie Impossible from his Switch Kickflip. Do you have what it takes to make even the best take a step back and say, "Whoa"?



Turns out, you do! IGN Guides is here just in the nick of time to show you how to bust those moves and stick those combos with finesse. Feeling a little sheepish? Stop by Basics to see how to take care of the crucial stuff. Smashed a few controllers against the wall in frustration trying to complete a mission? Head on over to Story Mode to soothe your frazzled nerves. Wanna breeze through the game, old school style? Step right on up to Classic Mode. Got gaps? No? No problem. Head over to Gaps to see what you would call a "complete listing." Got a question that's just burning through your skull trying to get out and wreck havoc? Avoid making a big mess on your brand new couch by heading over to Q&A to handle it. Can't get enough of that extra stuff? Who can? Go to Secrets and all shall be revealed. Gotta get something off your chest or just want to see what used to be on other people's chests? Go to Boards to make it happen.

No matter where you come from or where you are, IGN Guides has got your back to the fullest. We just hope you don't hate receiving high praise from only the best skaters in the world.

Guide by: Kal "The Man?" Chirwa

This PDF Guide is property of IGN Entertainment. Any unlawful duplication or posting of this document without the consent of IGN Entertainment will result in legal action.

Basics

Special & Focus

One of the coolest aspects of this game is the special meter, which you'll see in the upper-left corner of your screen. This meter builds up as you perform various tricks. The more complicated the trick, the faster it will build up. Once it's full, it'll start glowing, at which point you'll be able to pull off special moves which you'll unlock as you finish certain missions. You'll also be able to go into Focus Mode, which is basically a slowed-down, bullet time feature which will make it easier for you to pull off crazy-difficult tricks and combos that seemingly last for days. Note, however, that your special meter will run down as you stay in Focus Mode, and you'll have to keep pulling off tricks in order to keep the meter full.

Building Up Stats

There are 10 different skill categories that you'll need to build up by gaining Stat Points. In order to build these up in Story Mode, you will need to complete various sponsor challenges that can be found on near the entrances of the Skate Shops in every different area. Once you accept these challenges, you'll have to complete them before the end of the day as measured by the in-game clock. These challenges range from scoring a certain number of points on one combo to performing a specific trick for a specific length of time. Try to wait until early in the morning to start these challenges, so that you'll have a good amount of time to complete them all.

BMX

One of the new features in Tony Hawk's American Wasteland is the ability to ditch your board, hop on a BMX and tear up the city two-wheel style. The controls are fairly similar to those used when on the skateboard, so you should have no problem adjusting. You'll have to use the BMX to complete a few missions in Story Mode, but the real fun is to meet up with Rick Thorne who's stationed in different spots in every area. He'll teach you how to pull off some rad bike moves and even give you some money for completing them in a certain amount of time. You can find the BMX in each level by heading towards the white bike marker on the map screen and you can find Mr. Thorne by heading towards the blue bike marker.

Gettin' Paid

In order to buy stuff like clothes, tattoos and gear, you'll have to earn some money. You'll also need money to complete certain missions in Story Mode. You can earn it by doing 3 things in each area: tagging, bike tricks, and impressing the Random Dude. Tagging opportunities can be found by seeking out Muton whose position is indicated by the yellow spray can on the map screen. He'll pay you to help him tag certain spots around town. These gigs are usually very easy to complete and are the easiest ways of making money in any city. Note, however, that you'll only be able to help him out 5 or 6 times in each different area. Bike tricks opportunities can be found by talking to Rick Thorne, as mentioned above. With these, you'll usually just have to pull off a certain bike-specific trick a few times. You can find the Random Dude in each map by heading towards the green dollar sign marker on the map screen. He'll ask you to perform a series of tricks that he'll call out in a certain amount of time. If you don't have your stats up in the category of trick that he's calling out, these can be a little difficult. So get them stats up!



Travelling

Buses are available in each area to help you get from area to area quickly. They're indicated on your map with a white logo that looks strangely bus-like. If you're in the Skate Ranch area, you can travel by using the truck near the entrance.

The Freaks Freak Out At Night

Another sweet feature of Tony Hawk's American Wasteland is the Freakout Meter. This will pop up when you attempt to land a trick on your face instead of your board. Quickly tap the grind button to build up the meter and if you fill it up enough, you'll earn a few bonus points that will be applied to your next combo.

Now March!

You have the ability to hop off your board and run around town at any time, if you happen to be in the mood. This feature can actually be crucial when you need to come to a full stop in order to line up a trick or look around the screen. You can

also hop off your board in the middle of a combo, run around for a little while, then hop back on your board and complete the combo.

Easy Combos

There are a few tricks you can pull off that make it easy to string together a massively long combo that will give you points in the 100,000 range. Lip tricks, rail stalls and the Natas Spin all require you to stay still and keep from losing your balance. If you can stay balanced and perform a long string of doubletap tricks while staying stationary, you'll be able to increase up your multiplier very rapidly. Going into Focus Mode while in the midst of these tricks will make it so easy to stay balanced, that you could go grab a sandwich, come back and still be pulling off the trick.



Create A Trick

The Create A Trick feature allows you to totally customize a special trick that you can then use anytime you want in the game. You can edit everything from the duration of the trick to what type of grab you pull off while performing the trick to how much you'll rotate while doing the trick. You can find inspiration points in each area that will allow you to edit tricks by heading towards the yellow light bulb icon on the map.

Create A Graphic

The Create a Graphic feature lets you whip up your own personal graffiti tag that you can spray anywhere you please in the Story Mode areas. Choose from dozens upon dozens of different tags and graphics, layer them on top of each other any way you want and change the color to your heart's content. Note: you'll have to help Muto tag up the different parts of town in order to unlock each area's specific set of graphics.



Story Mode

Welcome to L.A. - Hollywood

Suit Up

You've arrived in beautiful La-La Land and you've already made a friend in skater chick Mindy. But if you're gonna stick around for a while, you'll need to deep six those countrified clothes A.S.A.P. First, head to the barber shop right next to where you're standing and switch up your hairstyle. You start with \$120 and you'll need some money for clothes in a bit, so don't go too nuts. When you're done, head to the clothing store which is right next door and suit up. When you're done, go over to Mindy who'll introduce you to her friend Ian.

Da Caveman

Ian will teach you how to do a Caveman, which is just hopping off your board and running around. He'll also show you how to grind a railing. Finally, you'll have to combine the two to pull off a caveman grind. These may seem pretty easy, and they are, but you'll be using them a lot so it's good to get them down.



Sponsor Challenge

Head over to the skate shop and take a look at the sponsor challenge. You'll need to complete these throughout the game in order to build up your stat points. You have until the end of the day (as measured by the in-game clock) to complete the challenges. The list of challenges changes each day and each area's skate shop has 4 different sets of challenges, so if you finish them all in one area, you'll have to go to another area in order to earn more stat points.

Kickflip Ben Whofleck

Mindy's friend Duane will teach you a few more rad tricks, but first you'll have to do him a favor by doing a kickflip over Ben Whofleck's head in order to make him look like even more of a loser. Head over to the movie theatre, which is to the left of the skate shop, and line yourself up with the velvet ropes. Grind the first one and ollie over Whofleck's head just before the rope ends. You'll have to do a kickflip while in the air, so you may want to practice it a bit before you start this mission. Land on the next rope in a grind.



Manual

Duane is now ready to teach you how to do the Manual and Revert tricks. First you'll just have to manual 3 times. When you start a manual, a balance meter will show up. Try to keep the ball in the middle of the meter for as long as you need to complete the trick. If you go too far in the red direction, you'll fall off. Too far in the green, and you'll end your trick. The same is true of grinds, liptricks and rail stalls. After this, you'll need to manual from Tony Hawk's star to Tony Alva's. If mess up,

hop off your board and run back to start to save time. Or you can always just go to the pause menu and select Retry Mission to put you back in your starting position. The trick to this is to start as close as possible to Tony Hawk's star, so you won't have to balance for too long.

Revert

Meet up with Duane again at the Dog & Cello restaurant to learn how to revert. To do this, you'll just need to press the revert button as your landing back down after getting air in off a quarter-pipe. This trick will be crucial throughout the game because it allows you to string together air tricks into a longer combo.



Take What's Yours

Head over to the halfpipe in the north-east part of town to deal with the punk who stole your gear. You'll need to outscore him by doing a bunch of air tricks in the pipe. He'll keep up with you for most of the duration of the contest, so just do some basic kickflips and grabs until there's only a few seconds left. Make your final trick a big one and make sure to land it and you should outscore him. After you whoop him up, he'll try to run away. You'll have to knock him off his board by smacking him with yours. He skates in a loop, so all you have to do is hop off your board, wait on the blue ledge opposite the Dog and Cello restaurant and wait for him to skate by you. As he does whack him with your board by pressing the grab button

Scare The Protestors

Head over to Mindy who's standing by the protestors in the south-west corner of the map. You'll need to scare them away by loosening the dinosaur head at the top of the museum. To do that you'll need to complete some score goals by tricking of the pipes on the roof. You'll first need to complete a 2,000 point combo, then a 5,000 point one and then a 10,000 point one. You can get the first two score goals can be accomplished by doing a couple doubletap flips while in the air. In order to get the 10,000 points you'll need to link tricks done on one pipe to another by reverting as you land, manualing to the other side and then hitting a few more tricks in the air. If you're having trouble and it looks like you may not hit the goal before time runs out, hit Retry Mission in the pause menu so that you won't have to start over from scratch. After you knock the head loose, you'll open the gateway to Beverly Hills. Simply skate up the escalator and through the hallway to get there.



The 90210 - Beverly Hills

What's Skate Club?

Find Mindy in the north-west corner of the map. You'll have to learn some new tricks in order to impress her friends Boone, Murphy and Dave. You'll have to seek out a few Skate Club members in order to learn said tricks. The members will now show up on the map and will be indicated by pink stars. You can go to any of them in any order you want. Alan, who is located in front of the hotel near the entrance to the Skate Ranch, will show you how to do spine transfers, flips and rools. You'll first have to do 3 spine transfers off of the side of the building nearby. The trick to these is to go into the spine transfer right after you let go of the ollie button. He'll then show you how to do back and front flips. Be sure to let go of the grab button shortly before you land. You'll then learn how to do rolls, which are similar to flips, but to the left and right instead of forward and back. Finally, he'll show you the acid and bank drops which are used when you're already in the air and want to land on a specific target. Make sure to go into these tricks as you hit the top edge of the ramp. Bada bing!

Sticker Slap-Happy

Meet up with Jeff who's located just outside the Skate Ranch entrance to learn some wall tricks. First up is the sticker slap, which you perform simply by ollieing towards a wall and pressing jump as you hit it. That was easy. Next is the wall plant which is the same as the sticker slap, except you'll hold down as you press jump. That, too, was easy. Finally, you got your basic wall ride. Approach the wall at an angle, ollie into it and press grind to ride on it briefly. This works best on walls that curve around.



The Boneless

Meet up with Josh who's waiting near the Skate Shop. He'll show remove the bones from a jump by performing the boneless. This is done by doubletapping up just before leaping into the air. This trick is particularly valuable because it gives you slightly more air than a regular ollie. Next up is the boned ollie, which is done by simply pressing jump while you're in mid-air. Cake.

That's Mr. Natas To You

Find Kurt near the shopping center to learn the Natas Spin. This is done by jumping on to vertical poles and spinning in place on top of them. This is a move that requires you to balance yourself. This is a great move for building up points because you can do a series of doubletaps of your grind, flip and grab buttons which will up your multiplier. If you're having difficulty maintaining your balance, head to the Skate Shop and do some sponsor challenges to build up your stats.



Wall Tricks

Meet up with Frenchie who's standing in the alley near the bus stop. He's gonna show you how to do a few wall tricks that can only be done when you're off your board. The first up are the wall run and the wall flip. The wall flip can be a little

difficult because you've got to hold up to run up the wall then quickly hold down and jump to flip. The key here is to move the controller from up to down as quickly as possible. It may take some practice, but eventually you'll get the hang of it. He'll then show you the wall shimmy, which is just moving from left to right as you're holding the edge of the wall, and the tucks which are front and back flips made while running around off of your board.

Make Some Friends

You're now ready to prove yourself to Mindy's friends. Talk to Boone who's standing near the hotel by the Skate Ranch entrance. You'll have to do a 3-trick combo in order to impress him. Although if you start out facing the building with the ramp on it, it's a good idea to build up speed by getting some air off of the ramp on the hotel behind you then using that momentum to get more air off of the building that you have to trick on. Spine transfer just as you clear the roof and then hold grab and press up twice to do a nosegrab and a frontflip. You'll have to do this all very quickly and release the grab button before you land to pull this one off.



Impress Dave

Head over to Dave who's near the building behind the bus stop. He's going to want to see you do a wall ride. To do this, get some air off the ramp then press grind right as your board is level with the wall-ledge. Simply grind along the edge then ollie into the wall and do a wall-ride over the arch. Hit grind again as you reach the next ledge to complete the task.

Impress Murphy Meet up with Murphy at the Fanny & Co. store. He's going to want you to do a wall run up the side of the store's wall, flip off the wall and land a Natas Spin on the pole outside of it. This combo can get really frustrating because it can be difficult to get lined up properly and it's easy to overshoot the pole. It will take some practice to control the distance of your flip. Luckily you only have to hold the Natas spin for a hot second before you can ollie off of it. Note: you actually only have to impress two of Mindy's friends to unlock the Skate Ranch, so if you're having a crazy time with this trick, just complete the other two. Once you have unlocked the gate, head through the tunnel to gain entrance to the Skate Ranch.



Parts for the Ranch - Skate Ranch, Hollywood & Beverly Hills

Buildin' a Ramp

You've reached the Skate Ranch, but the cupboards are looking a little bare. You'll need to chip in by "borrowing" certain items around town to make it just a wee bit more tight. First, to build the inaugural halfpipe, you'll need to collect some wood. Do a skitch on Iggy's dog, Sanchez, as you would a car and he'll lead you to a couple "No Skateboarding" signs, which you'll need to smash up with your board for wood. No worries if you fall off, because Sanchez will wait for you to grab his tail again. Once you've smashed the signs up, get back to Iggy's by following the green marker on compass.

Bert Slide

Iggy will now show you the Bert slide on the new halfpipe. First you'll have to do one in place, then one after traveling a distance. These tasks are both mad easy. You'll then have to do one up the side of the halfpipe, clearing the rectangular hole in the middle. Just make sure you hold down the ollie button as you go into the slide to keep your momentum up, and you shouldn't have to much trouble.



