



TONY HAWK'S PRO SKATER 4

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- **PULL THE
SICKEST MOVES!**
- **TOTAL EVERY
CHALLENGE!**
- **THE SECRETS
REVEALED!**
- **ALL CHEATS
BOUGHT!**

**DESTROY
YOUR MATES**

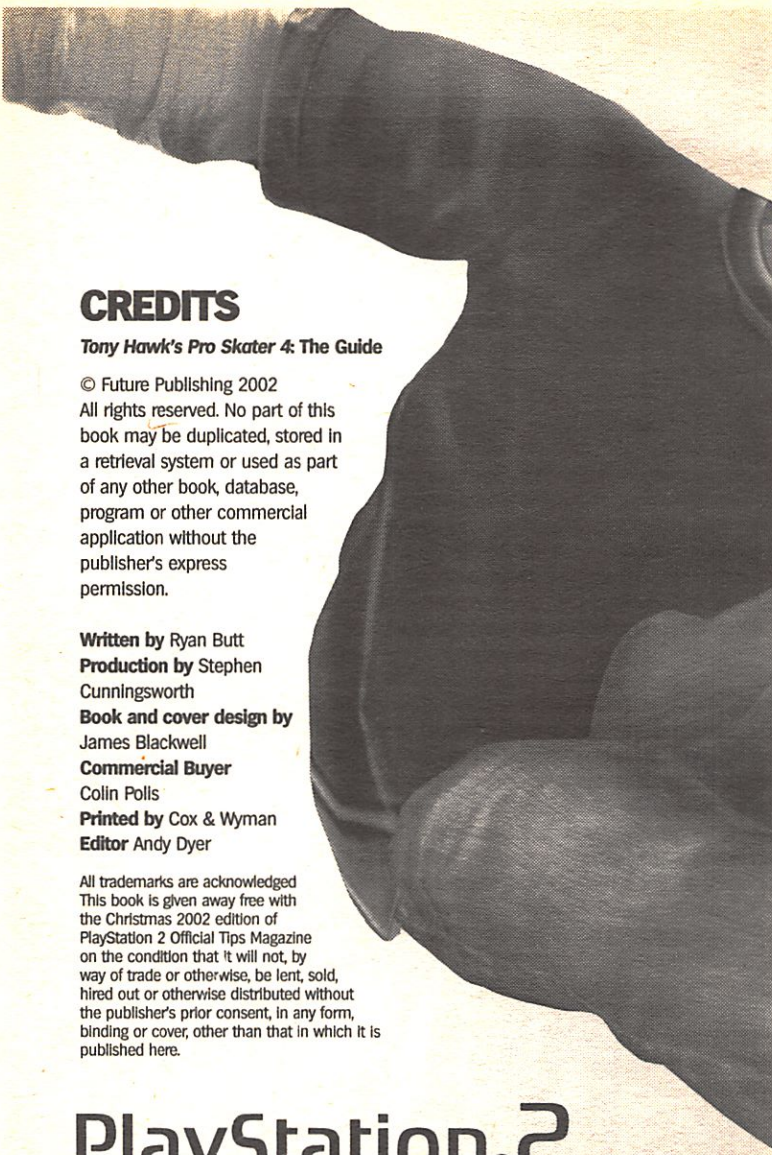




A black and white photograph of professional skateboarder Tony Hawk. He is captured in mid-air, performing a trick on his skateboard. He is wearing a light-colored t-shirt with a wave logo on the chest, dark shorts, and dark sneakers. His right arm is extended upwards, and his left leg is bent. The skateboard is positioned horizontally, with its wheels visible. The background is a plain, light-colored surface.