Dino for Dollars

Use the truck in the Skate Ranch to head back to Hollywood to pick up the Dino head which is near the escalators. You'll need to pay Joey B \$200 for it, so help Mutton out with some tags or hit Rick Thorne up for some BMX tricks to step your cash game up enough. At this point Mindy will send you a text message asking you to head back to the Skate Ranch. Go back and they'll tell you to head back out to Beverly Hills and then Hollywood to pick up a few more things for the ranch.

Hit the 69 Ball

Meet up with Murphy near the gas station. He'll show you how to loosen up the 69 ball so he can cart it off to the ranch. Spine transfer off the ramp of the building behind the gas station and onto its roof. Then sticker slap the ball by airing off of the ramp on top of roof.



From Milo

Meet up with Dave near the museum to have him show you how to swipe the statue. First, hop off your board and climb up ladder (to the right of Dave) to get into museum, then bust through the window out the other end. When you get to the statue, ollie up side of the fountain up above the statue's head to grab the key. Then go back to front door to unlock gate, so the truck can be brought in. Next you'll need to grind around statue to tie it up with the rope, staying on the ledge for 5 seconds.

Get the Green Dome

Meet up with Boone down the street from the museum to snag the green dome on top of the white building. He'll attach a rope to the top and then ask you to help pull it down by quickly hitting the ollie button. Just keep hitting it as fast as possible until you bring it down.



Metal Awning

Meet up with Murphy by the building with the gray cement awning. You'll need to do the tricks on the awning (off the star maps sign kickers) that Murphy calls out. Take it easy on this one because it's easy to build up too much speed and get off balance. Also there's a lamp post in the way when you're coming back, so the trick is to not move to the left or right at all. Just press up or down grinds as the trick demands.

Back to Hollywood.

Now that you've collected all the pieces in Beverly Hills, head back to Hollywood where you'll have to collect more pieces. First, talk to the movie theatre attendant outside of the movie theatre to get to the roof and meet up with Dave. He'll show you how to take down the antenna. First grind on the antenna's support wires by just going up and down them. Next, you'll have to launch off ramp and pull off a footplant on the tower. Finally, skate up to the end of the tower and balance a Natas spin on tip of tower for 5 seconds.



Take the Stars

Meet up with Murphy across the street from the movie theatre. In order to pop the stars from the side walk, grind the tips of shovels to pop out hollywood stars a little bit. You'll have to hop from one to the next, but you'll have too much speed to do them all in a one run. You should try to get 3 on the first run through and 2 on the return trip. Then hop off your board to slow down, give yourself some running room, and finish the rest. After that, you'll have to bank drop on them to pop them out and you'll only enough time to do these three right in a row. The trick is to make damn sure you hit the bank drop right as you're jumping off the ramp. Go to retry this mission in the start menu if you mess up so you'll only have to do this part (not start all over again with the shovels).

Big Bucks Records

Meet up with Boone near the Big Bucks Records building in the north-east corner of the map. You'll first need to hop off your board and climb to the top which is pretty simple. Easy even. Now you'll have to hop on the railing that spirals down the building and balance a grind on it for 5 seconds. Because of the way you go down, it will tend to pull you to the right, so try to keep the balance ball closer to the left end of the balance meter.



I Got That Velvet, Son

Meet up with Duane near the velvet ropes of the movie theatre. To snag these you'll have to ollie out of the truck when it gets to the designated starting point and grind the velvet ropes, and hop back into the truck bed. Make sure to keep your balance on the ropes the entire distance and don't hop off them until you get to the very end in order to complete this mission.

Distract the Cops

Finally, help Mr. D out by distracting the cops who are about to give him a parking ticket. Ollie off the ramp on the platform above the cop car and pull a bank drop onto the cop car. This trick is pretty easy as long as you make sure to keep moving straight ahead and hit the bank drop right after you leap into the air. After this Mr. D will pick up his standard briefcase bazooka and blow open an entrance to the Downtown area. Head down through it for the next set of missions.



Prove Yourself - Downtown & Vans Skatepark

Zee Manhole

Alright! New area = new pieces to appropriate for the Skate Ranch. Meet up with Joey B. across the street from the orange fountain to collect some manhole lids. He'll want you to get some serious air and land a bank drop on a kicker across the street. You'll have to do this three times with three different grab tricks (Melon, Benihana and Sacktap) and make sure to hit the bank drop right before you're above the landing zone in order to keep from sailing past it.

Snatch the Fire Escape.

Wheel on over to Useless Dave who's near the downtown entrance. With him, you'll have to skitch on the left side of the car, which'll drive you up to ramp, then lip trick off of various parts of fire escape. Hold down to let go of car right before it reaches the end of the road, then jump as you hit ramp and hold grind at the same time to lip trick on progressively higher parts of the railing. After 3rd time, it'll fall down.



You Got a Big Ole Bell?

Check out Murphy who's standing next to the orange fountain area. Air up the rim of the fountain and land a sweet Natas spin on top of bell. Murphy will call out tricks for you to do while natas spinning. If you complete a trick or two and fall off, you can just hop back up and pull off another one to complete it. Following this, you'll have to wall plant off the bell to knock it over.

Advanced Level Courses

It's now time to meet up with Master Zen who will teach you some serious trick-pulling skills that'll prove to be invaluable throughout the rest of the game. One of the first tricks you'll learn is the Stall. Find Master Zen by the freeway opening to learn this one. You'll first have to hold a stall for a short time on any 3 rails or ledges in the area. The blue ledges of the buildings nearby are quick and easy picks. Then he'll ask you to stall on the freeway sign, by jumping off the ramp to the right of it and balancing a stall on the sign for 6 seconds. Once you pull this off, you will unlock the freeway as additional skating space.



Unleash the Best

Get on top of Really Old Citizen Association building by entering through the opened door on the side. Master Zen will then instruct you to grind along the ledge of the roof and smash into the tower at the end by just running into it. You'll then have to grind again but this time ollie into the building to smash it again and unleash the dragon.

Natas Like an Egyptian

Find Master Zen in the alleyway. For this mission, you'll have to hop off your board and climb to the roof of the nearby building. Once there, Natas spin on two of the pyramids on the roof top. You'll have to pull off a few doubletap tricks while on them. After that, smash them thangs up with your board. Bada bing!



Now that you've entered the Am-Jam, you'll need to survive 4 rounds of single-elimination scoring contests. Basically, don't be the guy with the smallest score at the end of each round and you'll make it to the next one. In the first round, try to shoot for roughly 10,000 points by pulling some of the tricks you did earlier to beat the noob. For the second round, you'll need to pull in closer to 15,000 points. Note, that the points are cumulative, so you don't have to pull them off in one combo. If your balance stats are up to. In the 3rd round, you'll want to shoot for around 20,000 points. Follow the rail immediately in front of you around the back and jump to the ramp to the left of it for a rail to rail gap bonus. Pull off some kickflips in between hopping from rail to rail and while grinding for a huge combo. In the final round, you'll want to shoot for 35,000 - 40,000 points. Your opponent will be keeping up with you, so don't pull out any huge tricks until the end. Try to start your last combo with around 4 seconds left and make sure you stick it. Note, do not use the restart mission option if you find yourself falling behind in a round because it will take you back to the very beginning of the contest. After you win, you'll earn a big congrats from Mr. Hawk and a troubling text message from Mindy asking you get your arse back to the Skate Ranch. Unfortunately, every silver lining has a cloud.



The Beach - Beverly Hills & Santa Monica

Again with the Skate Club.

You arrive at the Skate Ranch just in time to see Iggy gettin arrested. To help him out you'll need to find the Z-Boys in Santa Monica. First, however, you'll have to prove yourself to the Skate Club members. Head to Beverly hills to meet up with them. Meet up with the leader near the skate shop first. He'll have you trick off of flashing objects in the area. Simply do a few grinds on all of the flashing objects you see (there are 5 total), then go talk to him again. He'll Then have you do a few flatland tricks which are grabs & flips pulled off while in a manual. You don't have to do all the tricks he calls out in a single combo, so get into manual mode, pull one off, then ollie out of it and start over with the next one. When you're done, go back and talk to the leader again.

Dogtown

Follow the two skate club members to the hotel in order to distract the cops. Do a spine transfer up the ramp, then do lip tricks on platform edges. You'll have to hold the lip trick for 5 seconds, so use your focus liberally. Following this, you'll then have to do some tricks while holding the lip, but just two of them. Using your focus here again will help you maintain your balance while pulling them off. At this point the cops will leave and you'll have access to the underpass to Santa Monica. First, however, you'll have to compete with some of the skate club members. You have to outflatland one member, try to shoot for around 60,000 points. You can build up your multiplier by alternating a few doubletap tricks while flatlanding. He'll keep pace with your score, so try to save your best tricks for the end and make sure to land it. Then you do the same against Josh who's a little better. Shoot for around 90,000 points with him. Finally, they'll bring in Daewong Son, whom you'll have to best in 45 secs. He agrees to let you win, but you'll still have to pull off around 150,000 points to make it looks respectable. After beating him, you'll finally have access to the beeyootiful Santa Monica shore.



I Takes What I Wants

Head over to Mindy who's standing in front of the skate shop. In order to snatch the Shark's head you'll need to bank drop on top of it off of the kicker, then stall on the nose 3 separate times. If you are having trouble getting lined up, just skate away from the shark and if you get too far, it will automatically transport you back in front of the kicker lined up perfectly.

Dude Descending a Staircase

Meet up with Joey B. at the top of the large staircase. In order to snatch it, you'll have to do a boneless at the top of the stairs (to get a little extra air), do an impossible in mid-air and land on the X at the bottom. You'll have to do this four times in a row. If you're having trouble clearing the stairs, go off the ramp behind where you start to build up some extra speed. Following this, you'll then have to do a 360 impossible over it. It's the same as an impossible, but you have to rotate left at the same time.



Round + Round

Meet up with Alva's Posse Member #1 by the large ferris wheel. He wants you to do lip tricks on one of a ferris wheel car and hold it all the way around. Build up your special meter by doing a few quick flatland tricks so you'll be able to use your focus. He then wants you to grind all the way around the pier railing and back to him. There's a gap in the rail as you're coming back so pay attention and ollie over it like whoa! Then he'll ask you to grind along the ropes in order to scare off the birds, this is a pretty basic grind but you'll have to do this twice.

Hit the Board to the Ledge

Meet up with Alva's Posse Member #2 in the courtyard immediately to the left of the map's entrance. He'll have you grind from the planter in front of you to the planter near the stage without touching the ground. Grind from first planter to stage to its right by jumping immediately after turning corner. Then from that stage jump to the planter. Then he'll ask you to get to the roof of theater w/o touching the ground around it. To do this just go up the ramp straight ahead and grind the wires above it all the way around to the end and jump from there to the roof. Finally, he'll stand in the middle of the stage and ask you to reach him w/o touching any of the ground nearby. To do this, grind from the wall to the left of where you start to the wall around the main ground, then as you're reaching the end of the wall (before the stairs) jump to the wire above and take it around to the roof of the stage like before. Now get off your board and drop down to the stage below.



Kid A

After you complete Alva Posse Member #2's mission, Kid A will pop out asking you to do all sorts of ill stuff. Basically, he wants to tear down the roof of the stage. Do this by hopping off your board, running across it, jumping off and then getting back on the board as you're landing on the marker beneath it. You have to do this 3 different times.

Hungry Hungry Hippie

Meet up with the hippie dude at the bottom of the downroad ramp. You'll have to do various types of grinds on the skate park sign as he calls them out. Jump off the kicker to get on the sign, perform a trick or two and then jump off right before the end of the sign in order to give yourself enough space for a clean landing. Then just skate away from the ramp so it'll bring you back to the beginning, lined up perfectly with the kicker.



Splish Splash

Meet up with Alva Posse Member #3 at the end of the pier. He'll want you to take out some of the valley chicks and dudes who are taking up all of Alva's valuable waterfront real estate. Shoot balloons at the 3 chicks that you see when you start, then pan left to hit the three dudes. This mission is very easy and quite fun to boot.

Meet the Don

After completing all the missions, Tony Alva will pop up. Meet up with him at the top of the road. You'll have to show him you know your stuff which, if you've been building your stats up regularly, shouldn't be any big thang. He'll first ask you to pogo (flatland trick) down the road in between two cones and then do a handstand down the road between two cones. Next he'll ask you to bert slide down the road by sliding back and forth, being careful not to hit the cones (which will knock you down). You'll have to move back and forth repeatedly and quickly in order to stay in bertslide mode as you'll come out of it early if you lose momentum. This mission is one of the trickier ones in the entire game and requires a lot of patience. Try to keep moving in quick, short, slalom like movements, and you should make it.



The Dude Is Out There

After you've impressed Alva, go back to Hollywood to buy the spaceman costume (\$150 - it's in the shirts section). Then head back to Santa Monica and meet up with Alva near the ferris wheel. You'll create a new grind trick in the create-a-trick menu (up,down grind). You'll then need to bust this trick out on the roller coaster track in front of the carnie in order to freak him out. Using your focus here will give you a little more time to pull off the button combo necessary to pull off the new trick. Be careful not to time your trick so that a car will hit you while your in the middle of it. Following this, you'll then have to pull off 3 double-tap tricks while natas spinning on the ferris wheel's lever. If you fall off after pulling off one or two, you can still hop back on to finish up.

Out to Sea

After scaring the carnie you'll have to head out to the oil rig off shore to meet up with Alva's friend Mega. Grind the railing out to the nearby boat to do this. You'll have to pay off the captain (\$100) in order for him to take you out to the oil rig, so if you don't have enough you can help out the tagger or do some BMX tricks to pick up some extra dough. You'll then be out to sea to the Oil Rig, so I hope you brought your emolient.



Mega Sized - Oil Rig & Skate Ranch

KaBoom Boom

Once you're on the rig, talk to Mega. He'll ask you to help him out by grinding on the nearby cleat, then jumping off and acid dropping into a grind on the cleat right next to it. Next, he'll tell you to grind on a nearby cable then jump from it out into a wire lead in the water. You'll have to grind that and jump a gap in order to complete this mission. Note that the camera will go into slow-mo mode when you jump and Mega's pet shark Fonzie will try to give you a nibble. This can actually kind of mess up your concentration so be sure to pay attention to when you'll need to grind on the next length of pipe. After this you'll take the elevator to the top of the rig where you'll have to grind on a series of pipes in order to retrieve some detonator caps. Once you've retrieved them you'll have to grind the railings around the main gas tanks, and then ollie to a railing that will take you up to the top of the tank. Once you get there, do a sticker slap on the side in order to set off the explosives. It can be difficult to balance on the rail when you're going up and you won't be able to use your focus because it will go into a helicopter-like shot as you're going up the incline. The best thing to do is to make sure that your grind stats are up to around 6-8 in order to keep your balance.

Dismantle the Pipes

Now that you've helped Mega hike up gas prices for the rest of the country, it's time to snag some gear for the Skate Ranch. Head over to Tool Pusher #1 first. He'll ask you to do grind a nearby railing then jump to a ledge below it. You'll eventually have to jump to another railing but make sure you lean to the left before the jump in order to reach far enough over there.



Destroy the Antennas

Meet up with Welder #1 by the edge of the rig. He'll want you to destroy the antennas of three boats sitting just outside the rig. Grind the scaffold until its end and then spine transfer to the first boat. In order to destroy the antennas on the three boats, just do spine transfers from the ramps immediately below it and aim into the antenna when you're in the air. Once you've hit one antenna, spine transfer from the end of that boat into the next one.

High Score!

Find Welder #2 below the yellow crane. He'll want you to play a game of human skee ball with the empty bowls. First run to the ladder and climb up to the top of the crane platform. You'll be playing the part of a skee ball by acid dropping into the various bowls and then wall planting the grate at the end of them. You'll need to keep going straight to be lined up with the grate, so don't move to the left or right. Just concentrate on timing your jumps and acid drops properly and you should do fine.



Let's Take it Back to the Streets

Meet up with Tool Pusher #2. In this challenge you'll have to reach the chopper on the rig's helipad. Simply skate through the control room to your left and then spine transfer off the quarter-pipe immediately below the helipad. After you reach the pad you'll have to do a spine transfer off the side and into an underwater tunnel in order to get back to the mainland. As soon as you land you'll get a text message from Mindy asking you to come back to the ranch. Surprisingly, there's trouble. The tunnel will take you back to the pier in Santa Monica. Hop on a bus, head back to Beverly Hills and then to the Skate Ranch.

Mega Size Me

Once you get back to the ranch, go talk to Mega. He'll want you to oil the crane by spraying 3 points along its tower. Hop off your board and climb up the ramp, then the ladder to get to the top of the tower. Once there, jump up and grab the lip of the left side of the crane control. Next, do a wall run-up to get to the area you're supposed to tag. To spray oil on the spots, just walk over them and hold grind while off your board. There's a spot at either end of the crane and one in the middle. Once you've finished that, you'll get word on the bad news. The Black Widowz gang has taken Boone Hostage in East L.A. because he was out there actin' a fool. Onwards to Downtown and to his rescue!



Free Boone - Downtown, East L.A. & Skate Ranch

Get to East L.A.

At this point you'll have to go back to Downtown to gain access to East L.A. Go meet up with the Black Widowz gang members in the southwest corner of the area. They'll tell you that you'll need to get a Black Widowz tattoo in Santa Monica and then meet up with Hector back in Downtown. As these guys look pretty tough, you should probably do as they say. Take the bus over to Santa Monica and get the Black Widowz tattoo (\$30) in your chestal area. Then head back Downtown and meet up with Hector near the underground tunnel. Hector will ask you to prove yourself by performing a long manual through a series of cones in the underpass nearby. This can be a fairly difficult task because as you lose momentum, it becomes more difficult to keep your balance. The key to this is to hold down the ollie button through the entire manual because that will actually help you go a little bit faster. Remember that you'll have to curve slightly back to the left at the end.

Play Tag

After this you'll have to seek out Muto (the graffiti artist) in all four of the areas you've unlocked so far and help him complete his set of tags for each area. Doing this will unlock each area's tagging style which you'll need in order to be able to design an All-City Tag. The places he wants you to help him tag are usually right next to him, so this is pretty easy. Simply walk over to his marker and hold the grind button to spray it. Once you've unlocked all of the styles, talk to Muto again and tell him you want to edit your own tag. Create a tag using at least one graphic from each of the 4 areas' styles.

Make sure to save it because you'll need it loaded to complete the next mission.



Do Not Get Punked

Go back to talk to Hector, who's standing near the bus in the Downtown area. He'll tell you to throw your new tag up over the tags that a boy named Spat has been spraying around town. You'll have to do this quickly because Spat will try to cover your tags after you've thrown them up. The first place you'll have to hit is on the shirt store immediately to the right of where you start. Turn around and head down the street and veer left after the highway. The next tag is just above the quarter pipe. Climb up and hit it up. The third one is just to the left of the fountain and the last one is near the underpass entrance to East L.A. If Spat does manage to hit one of your tags after you've tagged it, head back right away to fix it, then move on.

BMX Widowz-style

Head over to Hector's BMX Cholo bro who's standing near the fountain. You'll need to pick up a bike on the way over. You can find it near the bus. First, he'll ask you to bust a tabletop over the kicker behind him. This is the equivalent of a grind on a skateboard. Next, you'll have to pull a crankflip off the kicker. Finally, you'll have to do a tailflip. Piece o' cake. The final challenge will be to manual through a series of cones downhill followed by a wall plant off of the East L.A. entrance. Note: on the BMX, you have to hold down the pedal button while manualing. After completing this task, the entrance to East L.A. will be opened. Head through it to rescue Boone.



I Want Boone Back

Find the Black Widow gang member near the Laundromat on the eastern end of the area. You'll have to first smack the three red sprinklers near the statue with your board by pressing the grab button. After that, simply grind the green pipe and ollie onto the statue's spear to set off a chain reaction that'll help loosen up Boone's confines a bit. Now, head over to the pipeline under the bridge where Boone is trapped and talk to him. He'll tell you to smack the wood with your board a few times and then toss your board in to him. Do so.

Swipe the Hobo's Mattress

It's now time to see what kind of gear you can salvage from this part of town. To snag an awesome mattress owned by a hobo, head down below the freeway. You'll have to grind the green fence then jump to the yellow railing to the left. Jump right at the end of it and do an acid drop on to the mattress below. Brownie points for landing right on the blood stain. You'll snag the mattress, but through the magic of the bank drop, you've now exploded a nearby car. You'll have to collect the scattered car parts in a very short time, but will be able to collect all 17 pieces by grinding the highway curb and then jumping to the ramp ledge and sliding all the way down and around to the right. As long as you hold the grind for the entire time and land it properly, it won't matter if you run out of time.



Take the Sign from the Wall

Head up the bend to your right and make a quick left at the platform to meet up with Murphy. He wants the sweet sign on the wall above. In order to retrieve it, he'll have you jump off a kicker, get off of your board in mid-air and then shimmy to the top of the sign by holding the revert button. Then you'll have to hit another jumper and grind on the downturned sign in order to loosen it up a bit. Finally, land a wall plant on the sign off the kicker in order to bring it on down. These are all fairly simple by this point, so you shouldn't have too many problems.

Helicopter...of Love.

Get to the top of the police building by running through the gate near the bus. Head over to Boone and talk to him. He wants you to grab on to the leg of the nearby helicopter and have it take you around town to collect some things for the ranch. Bank drop off the helicopter onto the shed below where it comes to a stop. Once the Cholo nearby notices you, you'll have to pull a few doubletap tricks while in a manual in order to impress him. You'll then have to do a simple bank drop onto a nearby couch in order to claim it for the ranch. Take that!



Mega's Gots Problems

After you complete these missions, You'll get a text message from Mindy telling you that they're having some issues with the crane back at the ranch. Head back and talk to Murphy who's standing in the main halfpipe. You'll have to shoot water balloons at the construction worker who's trying to reach the top of the crane and hit him 32 times. Just move the aimer up slowly, following him up the ladder and hit the fire button as quickly as possible and you shouldn't have any problem. Next, you'll have to deliver the \$ baggie to Joey B. back in Hollywood. You can't take the truck from the skate park, so you'll have to skate all the way back, but really this is a cakey mission. He's right near the blue escalators near the entrance to Hollywood. You'll then see a brief interlude that explains that Green Pipes Point, aka the Skate Ranch, is under some financial duress. Only a scheme of the highest order will help you get the dough necessary to save it. Luckily, you happen to be wearing a shirt with some scheme-heavy sleeves.



Green Pipes Point - Beverly Hills, Hollywood, Santa Monica, Downtown & East L.A.

Impress Tony Hawk

It's time to put up or shut up. In order to save Green Pipes Point, you'll have to recruit the best in the biz for your promo dvd. You'll be traveling all around L.A. and showing your stuff to the kings, so make sure your stat points are large and in charge. First, you'll need to show off to the Hawkman. In Beverly Hills, find Tony Hawk who's standing near the Deadpet Furs store on swanky Rodeo Drive. He's gonna put you through your paces to see if you're the skatester you've been telling people you are. In the first part of this mission, get some speed by hitting the wall quarter-pipe behind where you start. You'll have to go into a spine transfer, then quickly hit the airwalk and release grab before landing over the rubble pile. Next, you'll have to do a front side hurricane around the ledge near the skate shop. Make sure to start and finish the grind at the designated spots, otherwise you won't get credit for completing it.

Next, you'll have to perform the gymnast plant by doing a grab doubletap while hanging on the lip of the roof quarter pipe. Finally, you'll have to do the awe-inspiring 900. Hit a spine transfer off of the edge of the roof and then do the 900 by pressing left, right and grab. Land it to finally win some certified Hawk props.



Impress Daewon

Talk to Daewon who's standing by the escalators at Beverly Hills' entrance. He'll want to test your skills by having you show him a blunt-side grind on the ledge followed up by a heelflip and landing in a manual. This is a pretty easy one and when you've completed it, you'll be rewarded with a guaranteed Daewon guest appearance in your DVD.

Impress Andrew Reynolds

Head back to Hollywood and meet up with Andrew Reynolds who's sitting near the crane by the skate shop. To impress him, first grind the velvet rope to your right, jump off at the end and caveman over to the yellow railing to the left. Grind that around the corner and then head up the hill to Bronson's Canyon. You'll have to grind the rock ledge on the right side of the path leading up to the canyon in order to complete the task. Next you'll have to slide into the cave (ahead and to the right of where you start) in the midst of a 50,000 point combo. The easiest way to do this is to do 8 or 10 varied doubletap tricks while in a stall on the red and white striped sign right outside of the cave. Once your score is high enough jump off in the direction of the cave and manual on into it. Dyno-mite!



Impress Rodney Mullen

Find Rodney Mullen who's on the stairs to your left as you're leaving Bronson's Canyon. He'll want you to show off your creativity by doing 10 different tricks on the stairs. Use a few different grinds, rotates and kickflips to show him what's what. When you complete that, you'll have to create a special manual in the design-a-trick menu. You'll be able to pull the trick off by pressing up, down + grind, but only when your special meter is full. After you've created it and tested it out. Head back to Ian. You'll have to show Rodney that you can pull the trick off 3 times. Head out onto the street to do it so that you won't run into any obstacles. Make sure not to bail otherwise you'll have a hard time building your special meter back up.

Impress Tony Trujillo

Now head to Downtown to meet up with Tony Trujillo who's standing near the overpass. To impress him, you'll have to bust a few basic grab moves midair after grinding on a ledge. Do a melon, nosegrab and a tailgrab. The camera goes into slow-mo while you're in the air, so don't do any spins or you'll risk messing up the landing. Next you'll have to complete 4 spine transfers in a row on the roofs of a couple buildings all in one combo. This one's a little unforgiving because if you don't make a landing, it'll quickly fail your mission and you'll have to start over with him from the beginning. Therefore, if you see that one of your landings is definitely not going to stick, quickly press pause and restart the mission so you'll be able to start right at this goal. Also, you'll want to curve very slightly to the right throughout the trick in order to be properly lined up with all of the quarter pipes you'll have to hit.



Impress Paul Rodriguez

Meet up with Paul Rodriguez near the CAUTION LOW CLEARANCE sign. You'll have to collect 40 of his shoeboxes which are bright pink and fortunately arranged in a line around Downtown. First grind the railings over the highway, veer right and hop onto the blue railing of the China house. Caveman on the street and follow the boxes to the left and grind the railing near the dumpsters. Jump from this ledge to the yellow fence on your right and grind that. You should have 19 boxes at this point. Hop off the fence and grind the right side of the railing to its end, but do not go around the corner. Hop up to the stone wall and grind that until you get to the fence to the right. Collect the next two boxes, then hop up to the wood blank above and then down to the edge of the striped canopy and, you guessed it, grind that. There's a small gap between the canopy and the blue pipe that follows it. You won't have to jump over it, but you will have to tap the grind button again to ride it. Follow that down to the edge of the China house and then hit the ramp. While in the air, press grind to ride the power lines where you'll pick up the remaining boxes. There's actually slightly more than 40 boxes in this mission so if you miss a few, keep going and you can make up the difference later.

Impress Mike Vallely

Meet up with Mike Vallely in the fountain area. To impress Mr. Vallely you'll first have to perform a triple impossible off of the fountain's stairs. This is pretty tricky so make sure that your flip stats are at least at 8. Also, do a boneless instead of a regular ollie to get just a lil' bit more air. Also, if necessary, do some flatland tricks before you start your run in order to build up enough special to go into focus during your jump. After that, you'll have to triple kickflip over the same stairs. This one's

a little easier, but use the same strategy as for the triple impossible. Lastly, you'll do a triple heelflip. Same ol' same ol'.



Impress Bob Burnquist

Head on down to Santa Monica and meet up with Bob Burnquist who's in the courtyard immediately to the left of where the bus drops you off. He'll ask you to hold a lip trick on the ledge on top of his quarter pipe long enough so that he'll be able to trick over your head. You'll need to balance on the lip for about 6 seconds. After this, race over to the tattoo shop where Burnquist will ask you to trick on the halfpipe over him while he holds a lip trick. Make sure to head towards the ramp at a slight angle so that you'll actually go over him. Any kind of kickflip will suffice. Next, race over to find Burnquist at the end of the pier. He'll want to do another jump over your head as you lip trick of the side of a quarter pipe at the tip of the pier. You'll need to grind the rope ahead of you in order to get over there. Once there, just hold the lip trick like you did earlier. Note: you'll have to hold the trick a bit longer than before because Tony Alva will be shooting water balloons at Burnquist while he's attempting his trick, which will delay him a bit.