PlayStation 2
OFFICIAL TIPS MAGAZINE UK

**TONY HAWK'S
PRO SKATER 4**



CREDITS

Tony Hawk's Pro Skater 4: The Guide

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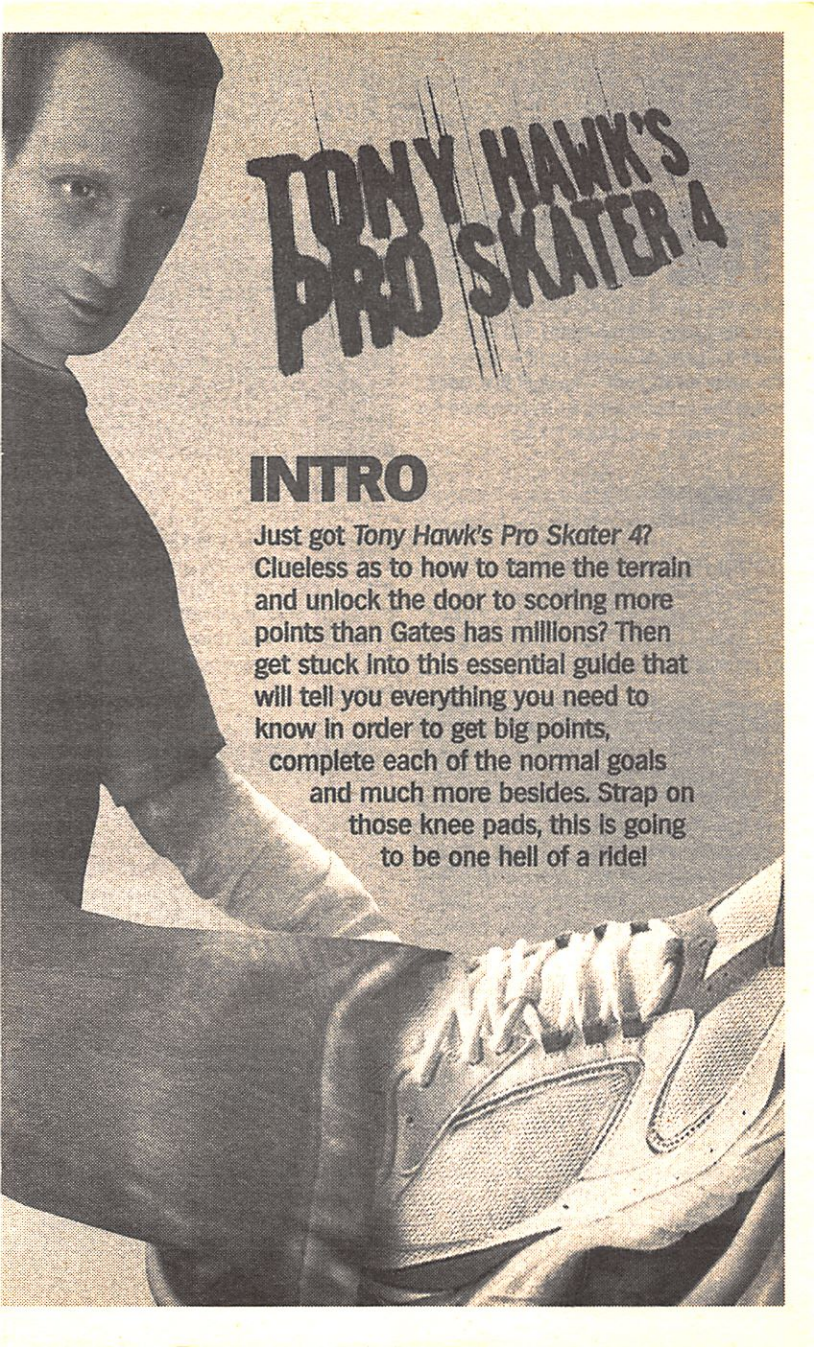
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PlayStation®2

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The background of the entire page is a black and white photograph of Tony Hawk. He is shown from the waist up, looking directly at the camera with a serious expression. He is wearing a dark, long-sleeved shirt. His right arm is extended downwards, and his hand is resting on a large, detailed image of a skate shoe. The shoe is a high-top, with a mesh upper and white laces. The title 'TONY HAWK'S PRO SKATER 4' is written in a large, bold, stylized font in the upper right corner, with some vertical lines passing through the letters.

TONY HAWK'S PRO SKATER 4

INTRO

Just got *Tony Hawk's Pro Skater 4*? Clueless as to how to tame the terrain and unlock the door to scoring more points than Gates has millions? Then get stuck into this essential guide that will tell you everything you need to know in order to get big points, complete each of the normal goals and much more besides. Strap on those knee pads, this is going to be one hell of a ride!



TONY HAWK'S PRO SKATER 4

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THE BASICS

Okay, we can all pull off tame little Grab and Flip moves off the ramps and land them for peanuts scores. So how do we do the really meaty stuff – the stuff that really wows the crowds? Well, let us introduce the Spine Transfer and Revert buttons.