Impress Tony Alva

Run over to the roller coaster to talk to Tony Alva. He'll want you to show off some old school grab moves in the jacked up fountain. This part's rather pleasant. Next, Alva will up the ante by calling out various double grab tricks. Try to keep going in a straight line back in forth so that you'll get enough air off of your jumps to do both tricks together. Once you do this, you'll have to pull off a 6-trick grab combo in the bowl. Luckily you can link them together by using the ole revert to manual. Try to do only one or two tricks each time you air and you should be fine.



Impress Bam Margera

Head back to East L.A. and track down The Bammer, who'll be chillin down by the skateshop. He too demands proof of your awesomeness, so hopefully you'll be ready to trick. First, do a BS Tailslide off the nearby ledge and land it clean. Next do a backflip over Bam who'll be lip tricking the quarterpipe. Next, you'll have to do a stall on the bum's shopping cart while it's put into motion down the sewer drain. It's a pretty long ride downhill, so if you use some focus, you shouldn't have any problem balancing.

Impress Stevie Williams

Meet up with Stevie Williams who's on the roof of the Spanish Grocery near the Skateshop. Do a spine transfer off of the ramp below the store to get up there. He'll ask you politely to perform a nollie jump from the roof to the roof of the building right next to it. To do this, just press the nollie button prior to making your leap. Next you'll have to hit another rooftop with a nollie + hardflip. Just make sure you have enough speed on your approach to the jump and that you jump in the corner of the roof at the very last moment in order to clear the gap. Next you'll have to nollie + hardflip to the red rooftop, then manual to keep the combo going and then perform another ollie to the second rooftop. Try not to veer left or right because the red rooftop is quite narrow. Next you'll have to do an Nollie triple heelflip off of a ramp on the roof onto another ramp at street level. Make sure to hit the very peak of the ramp on the roof and go into focus mode if you're having trouble with the

flip tripletap. Finally, you'll have to pull off a boned ollie (tap the jump button again while in midair) in order to clear the gap between the roof and the roof of the storage shed that you hit earlier. You'll pick up a little extra speed if you grind the picnic table right before the gap, so give that a whirl.



Breaking the Bank - East L.A. & Casino

Bustin' In

It's now time to hit up the old Casino to pick up some more stuff for the ranch and to get some more hot footage for your DVD. First, however, you'll have to break through the entrance to the Casino. Talk to the taco truck girl and she'll break down the gate to the casino for you. You'll have to pay her \$200 for the job though, so if you don't have enough do some BMX tricks or impress the random guy. Once she knocks it down, head through the tunnel to reach the Casino.

The Juice

Head over to Boone who's standing near the escalators to the right of the entrance to commence with the action. You'll have to give some of your Special to him so that he can take apart the Casino. Do a few tricks to build up your special meter then transfer it to Boone by standing near him and pressing the flip button. You'll just have to keep his meter from going totally empty before the time runs out, so this won't give you too much grief.



Slot Machines

Next, head over to Murphy who's standing between a roulette wheel and an SUV display. Help him snag the slot machines nearby by stalling on the yellow velvet rope and doing the tricks that he calls out. You'll have to do 7 of them and you won't be able to use your focus; but if you fall off, you can hop back on and finish up the rest of them. Next, you'll have to grind up another rope to the top of the slot machines and then press grind again to grind in a circle around the top 7 times. You can use your focus on this part, and it helps out quite a bit, so feel free to go nuts with it once you've built up enough.

Snag the Chips

Meet up with Murphy again at the top of the escalator near the entrance. He'll cajole you into swiping some chips from the casino, to which you'll happily agree. You'll need to collect 55 of them, but you have a lot of time to do it. First, grind the yellow railing right in front of you to grab the first chip, then jump to the right side of the green lights above the casino floor and follow it around for until you have 13 chips total. There aren't any chips on the ground floor, so if you fall off, you'll have to take the escalator back to the top and start again. Next, head to the middle level of the casino by going into the elevator on the ground floor (near the slot machines) or taking the escalator up to the point where you started. You'll see a lot of coins along the edges of the steps there. You can either grind this ledge or grab them by hopping off your skateboard and just running around. If this is your cup o' tea, feel free. This line of coins will lead you to the passage way to the upper level, where you'll see a bunch of empty pools. The another batch of coins are along the rims of these pools. Grind around their

edges to collect them right quick. The last one is on top of the diving board, so hop off your board and climb on up it to collect it. Cake.



That Cool Thing

Find Iggy by the diving board on the top floor. He wants to snag the crazy chandelier which you can do by pulling off a rather tricky combo. First hop off your board and climb up the diving board ladder. Then do an acid drop down into the pool below. Once you hit the other edge of the pool, do a spine transfer and another acid drop in to the pool on the lower level. From there do yet another spine transfer onto the designated stall area. Just hit it with the stall and you'll complete the mission (you don't have to hold it). The trick here is staying as straight as possible through the acid drop and the 2 spine transfers. As long as you remain aligned you should have no problem.

Take 'im Down

At this point you'll be standing in the pool with Iggy. Be polite and talk to him. He'll now want you to snag the floodlights above the pool by wall planting off of them. Ride back and forth in the pool a couple of times to build up air, and then when you're at your highest point, spine transfer off of the bottom side of the pool and hit the speakers with the wallplant. This'll bring the lights down a bit. Now you have to build up some air and then do a to-tail trick them to bring them down.



Pool Tricks

Talk to Boone on the upper level by the pools. Dave will show up and tell you that he wants to get some sweet photos of you doing a spine transfer over him from pool to pool while doing a kickflip, and then doing the same thing over Boone (who's standing next to an adjacent pool) while doing a triple kickflip. Head straight and veer right to do the first spine and kickflip over Dave. Then, going as straight as possible, hit the triple kickflip over Boone. As long as you build up enough speed in the second pool (by going as straight as possible), you should get enough air to hit the triple kickflip over Boone's dome.

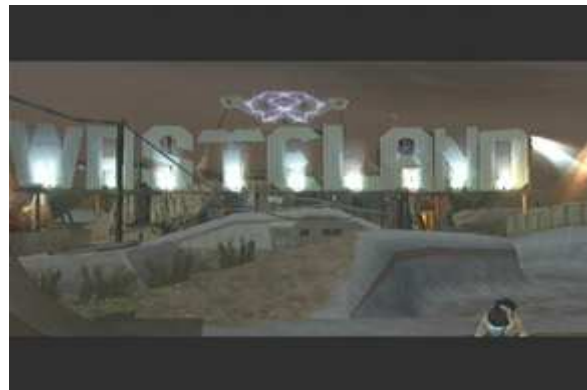
Old Ladies in the Way

Finally, find Iggy on the upper level around the corner from the trampoline. He'll ask you to keep some old ladies visiting the casino from bothering him by hitting them up with some water balloons. You'll have to hit six of them and they're all by the pools near the diving board. Once you've got the board in your sights, just pan from left to right to take them all out.



Home Sweet Home!

Once you've completed all the Casino missions, you'll need to head back to the Skatepark. Be advised, however, that the cops have caught wind of your antics and will be in hot pursuit. You won't be able to take the bus, so you'll have to skate through each part of town to get back. You'll have one minute to get through each part of town and 30 seconds to get through the transition tunnels. The clock will reset once you get to a new area. The cops will be guarding some entrance ways, so you'll have to jump over them or find a different way of getting around. Head straight for the green arrows in each area to get to the skate park as soon as possible. Once you get there, you're in store for a hero's welcome and a historic new-housewarming party. Congrats, you are now officially The Don. How's it feel?



Gaps

Hollywood

Bench 2 Bench

Grind across both benches with ads on them on the hill.

Fire Escape Level 1

Air out of the rooftop pool below the fire escape and lip trick the first level of the fire escape.

Hollywood High Steps

Ollie down the lower staircase leading down from the school's entrance

Planter 2 Planter

Grind transfer across the two planters near the arch of the Dog & Cello cafe.

Rail 2 Bleacher

Grind the yellow rails towards the bleacher and grind transfer to the bleacher.

Rail 2 Rail

Grind transfer between the rails on the three level staircase.

Bleacher Hop

Grind transfer between the two sets of bleachers while jumping over the red carpet.

Car Hop

Ollie over a car in the road.

Chinese Transfer

Transfer over the door of the Chinese Theatre using the green quarter pipes on the side of the entrance.

El Teniente Spine

Spine transfer from the roof of the Teniente building to the roof of the building on its right side.

Fire Escape Level 2

Air out of the rooftop pool below the fire escape and lip trick the second level of the fire escape.

Hollywood Sign Blast

Skate into the cave behind the rail near the Hollywood sign.

Pin Plant

Grind the red rope in front of the bowling alley and then wallplant the bowling pin sign.

Planter Pop

Air off the planter and bank drop over the plants to the opposite side of the planter.

Romperwood Spine

Spine transfer off the quarter pipe to the left of the skate shop onto the rooftop pool.

Romperwood Transfer

Transfer between the quarter pipes of the building to the left of the skate shop.

Schools Out

Boneless off the top of the staircase near the school and clear the landing where the stairs split. Jump from the upper landing to the street.

Tony to Tony

Manual from Tony Hawk's star on the walk of fame to Tony Alva's.

Velvet Rope

Grind the red ropes near the bleachers, jump across the red carpet and continue the grind on the other rope.

Voodoo Spine
Spine transfer over the stairs that lead to the Voodoo restaurant.

Half Moon Grind
Grind the semi-circle wall all the way around the metro entrance.

Straight Outta Bronson
Grind the side of the drainage tunnel away from the Hollywood sign and then ollie through the bushes into the city.

Yellow
Skate through the school, ollie through the window and wallplant the yellow part of the wall on the building next to it.

Fire Escape Level 3
Air out of the rooftop pool below the fire escape and lip trick the third level of the fire escape.

Record Deal
Grind all the way around the wall at the bottom of the recording studio building. From the top of the landing, grind around and down the stairs.

Spinner
Grind the upper edge of the recording studio building and hold your balance down a few floors.

Dump Up
Pop off the piece of plywood propped up against the dumpsters and land on the balcony above the corner.

El Teniente Drop
Acid drop off the roof of the Teniente building on the awning above the marquis.

Romper Rail
Grind the lower rails on the side of the building, ollie off the end, wallplant the nearby building and then land in a grind on the rail above while going in the opposite direction.

Bronson Backlog
Grind the entire length of the logs underneath the Hollywood sign.

Trap Door
Enter the doorway to the right of the billboard on the roof of the Voodoo restaurant.

Fire Escape Level 4
Air out of the rooftop pool below the fire escape and lip trick the fourth level of the fire escape.

Goat Whackin'
Grind the rails to the secret room in the corner of the L-shaped building. When you're in the building, hop off your board and hit the goat with it.

Manual the Stairs
Manual the entire length of the Walk of Fame from near the circular planter around past the stairs that lead into the shops.

Over Vine
Grind the cable from the top of the recording studio to the lower ledge of the Teniente building.

Fire Escape Level 5
Air out of the rooftop pool below the fire escape and lip trick the fifth level of the fire escape.

Hollywood High Line
Air out of the school, wallplant the yellow piece of wall on the building on the right, land in a manual on the roof of the school and then acid drop off the left-hand side of the school

Beverly Hills

Rail Hop
Grind transfer between the two fences on the sidewalk near the star maps signs.

Ledge 2 Rail

Grind the ledge towards the entrance to the parking garage and jump across to a grind on the rail.

Rail 2 Ledge

Grind the rail up the road towards the entrance of the parking garage and jump across the entrance to the ledge on the other side.

Car Hop

Ollie over any car on the road.

Ted's Lip

Air out of the pool and lip trick on the yellow ledge below the glass-paneled railing on top of the building.

Useless Crap

Air off the kicker ramp on the sidewalk and hit a grind on the balcony above.

Between the Trees

Grind the median in front of the SoSueM store, ollie between the palm trees and land in a grind on the other side.

Going the Distance

Grind the entire distance of the ledge in front of the shops from the skateshop around past the clothing stores.

Rail to QP

Grind the rail near the loading dock and acid drop across the driveway on the quarter pop.

Ramp 2 Wire

Air off the kicker in front of the Bank and hit a grind on the wire above it.

Short Turd Drop

Grind down the upper railing towards the two star pools, ollie over the landing and acid drop into the nearby pool.

Upper Ledge

Grind the planter in the back part of the museum courtyard and pop off the crooked end into a grind on the upper ledge of the museum.

Across the Street

Grind the upper ledge of the city hall building in a counter-clockwise direction and the ollie across the street and continue the grind on the roof.

Alley Transfer

Air off the concrete quarter pipe on either side of the alley and jump across to the other ramp.

Andy's Happy Place

Grind through the upper walkway of the city hall tunnel, ollie across the street and land in a grind on the wire that leads down the street away from the building.

City Hall Transfer

Use either of the quarter pipes near the entrance to the city hall tunnels and jump across to the other ramp.

Easy Gap

Grind the planter and jump across to the ledge by the curved wall.

Got Gas?

Grind on the roof of the yellow building to the sushi sign, jump across the street towards the palm tree and land in a grind on the roof of the gas station.

Modern Art?

Grind the upper ledge of the museum within the courtyard and ollie through the window into a grind on the sculpture in that room above the gate.

Roof 2 Roof

Spine transfer between the roof with the yellow top and the building across the street of it.

No Tea Baggin

Grind the sculpture in the museum room above the gate, jump through the right side window and land in a grind on the wire that heads down the street away from the museum.

Out by 7!!

Grind the sculpture in the museum room above the gate, jump through the window on the left-hand side and land in a grind on the wire that heads down the street away from the museum.

Ledge 2 Awning

Grind the ledge past the skateshop and ollie across the walkway to a grind on the awning.

Long Turd Drop

Grind the railing down towards the two star pools, ollie over the landing and acid drop into the farther pool.

QP 2 Wire Hop

Grind the short wall in front of the store and air off the crooked end of the wall and land in a grind on the wire above the street.

Frontside Entrance Transfer

Jump across the entrance under the "Noe Talente Show" sign between the two quarter pipes.

Got Wings?

Grind the upper ledge of the building near the gallery entrance and jump across to the street at an angle and land in a grind on the roof of the jewelry store.

Nice Manual

Manual into the city hall entrance and maintain a long manual around the bend and down to the star floor pools.

Ralph's Transfer

Transfer between the quarter pipes in the museum's courtyard near the tunnel next to the gate.

Gas 2 Rail

Grind the roof of the gas station towards the stairs that lead down to the star floor pools and ollie across into a grind on the curved handrail wrapping around the plaza.

Sweet Stairset

Boneless down the big set of stairs near the circular fountain.

Get Your Pizza

Grind the awning of the shops above the accessories shop and then around the circle and ollie into a grind on top of the circular orange rooftop.

Wall 2 Wire

Wallride the large wall to the right of the parking garage entrance and wallie into a grind on the power line above the street.

Learn to Swim

Manual through the water the entire length of the rectangle fountain.

Skate Ranch

Car Hop

Ollie over Iggy's car.

Car Parts Hop

Ollie over the car parts rail near the Chinaman Tower

Casino Elevator

Hop into the elevator and ride up and down.

Back of Couch

Hop over the back of the couch while off your board.

Control Box Spinner

Skate onto the spinner and ollie into the air from it.

Downtown Street
Manual up or down the piece of pavement.

Bail Bonds Wallride
Wallride the "Coyote Runners" sign and wallie off of it into the air.

Courthouse Big Spine
Spine transfer up over the big blue object on the wooden spine.

Strange Decoration Boost Air
Grind the boost rails up and launch up and over the odd decoration on the plateau.

Bail Bonds Limousine
Ollie over the limousine the long way. You'll need a lot of speed for this.

Record Co. Top Jump
Grind up the large record player needle and launch off of it.

Ventura Fwy Drop
Spine transfer into the half pipe and land on the highway sign.

Spotlight Air
Launch off the big ramp to go through the air towards the pyramid.

Bag Shop Arch Manual
Manual up over the arched statue.

Green Dome Air
Get some air off the green dome above the ramps.

Skatepark Office Kicker
Launch off the kicker ramp near the spinner and clear the Adio sign.

Museum Gates Rail Drop
Grind up the gate, ollie into the air and acid drop into a grind on the back half of the gate.

El Teniente Grind
Grind the yellow rails near the top of the ramp with the El Teniente sign.

Fame Grind Gap
Grind transfer across these three sidewalk blocks.

Fire Escape Grind
Grind the blue fire escape from the top towards the pyramid and down to the floor.

City Hall Star Jump
Grind the wires towards the star and jump over the star.

Dinosaur Head Gap
Vert transfer over the gap between the smashed pieces of the dinosaur head.

Pyramid Natas
Natas spin on top of the pyramid.

Destroyed Hotel Jump
Ollie off the outer ramps surrounding the area and air through the rubble in the middle.

Chinaman Tower
Air off the quarter pipe on the side of the green tower and land a grind on the green rail.

777 Gold Ring

Grind around the ring from the slot machines 3 times.

Escalators Pop

Grind the escalator handrail upwards and ollie out of the canal.

Floor Plate Gap

Transfer between the large floor plate and the plateau near the roulette wheel.

Mexico Bell

Grind up the rail and ollie through the bell statue at the top.

Movie Ropes Hip Transfer

Hip transfer up over the red ropes on the inside corner of the L-shaped half pipe.

Oil Tanks Pipe

Grind the top pipe that connects the two globe oil tanks.

Underground Tunnel Pipe

Grind the entire length of the pipe in the underground tunnel.

Oil Ring Vator

Grind the ring in a circle and ride the lift up to the top.

Pier Scope Jump

Skate up either slope of the canal and launch up over the middle tower with the water balloon slingshot on it.

Oil Rig Chunk Air

Charge the top of the rig and ollie down to the ground. You'll have to clear the entire piece.

Kicker to Pier Sign

Ollie off the kicker and land in a grind on the curved metal sign supports.

Ferris A-frame Drop

Skate up one side of the A-frame near the ferris wheel parts, ollie over the top of it and land on the other side of the A-frame.

Shark Head Tele

Climb into the shark statue and teleport out through the tunnel below it.

Wasteland Grind

Grind the front edge of the wooden base of the wasteland sign.

Roulette Hop 2 Natas

Ollie off the metal kicker at the edge of the roulette table and land in a Natas spin on the spinner.

Doggtown Stairset

Do a boneless down the set of stairs from top to bottom.

Spike Pit Statue Natas

Natas spin on the statue inside the hole with the twisting yellow rails.

Green Pipe Point Manual

Manual the whole length of the snake run while staying in the bottom-middle area, then manual into the pipe.

Downtown

Hop On!

Ollie off the sidewalk and into a grind on the loading dock.

Car Hop

Ollie over any car on the road.

China Awning

Air off the left-hand end of the loading dock into a grind on the small awning above the windows of the nearby building.

Chinatown Sign

Grind the edge of the building going towards the Chinatown sign and then do a wallplant on it.

Electric Wire!

Grind on the electric wire up and out of the underground area.

Pillar

Do a Natas spin on any of the pillars at the end of the sidewalk near the fountain.

Dumpster 2 Landing!

Air off the dumpster into a grind on the edge of the loading dock.

Loading 2 Dumpster!

Grind on the edge of the loading docks and transfer the grind onto one of the dumpsters.

Dumpster 2 Fence!

Grind the dumpsters on the loading dock and then ollie into a grind on the fence.

Fence 2 Dumpster

Grind the fence near the loading dock and ollie into a grind on the dumpsters.

Moca 2 Pool

Grind the quarter pipe near the pink store and then leap into a grind on the edge of the fountain.

Angel Goin Down!

Grind the rails of the unfinished staircase going downward.

Fence 2 Fence!

Grind the fence near the dumpsters and do a side-jump into another grind on the fence near the stores.

Loading 2 Fence!

Grind the edge of the loading dock and jump into a grind on the fence on the loading dock.

Bowl 2 Edge

Air out of the rooftop pool and do a lip trick on the ledge above.

Fence 2 Loading!

Grind the fence on the loading dock and do a side-jump into a grind on the edge of the loading dock.

Loading Edge!

Grind the entire length of the loading dock in one grind.

Over the Fountain!

Use the edge of the base of the fountain to air up and over the fountain with the bell.

QP 2 Edge

Air off the quarter pipe on the sidewalk and then do a lip trick on the edge of the office building.

Pipe a Chuy

Grind the middle ledge of the building near the fountain and then jump completely across the street to the blue ledge on the building on the other side.

Pool 2 Moca

Grind the edge of the fountain and jump into a grind on the quarter pipe near the pink building.

Angel Goin Up!

Grind the rails of the unfinished staircase going upwards.

Over the Hut

Grind towards the hut with tags on it near the Belmont Tunnel entrance and air up over the entire hut lengthwise.

Chinese QP Transfer

Vert transfer between the two buildings in the Chinatown area using the rooftop quarter pipes.

Fountain Manual

Manual the length of the fountain on the sidewalk near the pink building.

Freeway Flyer

Use the vert ramps in the freeway to air up and over the freeway to the other side.

Low 2 Medium

Grind the blue ledge above the advertising and jump off the edge into a grind on the ledge directly above it.

Medium 2 High

Grind the ledge below the rooftop pool and wallie up into a grind on the higher ledge of the building in the corner.

Around the Metro

Grind the circular rail that surrounds most of the escalators that lead down to the metro.

Big Blow Transfer

Air transfer between the two quarter pipes with the Big Blow ads on them.

Chinese Air Transfer!

Use the quarter pipes near the base of the two buildings in Chinatown to jump across the alley from one to the other in one vert transfer.

La Sala Air Transfer!

Air transfer between the two quarter pipes flanking the doors of La Sala restaurant and transfer up over the awning.

Low 2 High

Grind the edge of the blue edge and air off the crooked end into a grind on the uppermost ledge of the building.

Manual the Dumpster!

Manual the length of the dumpsters on the loading dock around the bend at the end.

Awning 2 Wire!

Grind off the window awning on the Chinese building near the corner and land in a grind on the wire that runs down the street away from the building.

Freeway Bank!

Air off the banked curb above the freeway, clear the freeway and bank drop onto the curb on the far side.

Underground Bank Transfer

Use the banked curbs on the sides of the entrance to the underground tunnel to air up and over the tunnel and bank drop onto the other side.

Wire 2 Awning

Grind the wire towards the building with a slanted roof and ollie into a grind on the window awning.

Tunnel Transfer

Vert transfer up over the entrance to the Belmont Tunnel using the quarter pipes on the sides of the gate.

Pyramid Drop!

Air off the rooftop pyramids and acid drop into the freeway below.

Big Lip!

Air out of the freeway and do a lip trick on the railing that goes around the deck of the building next to it.

Overpass Air!

Vert transfer up over the overpass using the quarterpipes in the freeway.

Vans Skatepark

Three More to Go!
Natas spin on an air hockey sire.

Banzai Pool Drop 1
Grind the red handrail towards the pool and then acid drop into it from the balcony.

Bench Hop
Grind transfer across the bleachers near the air hockey tables.

Channel Gap
Vert transfer up over the roll-in channel while in the main halfpipe.

Combi Spine
Spine transfer over the small hip in the pool.

Coping 2 Guard-Rail
Grind the coping of the quarter pipes and do a side-jump into a grind on the handrail.

Deck Drop
Ollie over the railing from the walkway and acid drop onto the ramps underneath them.

Grind Around on the Pipe!
Grind around the entire pipe above the two half pipes near where you start.

Guard-Rail 2 Acid Drop
Grind a guardrail on an overhead walkway and acid drop into a quarter pipe below.

Guard-Rail 2 Coping
Grind transfer from the railing on any of the ramps to a grind on the coping of the quarter pipe.

High Ramp Lip
Air into a lip trick on the railing by the main half pipe.

Ledge 2 Ledge
Grind back and forth between two different ramp and deck surfaces.

Ledge 2 Rail
Grind back and forth between the ramp or deck surface and a rail.

Ledge Hop
Grind a ledge near the roller coaster ramp and jump across the break in the wall to where it continues.

Lip on the Deck
Air off either of the quarter pipes and do a lip trick on their beams.

Over the Beam
Vert transfer up over the beam under the deck next to the bleachers.

Power Transfer
Use the transformer box in the corner near the pool to either vert transfer into or out of the pool.

Rail 2 Ledge
Grind transfer from the handrails near the ramps to the deck surface of a ramp.

Rail 2 Rail
Grind transfer between two parallel railings near the ramps.

Rail Hop
Grind transfer across the gap in the handrail near the roller coaster ramp.

Scaffold Hop

Grind on the scaffolding holding the large speakers and jump across the break in the scaffold near the Tony Hawk sign.

Storage Transfer

Hip transfer out of the main half pipe and onto the quarter pipe in the back corner of the skatepark.

Two More to Go!

Natas spin on any two air hockey sirens in the same combo.

Vert Transfer

Air between the adjacent half pipes near the entrance or between the adjacent quarter pipes along the same wall.

Banzai Pool Drop 2

Climb the ladder above the power transformer in the corner and acid drop from a stationary position on the diamond plate on top.

Go Long!

Grind the coping on the side of the main half pipe near the channel and ollie off the end. Jump up and over the walkway and acid drop into the quarter pipes on the other side.

Lip on the Sprinklers

Air out of the main half pipe and do a lip trick on the sprinklers above it.

Manual the Humps

Balance one manual up and over the roller coaster ramp.

No Wallplanting!

Do a wallplant on the "No Wallplanting" sign and land in a grind on the ledge or the sprinklers.

Over the Bleachers

Air off the quarter pipe behind the angled bleachers and air up over the bleachers into the pool.

Banzai Pool Drop 3

Grind the big pipe overhead and jump off to acid drop into the pool.

Long Manual

Manual from the platform above the roll-in on the giant half pipe all the way down the walkway ramp towards the pool.

The Patient Plant

Grind the stack of benches behind the quarter pipes and side-jump to a sticker slap where the other stickers are and land on the deck above the quarter pipes.

Triple Coping Grind

Grind the coping of all three quarter pipes while moving from the corner towards the exit, doing a boned ollie to hit the last quarter pipe.

One More to Go!

Natas spin on any three air hockey sirens in the same combo.

Peligro

Air off the metal quarter pipe on the walkway and transfer down to the "Peligro" sign near the column.

Natas Four the Win!

Natas spin on all four air hockey sirens in a single combo.

Santa Monica

A Gap in Time

Grind transfer across the gap in the railing behind the shark statue.

Big Dropper

Spine transfer down off the grass near the cannon onto the rooftop pool right above the tattoo shop.

Cross Marketing

Grind the ledge near the shops in the alley near the starting point and air off the diagonal end of the ledge into a grind on the ledge on the other side of the alley.

In-And-Out

Spine transfer into the partial bowl, revert to a manual and quickly spine transfer out of the bowl.

Out of the Frying Pan

Spine transfer between the two rooftop pools that are above the tattoo shop and the barbershop.

And Into the Fryer

Spine transfer from the rooftop pool above the barbershop to the one above the skateshop.

A Grand Opening

Grind towards the parking garage and gap across to continue the grind on the other ledge.

A Rail of a Time

Grind transfer across the gap in the railing beyond the pink store near where the pier starts.

A Rail of Two Cities

Grind transfer across the break in the railing near the ferris wheel.

Above the Law

Vert transfer between the two quarter pipes near the Law Enforcement Awareness Week posters.

Balancing the Ledger

Grind the ledge on the pier rampway and jump across to the pink curb near the carousel building.

Curb Your Enthusiasm

Grind across the two curbs near the street along the blue store.

One Mall Leap for Man

Grind the ledge towards the entrance to the mall and jump across the entrance to continue the grind.

Pier Pressure

Grind transfer across the gap in the railing near the water balloon slingshot.

Pier-Drops on My Pillow

Grind transfer across the gap in the railing near the roller coaster.

Plain Railing

Grind transfer across the gap in front of the blue store.

Shop-Inn Trip

Grind the quarter pipe in front of the skateshop and ollie across the gap into a grind on the curved ledge by the Skillz Inn.

From Tan to Tan

Grind the upper curb near the planters on the walkway that wraps around to the back of the stage and then jump across the break where the ramps are.

Hand-Rail Plant-er

Grind transfer from the planter in front of the mall entrance to the handrail leading down towards the stage.

Over the Hump

Jump up over either of the large tree planters by the stage.

Over the Top Performance

Use the quarter pipe near the barbershop to vert transfer up and over the breakdancer.

Skatin' the Shop

Spine transfer up onto the roof of the skateshop using the quarterpipe in front of it.

Staying A-line

Grind the orange wall around the plaza by the stage, jump off the crooked end up over all of the stairs and continue the grind straight ahead on the orange wall.

Ain't No Bowl-y Low Enough

Grind the bowl towards the blue shop and grind around the front of the shop and then back into the bowl.

Ain't No Fountain Tall Enough

Grind transfer from the bowl to the lower edge of the blue store and back into the bowl.

Lifes A Beach-Lower

Jump from one curb to the other where the large piece of missing wall in the side of the pier is.