REVERTS

Basically, the **↑** and **↓** buttons are your bosom buddies in this game and you use them to string moves together. For example, if you perform moves off one side of a halfpipe, by pressing **↑** or **↓** just as your deck



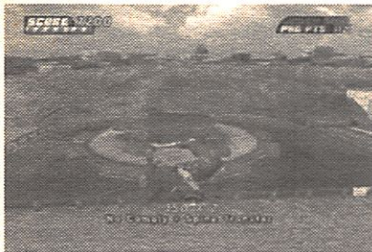
touches down on the ramp again, you'll perform a Revert. Press **↑**, **↓** or **↓**, **↑** to Manual straight after and you'll be able to carry the combo across to the other side. Do this repeatedly and you'll rack up those point multipliers which mean silly points when you eventually land your combo – but make sure you do land it otherwise all that hard work will be in vain.

SPINE TRANSFERS

The Spine Transfer move is done by using the same **↑** or **↓** buttons, but this time you use them in conjunction with **↑** when sailing up off a ramp to transfer over and go down the other side. Again, this is handy when you don't want to restrict yourself to one ramp and want to take your, rapidly increasing, combo off on an exploration around the level.

TIMER BEATING AND BAILING

A couple of other things that are worth noting is that time doesn't matter when you're locked into a combo. Say, for example, you're going





for the Pro Score and the timer is running out, start a new combo just as the last seconds are ticking by and your run won't end until you either land your combo or wipe out. Also, if you're transferring across ramps and you look like you're falling down the gap in between, hold **L2** or **R2** and pull back on the directional buttons. Instead of falling flat on your face, you should be able to straighten up and land wheels first, perhaps into a Manual, meaning that your combo survives to be bolstered yet further!

SPEND SOME CASH!

Each level of Tony Hawk's Pro Skater 4 is filled with cash. Some of it can be clearly

seen floating around hard-to-reach areas (there are 25 \$100 bills in each level). Some is earned by betting in mini-games and some is earned each time you complete a challenge. So what can you do with all that lovely dosh? Er, lots of things, actually! By selecting the 'Spend Some Cash' option, you'll be presented with a list of places where your money is good...

LEVELS

There are two bonus levels that can be bought here – Carnival and Chicago. Carnival is just that, a funfair level filled with exciting places to skate and rides to Grind. The Chicago level is the same Chicago level from *Mat Hoffman's Pro BMX 2*. Each level features 14 new challenges each, plus plenty more cash to pick-up. We'll take an in-depth look at each in the next issue!

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CHEATS

These cool effect codes can be bought by selecting the 'Spend Some Cash' option and then selecting 'Cheats'. Each one will cost you \$1000, although most of them are useless. Only the 'Cool Specials' and 'Slo-mo' cheats actually help you out in the game - especially 'Slo-mo' because it slows the game down, making it easier to think and plan moves and combos, as well as to keep a tighter control of your balancing.

 **Cool Specials** - Makes it easier to fill up your Special Meter.

 **Gorilla Mode** - Turns your skater into a huge, hulking freak.

 **Kid Mode** - Shrinks all of the in-game characters.

 **Big Head Mode** - Surely this needs no explanation?!

 **Hoverboard** - Makes the wheels of your board invisible.

 **Slo-mo** - Slows the game down, giving you more thinking time!

 **Disco Mode** - Throws some crazy shades onto the terrain.

 **Invisible** - Makes your skater invisible apart from their clothing.

 **Super Blood** - Makes your falls a lot bloodier.

 **Flame** - Flames instead of sparks fly when you Grind.

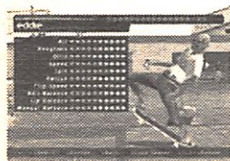
 **Sim Mode** - Makes the game harder.

THE SKATERS

Four new skaters can be bought - the first three can be purchased for \$9000 a piece and the last one, Hot Chick, can only be bought once you have earned \$100,000 in the game. Once a new skater has been unlocked, they will be added to the Character Select screen. So, who's who, then?

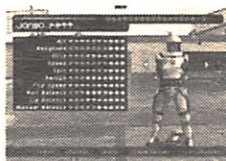
EDDIE

This guy is the mascot for heavy metal band, Iron Maiden, who have submitted the song, *Number Of The Beast* to this game's soundtrack.