Lifes A Beach-Upper

Grind the upper ledge towards the missing panel in the wall and jump across to continue the grind past it.

Chute-ing for the Stars

Grind the roller coaster uphill near the circular part and grind transfer to the back side of the blue shop nearby. Then grind the shop to the right and ollie back on to the track.

Coast-ing Along

Grind the roller coaster uphill near the circular part and grind transfer to the blue shop nearby. Then Grind around the front of the shop and back around and onto the track.

The Roof is Out There

Grind the upper edge of the wall near the silver-painted human statue and jump across to a grind on the inside edge of the pool on top of the skateshop.

Not So Infinite Loop

Grind the partial bowl and jump across the break in the bowl and continue the grind on the other side.

Ocean Motion

Grind the rope around the old pier clockwise and jump across the gap in the rope to land back on the main pier.

Pier Clear

Grind the blue rail towards the partial bowl and jump across to continue the grind on the railing beyond the partial bowl.

Up and Over the Roof

Do a hip transfer up over the back side of the stage's roof.

Window Shopping

Maintain a grind across the tops of all the quarter pipes near the tattoo shop, barbershop and skateshop.

Flag of Tricks

Grind off the California State flag near the mall and jump across at an angle to the streamer flags leading to the stage.

Merry-Go-Up-And-Around

Spine transfer onto the roof of the carousel building, revert to a manual and spine transfer down the nearby side of the building.

From Out of Nowhere

Grind the upper ledge of the building in the alley between the tattoo shop and where you start and ollie into a grind on the streamer flags near the parking garage.

Walk this Way

Air up over the second floor walkway near the Santa Monica Spot beside the parking garage.

Who Needs Snow?

Grind down the left-hand railing of the stairs alongside the tattoo shop and jump across to a grind on the rail of the deck straight ahead.

Oil Rig

Pipe 2 Pipe

Grind transfer between any two pipes.

Pipe Hop

Grind the handrails in the middle level and ollie over the large pipe in the center

Rail Hop

Grind transfer between any of the handrails near the large ball-shaped tanks near the bottom of the rig.

Walkway Hurdle

Grind the handrail away from one tank and gap across the walkway to continue grinding past the other tank.

Kicker 2 Rail

Air off the kicker ramp on the deck between the scaffold and helipad and then land in a grind on the ledge next to the helipad.

Pass the Pipe

Grind the edge of the middle level towards the tanks and ollie from the end behind the quarter pipe into a grind on the walkway wrapping around the tanks.

Acid Blind

Acid drop from any upper level down to the dock level.

Ledge to Rail

Grind the ledge below the upper deck and ollie into a grind on the yellow handrail of the walkway as it curves around the bend.

Level Drop

Grind the rail of the upper deck towards the helipad and ollie into a grind on the walkway below that leads to the bottom of the helipad.

Manual up the Ramp

Manual up the walkway leading to the fuel tanks from the direction of the control room.

Pipe Cutter

Grind the handrail and side-jump into a grind on the innermost suspended pipe.

Rail to Ledge

Grind the rail away from the helipad towards the kicker and ollie down into a grind on the ledge below.

Ramp Transfer

Vert transfer between the quarter pipes at the bottom of the helipad

Riding the Trim

Grind the outer edge handrail next to the crane and jump into a grind on the handrail leading towards the scaffold.

Stay Level

Grind the ledge below the helipad and ollie up into a grind on the walkway that leads down away from the helipad.

Vert Drop

Use the quarter pipes in the control room to transfer down through the glass to the lower level.

Vert up to Walkway

Air off the quarter pipe next to the large tank and land in a grind on the walkway next to the tank.

Climb the Tank

Grind up the spiraling rail that wraps around the large gas tank.

Ring the Dinner Bell

Spine transfer between grinds on the large yellow cleats on the dock level.

Single Heli Drop

Jump off the kicker while skating from the scaffold towards the helipad and land in a grind on the ledge below the upper surface.

Grand Ascension

Grind any of the three large pipes for several seconds.

Helipad Hurdle

Air off the kicker on the helipad and land in a grind on the yellow walkway railing.

Keep Trimming

Grind the ledge directly above the walkway that descend to the ships and jump across the section that angles inward and continue the grind straight ahead towards the helipad.

Lip Leaper

Grind the ledge below the upper deck and ollie into a grind on the inner yellow handrail as it goes around the corner.

Manual to the Heli

Manual the entire length of the walkway that leads from the center of the rig to the helipad.

Marksman Drop

Drop from any of the upper levels down to the dock and land in a grind on the dock.

Off the Pipe

Grind the rail towards the large pipe where it enters the floor and kick off the pipe into a grind across the gap on the other side of the floor.

Vert Climb

Vert up through the quarter pipes in the control room until you get to the level above.

Vert Plunge

Vert transfer from the top deck above the control room into the lower level beneath it.

Wing off the Walkway

Grind the handrail of the walkway above the three large pipes and kick off the curved portion into a grind on the edge of the large hole on the deck below.

Double Heli Drop

Grind the ledge under the platform near the helipad and drop into a grind on the bottom ledge that is under the tower below the helipad.

Slick Kick

Hit the kicker ramp above the ship, between the scaffold and the helipad, and angle down into the large hole then bank drop onto the dock.

Surviving the Seaside

Grind the outer ledge below the helipad and jump into a grind on the outer descending handrail.

Groovin' Zubin

Grind the blue pipe towards the scaffold and ollie into a grind on one of the support beams holding up the walkway. Grind up the beam and jump over the walkway into another grind on the support beam on the other side.

Manual Control Room Ramps

Manual up, across and back down the two ramped walkways that lead to the control room entrance near the scaffold.

Leaping Lima Bean!

Get some speed and air off any of the quarter pipes near the large cylinders on the dock and hold a lip trick on the ledge above.

East L.A.

Clutch!

Grind the pipe that's lying on the rooftop kicker ramp which is by the shop next to the market.

Straight Ballin'

Hop off the board and smack the door to the bathroom on the corner of the park.

Straight Thuggin'

Hop off the board and smack the white car that's parked near the park down the road from the 3-way intersection.

East Whack Snorkel

Grind up the coiled rail on the east side of the river canal.

West Whack Snorkel

Grind up the coiled rail on the west side of the river canal.

Holla Back

Ollie across the gap between the two rooftops where the single picnic table is laying across the span.

Kick It?

Ollie across the gap between the two buildings where the three picnic tables are lined up.

Skatepark Entrance Ramp

Ollie or boneless down the entrance ramp that descends into the skatepark from the corner near the bathroom.

Taco Roof Gap

Ollie from the roof of the market onto the roof of the taco shop.

Your Pigs Are False

Grind the wall to the left of the bus towards the river, jump off the crooked end of the wall and land in a grind on one of the power lines.

Red Roof Manual

Manual the entire length of the red awning near the road by the laundromat.

Live Wire to Bridge

Grind the live electric wire up out of the river and jump into a grind on the side of the bridge.

Live Wire to Wire

Grind the live electric wire up out of the river and gap into a grind on the wire on the side of the bridge.

Obviously Oblivious

Jump between the two kickers near the train tracks alongside the river.

PG

Ollie the gap from the containers near the car building and onto the red roof.

Skatepark Transfer

Vert transfer between the quarter pipe behind the bathroom and the one to the left of it.

Train Car Spine

Spine transfer over the empty train car on the tracks above the river.

Tram

Jump over the tram on the narrow train bridge using the kicker at the front of the train and acid drop onto the other end.

Underrated Entrance Gap

Spine transfer the two quarter pipes

Bum House Gap

Jump between the two kicker ramps near the parked bus.

River Spine

Spine transfer up over the large concrete divider in the middle of the river.

Kicker-QP Bomb

Air off the kicker in front of the bathroom and acid drop into the quarter pipe in the skatepark behind it.

Kicker-Shack Bomb

Air off the kicker in front of the bathroom and bank drop onto the roof of the bathroom shed.

La Capilla Bomb

Grind the roof of the building across from the skatepark, ollie off the end of the La Capilla sign and acid drop into the quarter pipe inside the skatepark.

The Shack

Air off the quarter pipe behind the bathroom in the skatepark and do a lip trick on the metal rail above.

Auto Roof Spine

Spine transfer onto or off of the roof of the Auto Alley building between the statue of the giant dude and the river.

Gnarly Natas

Do a Natas spin on anything on the freeway bridge.

Hot Coffee Gap

Jump between the red roof and the laundromat building near it.

TC's Roof Gap 3

Gap from the triangle shaped roof with slots in it, over the tram tracks and onto the container portion of the auto alley building.

Ag's Kicker Gap

Jump between the large kickers on the laundromat.

Over Tunnel

Ollie off the banked sides of the river and clear the river tunnel across from the pipe.

Tram Line River Bomb

Air off the kicker at the back of the tram, jump straight ahead off the tram track and then acid drop into the river below.

Got Wind? 1

Air off the kicker near the auto alley building, bank drop over the river divider onto the angled ramp near the large graffiti.

Got Wind? 2

Wallie off the blue kicker in the corner of the auto alley yard and bank drop on the dirt hill that leads down to the train car.

TXO's Roof Gap

Gap from the roof of the building with the auto glass sign onto the roof of the auto alley building.

Gentile's Path

Manual the entire length of the watery tunnel that is unlocked after you complete Bam's mission.

Gentile's Path 2

Manual anywhere uphill of the white line near the skatepark entrance and don't stop until you reach the middle of the river.

Sir Leetness

Get some speed and hit the nearby ramps to vert transfer up over the tram bridge.

Oh My

Air off the quarter pipe near the train car and jump up and over the freeway bridge.

Pigs and a 2x4

Hop into a grind on the 2x4 on the laundromat near the vents and carry that grind all the way to the end of the rail on the ledge of the police building.

Casino

Ledge Hop

Grind transfer across any two curbs or ledges inside the lower casino area.

Rail Hop

Grind from the flashing lights above the slot machines to the rail on the second floor balcony.

Rail 2 Rail

Gap across the velvet ropes on the lower level of the casino.

Around and Down

Grind the ring of lights around the bank of slot machines and continue grinding down the rope of lights.

Captain's Crash

Spine transfer out of the small hot tub on the balcony down to the narrow pool by the bar.

Icarus' Descent

Ride the elevator from the main casino floor and spine transfer through the glass ahead to transfer down to the large slot machine.

K.A.P. Gap

Grind the flashing rope near the circle of slot machines to the balcony above.

Ka-Ching

Vert transfer between the two banks of slot machine in the recessed pit area.

Lazarus

Spine transfer between the middle figure-8 pool and the large pool near the slide below it.

Lot's Mo' Money!

Spine transfer either of the big slots near the escalators and land up in the atrium above.

Mac Gap!

Spine transfer between the large quarter pipe near the elevator and the quarter pipe on the second floor balcony.

Nice Transfer Yo!

Vert transfer between the two banks of slot machines on the casino's lower level.

Pool 2 Pool

Transfer between the pools indoors on the gallery side of the mall inside.

Pool to Pool

Transfer between the indoor pools on the clothing store side of the mall.

Pop!

Grind transfer across the break in the ledge on the third floor near Icarus' Descent.

Rail 2 Ledge

Grind the balcony rail near the escalators and jump across to the ledge along the wall.

Up and Around

Grind up the flashing rope and grind around the ring above the circle of slot machines.

High Low

Transfer from the biggest pool on the upper level to the small pool by the bar.

Infinity

Jump across the upper floor from one boost ramp to the other.

Lefty

Spine transfer from the pool to the right of the high dive and go through the windows.

Low High

Transfer from the small pool behind the bar to the large pool above where the high dive is.

Ramp Transfer

Spine transfer between the large pool with the high dive and one of the pools next to it.

Righty

Spine transfer from the pool to the left of the high dive and go through the arched windows.

Soaked

Spine transfer to the small pool behind the bar using the waterfall.

Bar Hoppin'

Spine transfer up and over the bar laterally.

Three O'Clock

Transfer a right-handed grind from the rail to the ledge in either direction on the balcony.

Captain's Triumph

Use the waterfall boost to transfer out of the pool near the bar and back up to the balcony.

High Wire

Grind transfer between the two wires that connect the bar area to the pool area.

Reverend's Requiem

Transfer between the large shallow pool on the upper level and the smaller one next to the bar below.

Minneapolis

Car Hop

Ollie over any car on the road.

Cheesy Deck Gap

Air up over the big deck where it forms a point using a spine transfer.

Kicker Gap

Ollie over the gap between the two kicker ramps in the alley where you start.

Wimpy Gap

Air up over the ledge of the fountain using one of the planters in the plaza.

Billboard Grind

Ollie out the side of the bowl on the roof (around the corner to the right of where you start) and land on the rail under the billboard.

BS Grind

Grind one of the bus stops.

Car Ollie

Build up some speed and ollie over a car the long way.

Kicker 2 Edge

Air off one of the kicker ramps in the alley and land in a grind on the ledge above.

Kicker 2 Street

Use one of the kickers near the alley where you start to air up on the street behind you.

BS Gap

Jump up over a bus stop from a ramp on the side.

Glass Gap

Ollie off the edge of the platform by theatre and smash through the glass doors ahead.

Over the Fountain

Air up over the fountain using the ledge surrounding it.

Over the Red Carpet

Ollie over the red carpet by theatre .

Red Carpet Hot Shot
Manual the entire length of the red carpet starting from theatre entrance.

T2T
Use the car-holding truck to ramp through the glass and land in a grind on the divider in the tunnel.

Sucky Room Gap
Use the kicker on the roof by the greenhouse to launch across the street through the glass of the sucky room nearby.

Deck Gap
Clear the wider end of the deck with an ollie.

Rail 2 Rail Transfer
Grind the handrail near the big deck and grind transfer onto the second handrail.

Big Ass
Ollie off the lower of the platforms outside theatre and air up over both of them, then smash through the glass doors ahead.

Truck Gap
Use the two kicker ramps on the sidewalk to air over the truck.

Secret Tunnel Entrance
Air off the large ramp in the road and smash through the glass panel sky bridge.

Tunnel Gap
Air off the large ramp in the road and smash through both sides of the tunnel, landing in the road.

Over the Tunnel
Use the large ramp to air over the skybridge tunnel.

Burly Deck Gap
Build up some speed and transfer up over the wide side of the large deck.

Roof 2 Roof
Go to the bowl on the roof around the corner to the right of where you start. Ollie off the kicker on the left and land on the roof of the building adjacent the large deck.

Transfer
Transfer across the spine separating the two quarter pipes across from theatre, using a revert on the second ramp.

Dirty Rail
Launch off the ramp at the bottom of the alley with the plywood and land in a grind on the handrail that leads into the park.

Death Grind
Ollie off the ramp on the building that holds the secret tape and land in a grind on the handrail that leads into the park.

Santa Cruz

Bench Hop
Grind transfer across the benches near the derby bowl.

Outside Derby Rim
Grind around the entire outer edge of the derby bowl.

Wire Hop
Grind transfer back and forth between the two wires above the skate park area.

Derby to Volleywood
Grind transfer from the rim of the derby bowl to the boundary of the volleyball court.

Greenhouse Gamble
Air transfer between the roofs of the two greenhouses.

Hotel and Street Transfer

Spine transfer out of the quarter pipe on the roof and down onto the quarter pipe at street level near the information kiosk.

Outside In

Grind the outer edge of the derby bowl and grind transfer to the inner edge.

Rail 2 Ledge

Grind the striped quarter pipe on the street and jump into a grind on the beige ledge on it's right.

Stair to Stair

Grind the stairs on the beach, ollie across the gap and continue the grind on the stairs on the other side.

Volleywood to Derby

Grind the boundary of the volleyball court and grind transfer to the inner edge of the derby bowl.

Water Jam

Do a lip trick on the bar above the boat off of the pier.

Planter Switch

Grind the hotel's railing above the planter and do a side jump into a grind on the edge of the planter to its right.

Rev Was Here

Grind the edge of the concrete quarter pipe near the palm trees and grind transfer to the nearby quarter pipe.

Around the World

Grind the entire length around the wires that go around the tops of the information kiosks near the stairs on the beach.

Car Hop

Ollie over a car in the road.

High Lip

Do a lip trick on the ledge near the walkway above the large half pipe.

Hotel QP Transfer

Spine transfer between the red quarter pipes on the roof of the corner building and the quarter pipes at street level.

Over the Bridge Stairs

Spine transfer from the quarter pipe on the street up over the cement steps that lead to the bridge walkway, landing on the ramp next to the large halfpipe.

Pier Rail to Awning

Grind the blue railing near the shops on the pier and ollie into a grind on the awning.

Ramp Transfer

Transfer between the two quarter pipes in the skatepark that are close to each other.

Suspended Pier Rope

Grind the suspended rope that goes around the back of the pier.

Up and Out

Grind the stairs on the beach and jump up into a grind on the wires above the sidewalk.

Downtown Ledges to Wire

Grind the ledge of the white building and jump to a grind on the wire above the street.

90 Degrees of Separation

Hip transfer from the quarterpipe to the halfpipe in the skate park area.

Around the Top

Grind around the highest rail inside the burned up building near where you start.

High in the Pool

Do a board stall on the wide ledge above the pool in the burned up building near where you start.

Over the Bleachers

Air off the kicker ramp in the skatepark area, over the bleachers and land in the street.

Over the Pier

Grind the stairs near the beach towards the entrance to the pier, jump over the pier and hit a grind on the log in the water.

Spine into the Pool

Spine transfer out of the green quarter pipe above the ladder in the burned up building and drop into the pool nearby.

The Mall

Nokia Gap

Manual through the Nokia store through the glass on the entrance and then out through the glass on the exit.

Car Hop

Ollie over the truck.

The Flying Leap

Air off the top balcony down towards the lobby with all the elevators.

Fountain Gap

Ollie off the ledge leading towards the statue in the fountain and ollie through the hole in the middle of the statue.

Going Down Gap

Air transfer up over the elevator on the right side of the lobby with all the elevators.

Going Up Gap

Air transfer up over the elevator on the left side of the lobby.

Over a 16 Stair Set

Ollie down the 16 stair set next to the lobby.

For the Whole Atrium

Grind the entire length of the ledge of the atrium.

Rail Combo

Grind the ledge of the balcony near the truck and drop to a grind on the rails by the fountain.

Skater Escalator Gap

Ollie down the escalators that go down towards the skate shop.

Coffee Grind

Grind the curved handrail to the left of the fountain.

Step Off a Mezzanine

Air off the edge of the mezzanine past the atrium and clear the stairs that lead into the parking garage.

Over a Huge 32 Stair Set

Ollie the 32 stair set that leads down to the parking garage.

Chicago

Out by 7!

Run through the judge's booth and out the other side.

Ralph

Run through the door to the judge's booth.

Just a Contribution

Sticker slap the places on the walls that have a bunch of stickers.

Over the Box
Ollie over the box behind the halfpipe.

Over the Pipe
Spine transfer out of the half pipe.

Quarter Pipe Transfer
Use the quarter pipe to the right of the half pipe to vert transfer into the half pipe.

Jo Anyone?
Wall plant on one of the support beams

Wall Gap
Ollie over the wall in front of where you start.

Whoop Gap
Air off the small box and jump across to the other one where the parallel handrails are.

Y'all's Rooster
Wallplant the graffiti monster's mouth on the wall by the half pipe.

Pool Hip
Spine transfer up over the hip in the pool.

Fluffy Bunny
Wall plant one of the glass windows.

Walkway to Pool
Ollie off the ascending walkway near the wall and acid drop into the pool.

Light Grind
Air into a grind on the light that's above the half pipe.

Over the Rafters
Air off the back side of the half pipe and transfer onto the lights above.

Pool 2 Walkway
Air out of the pool onto the raised walkway near the wall.

Doorway Manual
Manual all the way through the judge's booth through one door and out of the other.

Robin's Nest
Manual the entire length of the counter inside the judge's booth.

Kyoto

Ledge Hop
Grind transfer between the metal benches in the upper level of the building.

Rail Hop
Grind transfer across the two railings at the top of the escalators on the top floor.

Crossing the Road
Grind the beam in the walkway at the base of the building, grind off the ramped end and air across the street into a grind on the ledge in the alley.

Danger!
Spine transfer over the water-covered walkway from one quarter pipe area to the other.

Going Up?
Grind transfer between the two escalators leading to the two bowls under the blue rail then side jump off of the lower

escalator to reach the farther one on the right.

Hip Shot

Grind the rail away from the two bowls past the pillar and jump down to the quarter pipe near the main set of stairs.

Hoopy Frood

Grind transfer from the horseshoe ledge to the snack bar on the top floor of the building.

Impress the Plaid

Grind the rail above the escalator leading down to theatre and ollie off the mezzanine into a grind on the rail attached to the wall.

In and Out

Grind transfer between the curved double railing on the sidewalk and the red rail on the spine in the skatepark area.

Inferior Style Transfer

Grind the pink ledges of the building above the skatepark and air off the end to a grind on the far side of the gap.

Lazy Gap

Grind transfer between the curved walls in the station.

Leap of Faith

Grind the handrail of the railing along the glass panel on the upper mezzanine area and ollie into a grind on the lights near theatre below.

Ledge 2 Ledge

Grind transfer between the two lengthy concrete ledges near the suspended glass half pipes.

Radicool

Grind transfer between the two handrails near the elevator.

Slippy Slide

Grind the handrail and transfer to a grind on the concrete rail nearby.

The Great Divide

Jump into a grind on the rail above the alley and ollie across the street into a grind on the Game sign.

Thunder Ground

Grind the counter above the escalators leading down into the underground area and grind across the top of the white post into a grind on the escalator handrail.

Transfer Down

Grind the glass panels on the left overhead at the top floor of the building and grind transfer on the lights above the pink floor.

Up and Left

Grind the left side of the escalator and air off the other end to a grind on the overhead glass panels on the left side of the upper floor.

Up and Over

Spine transfer down from the middle level of the building into the glass half pipe on the beams.

Up and Right

Grind the right side of the escalator and air off the end into a grind on the glass panels over head on the right side of the upper floor.

Yellow Rail Transfer

Grind the rail above the two pools counter-clockwise and grind transfer to the gray rail with lights along it.

Big Pipe Transfer

Spine transfer from the middle glass halfpipe to the halfpipe close to the station's entrance.

Focus

Grind transfer from one rail to the next rail at the bottom of the ramp that leads into the station.

High Transfer

Head through the two doors on the side of the arcade to reach the upper rooftops then spine transfer from one upper roof to the top roof in the middle.

Hot Tranny

Transfer from the upper quarter pipe to the lower one near the side escalators of the train station.

Lil Pipe Transfer

Hip transfer from the lower quarter pipe to the upper one near the end of the bridge walkway.

Lil Pipe Transfer 2

Spine transfer over the small spine in the corner of town, landing in the street.

Many Happiness Transfer

Spine transfer between the two pools under the blue railing.

Over the Fence

Spine transfer over the fence and into the skate park.

Ramp Transfer

Spine transfer over the upper escalator and stairs inside the building using the quarter pipes on the sides of the stairs.

Rollie Pollie

Spine transfer the quarter pipes near the escalators in the building.

Cross the Gate

Vert transfer up over the Japanese gate in the courtyard.

Over the Directories

Grind the benches towards the glass directories on the upper floor and jump across through both directories, then continue the grind on the other benches.

The Ruins

Handrail 2 Fence Hop

Grind the handrail above the break in the canal and jump into a grind on the chain link fence.

Curb Shuffle

Grind one side of the curb in the median in front of the skyscraper and jump over to a grind on the other side of the median.

Curb Hop

Grind the curb in front of the skyscraper and jump across to grind on the other curb.

Pipe 2 Fence Hop

Grind the pipe near the canal below the baricades and air into a grind on the chain link fence.

Rafter Shuffle

Grind transfer between the different beams on the glass awning above the skyscraper's entrance.

The Path Less Traveled

Grind the concrete quarter pipes beyond the skyscraper and continue the grind counter-clockwise up over the rubble.

Bus Stop Spine

Spine transfer from the street to the top of the parking garage on the southern end of the garage near the donut shop.

High-to-Low Parking Lot Transfer

Spine transfer off the top of the parking garage down into the street using the quarter pipes by the bus stop.

Low-to-High Parking Lot Transfer

Spine transfer out of the street into the parking garage using the quarter pipes near the bus stop.

Rooftop Spine

Spine transfer between the roofs of the two buildings across the street from the donut shop.

Donut Grind

Grind the entire length of the cable running through the rooftop donut.

Curb Side Hop

Grind transfer between the curb near the stairs of the skyscraper and the curb near the street lights.

Dam Transfer

Vert transfer up over one of the cement dividers by the dam.

Road Jump

Air off the elevated portions of asphalt to air over the gap between them.

Freeway 2 High Wire

Grind the edge of the freeway and ollie into a grind on the cable running from the lights on the parking garage.

High Wire 2 Freeway

Grind the cables that connect the lights on top of the parking garage and ollie across the gap to the freeway overpass.

Rooftop 2 Wash

Spine transfer from the building on fire to the path leading into the canal.

Wash 2 Rooftop

Spine transfer off the path onto the building on fire.

Barricade 2 Wash

Vert transfer off the concrete barricades to the right of the large pathway and acid drop into the canal.

Left Fire Transfer

Vert transfer over the fire on the left and into the glass building on the left.

Right Fire Transfer

Air off the ramp to the left of the fire on the right side and land in a right-side grind on the wire above.

Wash 2 Barricade

Air out of the pathway near the building on fire and transfer to the right to land on the cement quarter pipe below.

High Wash 2 High Wash

Grind the rail on top of the canal towards the gap where the large pathway near the building on fire and jump across the spillway to continue the grind around towards the dam.

High Wash 2 Low Wash

Grind the upper metal fence rail towards the spillway and jump down into a grind on the quarter pipe below.

Ledge 2 Rafter Hop

Grind the ledge of the building next to where you start and jump into a grind on the glass above the stairs up to the skyscraper.

Low Wash 2 High Wash

Grind the quarter pipe in the canal and air off the crooked end to land in a grind on the upper edge of the canal.

Low Wash 2 Low Wash

Grind the lower edge of the quarter pipe near the canal towards the large pathway near the factories and jump across to continue the grind.

Rafter to Ledge Hop

Grind the metal beams of the glass overhanging the stairs leading to the skyscraper entrance and gap into a grind on the ledge of the building near where you start.

Freeway Spine

Spine transfer through the large hole in the support wall for the overpass.

Double Dam Transfer

Vert transfer up over the cement dividers in the dam.

Skyscraper 2 Freeway

Go to the rooftop of the skyscraper through its front doors and acid drop off the roof to hit the awning above the doors. Then jump up over the parking garage to the freeway, grinding on the median.

Freeway Hip Transfer

Hip transfer off the quarter pipe on the freeway and land in the canal near the dam.

Clean Donut Hole

Grind the rooftop edge of the building near the donut and ollie across the street, ariht through the donut.

Classic Mode

Minneapolis

High Score - 30,000 Points

Pro Score - 60,000 Points

Sick Score - 100,000 Points

High Combo - 10,000 Points

There are a few good areas in this map to score some big combos. The best ones are the main fountain plaza, ahead and to the left of the starting point. There are numerous rails and are close to pipes which make for easy grind to manual to air trick combos. There are also several pools on top the tops of a few buildings to the rear of where you start. Use revert-to-manual combos on these to build up your score. Tada!

Collect S-K-A-T-E

The S can be found straight ahead from the starting point by airing off the ramp slightly to the left. The K can be found above a bus stop straight in front of the S. The A can be found at the top of a ramp as you veer left on that same road. If you keep going straight for a while you'll be able to grab the T by airing off the cement quarterpipe ahead. Finally, the E is in the other corner of the map, to the right of the movie theatre.



Collect C-O-M-B-O

Find the C by grinding the rail in front of the fountain plaza. Grind the rail to pick up the O, and the manual on the street to get the M and B. Finally, you'll have to air off the side of the fountain to get the last O

Get the Secret Tape

The secret tape is on the roof of the building behind the starting point. Use the ramp to get to the elevated street then use a ramp there to jump to the wire above. From there you'll have to jump into a wall shimmy then pull yourself up on the roof, where you'll find the tape.



Do a Right+Grab Over the Fountain

Simply skate towards the fountain and air off its base to pull off this grab while over top.

Do an Up/left+Flip Over the Red Carpet

The red carpet is up the street and to the right of the starting point. Approach it from the side, ollie and pull this trick off

making sure to clear the rope.



Ollie Over the 5 Barriers

The first barrier is straight ahead of where you start. Keep heading straight and veer to the left to find the second one near the entrance of the fountain plaza. Keep veering left and find the third near the exit of the fountain plaza. The fourth barrier is on the street behind the starting point and the fifth one is on the spine of the two quarter pipes in front of the movie theatre.