JANGO FETT

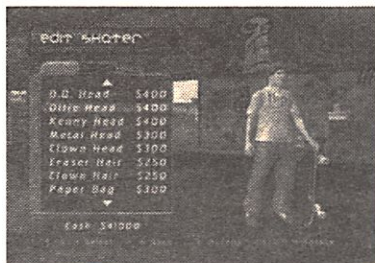
Star Wars fans will know this guy from the last movie. He is Boba Fett's bounty hunter son, and a dead ringer for his pa. No lasers though...



MIKE VALLELY

We're not too sure who this guy is, but we're guessing he's some UFC geezer due to his 'don't mess with me' appearance. We certainly wouldn't...



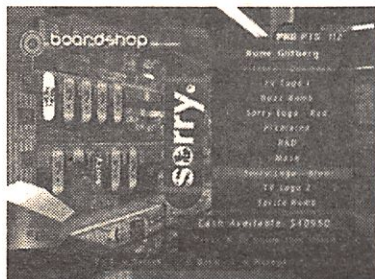


CLOTHES

Buy new items to customise your skater's appearance, such as boxer shorts with hearts on, clown heads and even a kilt! The prices range from \$150 to \$400 depending on the item.

DECKS

Each skater has ten unique boards. The one they start with is obviously unlocked from the off, but nine more can be purchased in this shop. The actual stats of each board don't vary, it just depends on which design you'd like to see underneath as they pull some phat air!



MOVIES

Buy five new movies to watch repeatedly. Most are your typical, jaw-dropping skatery, but the last one, 'Outtakes' is certainly good for a laugh!

MOVES

These are the skills you need to master in order to rip up those ramps and grab those goals. Remember, though, when attempting to get high scores, you will be penalised for over-use of tricks, so mix it up and make sure you get at least three different moves nailed per air – you're supposed to be a pro, after all! Add some Grinds and Manuals into the mix and you'll be well away. Take it one step at a time and build up your trick skills gradually.

BASIC MOVES

- Ollie – ⊗
- Nollie – ⊗, ⊗
- No Comply – ↑, ⊗
- Boneless – ↑, ↑, ⊗

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FLIP TRICKS

- Impossible - ↑ + ⊙
- Double Impossible - ↑ + ⊙, ⊙
- Triple Impossible - ↑ + ⊙, ⊙, ⊙
- Sal Flip - ↑, ↑, ⊙
- Kickflip - ← + ⊙
- Double Kickflip - ← + ⊙, ⊙
- Triple Kickflip - ← + ⊙, ⊙, ⊙
- Pop Shove-It - ↓ + ⊙
- 360° Shove-It - ↓ + ⊙, ⊙
- 540° Shove-It - ↓ + ⊙, ⊙, ⊙
- Heelflip Varial - ↓, ↓ + ⊙
- Heelflip - → + ⊙
- Double Heelflip - → + ⊙, ⊙
- Triple Heelflip - → + ⊙, ⊙, ⊙
- Hardflip - ↖ + ⊙
- 360° Hardflip - ↖ + ⊙, ⊙
- Inward Heelflip - ↗ + ⊙
- 360° Inward Heelflip - ↗ + ⊙, ⊙
- Variational Kickflip - ↙ + ⊙
- 360° Flip - ↙ + ⊙, ⊙
- Variational Heelflip - ↘ + ⊙
- 360° Heelflip - ↘ + ⊙, ⊙

GRAB TRICKS

- Nosegrab - ↑ + ⊙
- Rocket Air - ↑ + ⊙, ⊙
- Melon - ← + ⊙
- Method - ← + ⊙, ⊙
- Indy - → + ⊙
- Stiffy - → + ⊙, ⊙
- Tailgrab - ↓ + ⊙
- One-footed Tailgrab - ↓ + ⊙, ⊙
- Japan - ↖ + ⊙
- One-footed Japan - ↖ + ⊙, ⊙
- Madonna - ↗ + ⊙
- Judo - ↗ + ⊙, ⊙