Stat Points

1. Above the ramp near the intersection in front of the starting point.
2. Past the Demolition Radio sign near the red carpet.
3. Off a kicker on the right side of the road that runs outside the fountain plaza.
4. In front of the billboard near the fountain
5. On the street to the left of the billboard



Santa Cruz

High Score - 65,000 Points

Pro Score - 130,000 Points

Sick Score - 200,000 Points

High Combo - 30,000 Points

The best places to hit off some nice combos are the grinding areas like the logs in the beach and the wires above it. There's also a large pool behind and to the right of where you start.

Collect S-K-A-T-E

The S is above the volleyball net and you'll need to spine transfer over the net in order to grab it. The K is on a bench in front of the movie theatre. The A is on a pole just past the movie theatre. The T is in the skate park area near the bleachers and the E is on the left side of the pier.



Collect C-O-M-B-O

The C starts on the wires immediately in front of you and to the left. Transfer off the ramp by the help booth to get there. After you pick up the C, transfer to the wire to the left to get the O, then back to the first wire to pick up the M. You'll have to ollie over a couple gaps while continuing the grind to get the B and O.

Get the Secret Tape

The secret tape is on the awning above the movie theatre. From the starting point, turn around and head to the left. Hit the quarter pipe on your right to get up to the wires above, but make sure you're heading in the forward direction. Simply grind that around till you get to the movie theatre and ollie off of the wires to retrieve the tape. Nice one.



Do a Left+Flip Over the Pier

Grind the stone steps on the beach that are to the left of where you start. You'll have to ollie over a couple gaps and then pull off the flip over the pier near the guard gate. Make sure you keep your speed up throughout this trick by holding down the ollie button.

Do a Right+Grab Over the Bleachers

Simply air off the kicker in front of the bleachers in the skate park to pull this grab off.



Knock the Shoes Down

You'll have to knock down 5 pairs of shoes by grinding the wires that they're hanging on. The first pair is on the wire between the pink building and the skate park. The second pair is on the wires in front of the movie theatre and the third pair is on the set of wires just ahead of that. The fourth pair is on the wire just above the halfpipe in the skate park and the last pair is above the road just behind the skate park.

Stat Points

1. On the rope that leads out of the pier, towards the boat in the water.
2. From the red ledge on the roof of the building to the right of the starting point, you'll need to skate down to the ramp at the edge of the ledge and air into this stat point.
3. Above the halfpipe in the skate park.
4. Near the beach umbrellas in the sand immediately to the left of the starting point.
5. In the pool behind and to the right of where you start.



The Mall

High Score - 100,000 Points

Pro Score - 200,000 Points

Sick Score - 300,000 Points

High Combo - 60,000 Points

The best way to hook up big combos in this map is to grind, grind, grind. As you go straight through the main hallway of the mall there are numerous things to grind on and a lot of them go downhill, so this shouldn't be too difficult. Also, there are plenty of rails to pull off rail stalls on which, when coupled with doubletap tricks, can lead to huge pointage.

Collect S-K-A-T-E

The S is on the right hand side of the ramp immediately in front of where you start. The K is at the end of the shallow pool near the fountain. The A is sitting on the rail above the smaller pool past the fountain. The T is on the grey arch just past the escalators. The E is on a platform just above the escalators that lead to the parking garage at the end of the mall's main hall.



Collect C-O-M-B-O

The C is on the railing to the left of the main fountain. You'll have to grind that railing, then ollie into a manual to pick up the next three letters while going down the escalators. Jump off at the end to pick up the last O.

Get the Secret Tape

Head to the inclined balcony on the right hand side of the main fountain. You'll have to hit the ramp at the end of the balcony and veer towards the left to land in the metal rib-cage structure hanging from the ceiling and grind on it's middle support. Grind towards close to the end to find the tape.



Do an Up+Flip Over the Set of 16 Stairs

You'll need to pull this kickflip off on the set of stairs just ahead of the fountain and to the left. You'll have to clear the stairs to get credit.

Do a Down/Right+Grab Over the Escalator

Keep going forward while staying to the left to find the escalators. It'll be the one with the Zumiez sign at it's base. Again, you'll need to clear the escalator to get credit.



Smash 5 Directories

When you get into the main hallway, head up the first escalator to smash the first directory which is at the top platform. Head towards the upper landing just past the fountain to find the second one. The third one is on the left side of the mall, just before the escalators. The fourth is on a beige platform just past the sculpture. The last one is at the very end of the hall, just before the parking garage entrance.

Stat Points

1. On the very top of the halfpipe directly in front of the starting point.
2. Just before the ending of the outside area.
3. In the middle of the main hall as soon as you get downstairs.
4. At the end of the small pool with the railings going over top.
5. Inside the store to the right of the small pool.



Chicago

High Score - 125,000 Points

Pro Score - 250,000 Points

Sick Score - 400,000 Points

High Combo - 80,000 Points

The best way to score big here is to link up tricks out of the large halfpipe. Because this map is so compact, it should be relatively easy to manual to a rail, grind, then revert to manual into the pool.

Collect S-K-A-T-E

The S is on top of the short wall near the funbox. The K is in the middle of the spine of the half pipe and can only be obtained by spine transferring into or out of it. The A is on the ledge of the wall closest to the pool. The T is on top of one of the parallel bars and the E can be obtained by grinding the outer edge of the flat side of the pool.



Collect C-O-M-B-O

The C can be obtained by grinding the wall in the middle of the map. Continue grinding forward until you hit the ground in a manual. Follow this to the left, continuing the manual, and air off the far side of the halfpipe. Revert to manual when you hit the ramp coming down and air off the other end to pick up the final O

Get the Secret Tape

The secret tape is in the judges booth which can be found by smashing through the windows. To get up to the ledge, head up the ramp to the wall opposite the halfpipe.



Backflip the Pool Hip

Spine transfer out of the hip part of the pool and pull a backflip while in the air.

Do a Down+Flip, Flip Over the Parallel Bars

Get some speed off the quarter pipe near the wall and head towards the parallel bars. You'll have to ollie from the first base to the second and pull off the flip trick before landing.



Extra 3

Build up some speed off a quarter pipe and head towards the tall part of the wall with the Combo C on it. You'll have to do a boned ollie over this part of the wall without touching the base or using the fun box.

Stat Points

1. Above the quarter pipe to the right of the starting point.
2. On top of the pool hip.
3. The platform above and touching the halfpipe.
4. On the ledge behind and to the right of the starting point.
5. Immediately to your left of the starting point.



Kyoto

High Score - 165,000 Points

Pro Score - 325,000 Points

Sick Score - 500,000 Points

High Combo - 100,000 Points

On this map, there's plenty of anything you could want. If you have a particular specialty you like to do to pull off big points, it's definitely here somewhere. Inside the building are a lot of stairs which means plenty of grinds. Outdoors are a few large pools and bowls in case you prefer air tricks.

Collect S-K-A-T-E

The S is down the hill and atop the quarter pipe straight ahead of the starting point. The K can be found behind the starting point, at the base of the two elevators. The A is behind the escalators where the K was. The T is on a cable near a white utility pole close to the median of the road. The E is above the white and red quarter pipes in the street near the plaza.



Collect C-O-M-B-O

The COMB letters run in a circle on the rail that goes around the arcade. Grind around it clockwise while jumping over the gaps. You'll have to ollie off the end of the railing and manual to get the final O.

Get the Secret Tape

Find the building that looks like it's been bombed out and depleted and ollie into the bowl below it. You should be able to hit the tape by getting a good deal of air out of the inner end of the bowl.



Do a Left+Flip Over the Directories

The two directories you'll need to trick over are on the top floor of the building, behind the starting point. Grind the rails behind them and pull the flip while ollieing over them.

Do a Down+Flip Across the Gate

You'll have to trick across the Japanese gate near the overhead walkway. Air off the quarterpipes on either side of the gate and hit the trick while in the air heading over to its other side.



Destroy the 5 Arcades

You'll need to smash 5 arcades throughout the map with your board. The first one is directly behind the starting point and up the ramp. The second one can be found by hopping down into the lower area of the plaza. The third arcade is behind the large arcade plaza on the east side of the road. The fourth arcade is on the western end of the area near a striped railing. The final arcade is in the skate park with numerous quarter pipes in the south-western part of the map.

Stat Points

1. Between the two pools on the middle level of the plaza.
2. Ahead of the ramp in front of the bombed out building
3. Straight up two levels behind the starting point
4. In the skate park.
5. Immediately to the left of where the S is located.



The Ruins

High Score - 200,000 Points

Pro Score - 400,000 Points

Sick Score - 600,000 Points

High Combo - 125,000 Points

This map, like Kyoto, has numerous things to trick off of any way you like it. However, possibly the coolest tricking location is on the helipad rooftop which can be reached by going through the doors at the base of the largest building. There is a quarter pipe at the base of it and you can do a huge acid drop into it while pulling off a number of tricks while in the air. Hot damn!

Collect S-K-A-T-E

Air off the cement curb ahead and to the right of the starting point and grind on the wire above to get the S. The K is on top of the rubble near the building on the road that leads away from town. The A can be found by airing off the wells of the large green cement dam. The T is right outside the exit tunnel found near the dam. The E is on the roof of the building opposite the donut store.



Collect C-O-M-B-O

The C is on the roof of the parking garage which you'll have to reach by transferring off the quarter pipe below. Grind the roof around until you hit the O, then hop off and manual to the ledge that's holding the M. Grind transfer to the chain link fence following this ledge to hit the B and jump across the drainage area ahead to collect the final O

Get the Secret Tape

Head up to the helipad on the top of the high-rise building by going through the door at it's base. Head towards the edge of the building making sure you're dead center and go over it. If you're lined up right, you'll hit the tape on the way down.



Natas the 3 Hydrants Until They Blow

The first hydrant is on the northern end of the parking garage. The second is on the north-western corner of the donut shop and the third is off the eastern end of the donut shop. You'll have to hold the Natas spin on each hydrant for about 3 seconds.

Collect 5 Roadkill

The first roadkill is near the median immediately to the right of where you start. The second is on the south-eastern end of the parking garage. The third is on the northern end of the parking garage, near the first fire hydrant. The remaining two roadkill are near the 2nd and 3rd fire hydrants.



Collect 5 Derek's Donuts

The first donut is on the stairs leading up to the high rise, immediately to the right of the starting point. The second is on the roof of the building that's on fire on the northern part of the map. The third is in the corner formed by the walls of the donut shop. The fourth is in the air above a spine across the street from the donut shop. The fifth one is on top of the bombed out overpass.

Stat Points

1. On top of the quarter pipe on the building immediately to the left of the starting point.
2. Above the door on top of the high-rise.
3. In the donut hole of the large donut on top of the donut shop. Donut.
4. On top of the ramp made of wood.
5. In the ditch below street level.



Q & A

What's the deal with the BMX?

Tony Hawk's American Wasteland gives you the opportunity to ride around and trick on a BMX in any Story Mode area you want, for as long as you want. You'll still need to use a skateboard to complete the standard missions, but you can make extra money by doing BMX tricks with Rick Thorne. Otherwise, the BMX feature is mostly a fun diversion.

How do I build up Stats in Story Mode?

In order to build up stats in the 10 different categories in Story Mode is by completing Sponsor Challenges which can be found on the wall outside the Skate Shop in each area. When you accept a challenge, you'll have until the end of that day to complete all the missions. Don't worry about not completing all of them in the given time because you can always go back later or go to a different area to try out a different set of challenges.

I'm having trouble pulling off a Special Trick. Is there any way to make it easier?

You can adjust any Special Trick you unlock during the game by editing it in the create-a-trick menu. Find the inspiration point (marked by the yellow lightbulb icon) in any map to enter the menu. Generally tricks with shorter duration times and less rotations will be pulled off quicker and, thusly, easier. Bam!

It seems like it's impossible to complete the mission where Hector tells you to Manual through the 26 flags. Is this a glitch in the game?

This can be one of the most difficult missions to pull off in the entire story mode because as you run out of momentum in the manual, your balance meter will become harder and harder to control. The trick to doing this is to hold down the ollie button throughout the whole course. This will actually give you a slight speed boost, which will give you better control and help you get through the course quickly.

What is the point of completing the tricks (that Mindy tells you to do) off the various pieces in the Skate Park?

These tricks are mainly for practice and to show off the newly redesigned park. Although you can complete them immediately after you obtain a piece, it's probably best to try them all at the end of the game when you'll have better stats. Also, if you complete all 43 of the missions, you'll unlock Ped Group B as playable characters.

My Focus meter runs out when I'm in the middle of a long combo. Is there any way to make it last longer?

If you do tricks while in Focus mode, the meter will recharge itself. You can make this pay off bigtime by doing a bunch of different doubletap tricks while in a grind, lip trick or stall. Note, however, that there is a limit to how many tricks you can do in one combo and the game will automatically cut you off at around 12 tricks.

My leg hurts.

I'm sorry, but that's not a question.

How do I unlock the different maps in Classic Mode?

You can unlock the various maps by completing a set number of goals from any of the maps that came before it. You start out the game with access to Minneapolis and you can unlock the next map, Santa Cruz, by completing 5 goals. The remaining maps with their goal requirements are: The Mall - 12 goals, Chicago - 18 goals, Kyoto - 25 goals, and the Ruins - 31 goals.

Secrets

Complete Story Mode on Easy Difficulty

Unlock Robo-Tony, Mindy

Complete Story Mode on Normal Difficulty

Unlock Lil' John, Iggy and Jason Ellis

Complete Story Mode on Sick Difficulty Setting

Unlock Jimbo, Murphy and Mega

Complete Story Mode with 100% Completion on any Difficulty

Unlock Ped Group A (Baller, Welder, Camera Guy and Cholo), Pro Bails 2 Movie

Complete Classic Mode with 100% Completion on any Difficulty

Unlock Ped Group C (Master Zen, Hardhat Worker, Dogtown Guy 2 and Graffiti Dude), Neversoft Skates movie.

Complete Classic Mode on any Difficulty

Unlock Pro Bails 1 Movie

Complete Classic Mode on Normal Difficulty

Unlock Billie Joe, Boone

Complete Classic Mode on Sick Difficulty

Unlock Mat Hoffman and Useless Dave

Complete Story Mode on Any Difficulty

Unlock American Wasteland Movie

Get all 43 Skate Ranch Pieces & Complete Skate Ranch Missions

Unlock Ped Group B (Barber, Carnival Worker, Dogtown Guy & French Man)

Complete 100% of Gaps

Unlock Ped Group D (Oil Rig Worker, Police Man, Performer & Boone in Briefs)