- Benihana - ↙ + ⊙
- Sactap - ↙ + ⊙, ⊙
- Airwalk - ↘ + ⊙
- Christ Air - ↘ + ⊙, ⊙

GRIND TRICKS

- 50-50 Railslide - ⊙
- Nosegrind - ↑ + ⊙
- 5-0 - ↓ + ⊙
- Tailslide - ← + ⊙
- Noseslide - → + ⊙
- Crooked Grind - ↗ + ⊙
- Feeble Grind - ↘ + ⊙
- Smith Grind - ↙ + ⊙
- Overcrock - ↖ + ⊙
- Bluntside - ↓, ↓ + ⊙
- Nosebluntslide - ↑, ↑ + ⊙

FLATLAND TRICKS

- (When in a Manual)
- Manual - ↑, ↓
- Nose Manual - ↓, ↑
- Pogo - ⊙, ⊙
- 360° Fingerflip - ⊙, ⊙
- Handstand - ⊙, ⊙
- Casper - ⊙, ⊙
- Anti-Casper - ⊙, ⊙
- To Rail - ⊙, ⊙
- Truckstand - ⊙, ⊙
- One-Foot Manual - ⊙, ⊙
- Wrap Around (whilst in Pogo) - ⊙, ⊙
- Handflip (whilst in Handstand) - ⊙, ⊙
- Switch Foot Pogo (whilst in Pogo) - ⊙, ⊙
- Truck Flip (whilst in Truckstand) - ⊙, ⊙
- Half Cab Impossible
- (from Nose Manual) - ⊙, ⊙
- Casper Flip (whilst in Casper) - ⊙, ⊙

LIP TRICKS

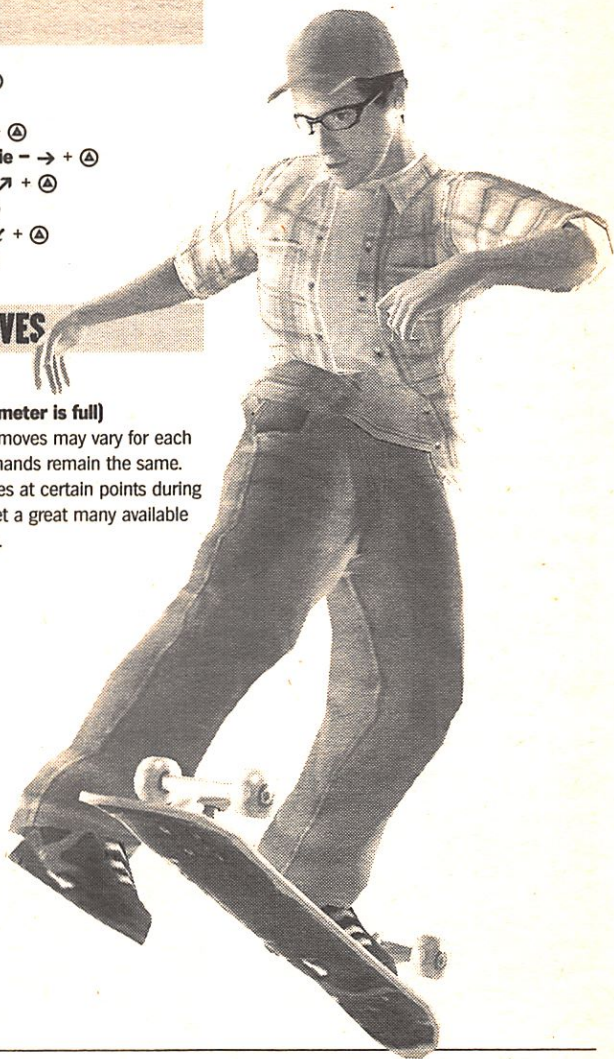
- Noseblunt - ↑ + (A)
- Invert - ↓ + (A)
- BS Boneless - ← + (A)
- Varial Invert to Fakie - → + (A)
- The Switcheroo - ↗ + (A)
- Andrecht - ↘ + (A)
- One-foot Invert - ↙ + (A)
- Gymnast - ↖ + (A)

SPECIAL MOVES

(When the Special meter is full)

The names of these moves may vary for each skater, but the commands remain the same. You learn some moves at certain points during the game, but you get a great many available to you from the start.

- , ↓ + (C)
- ←, → + (C)
- ←, ↓ + (B)
- , ← + (A)
- , ↑ + (C)
- , ↓ + (A)
- ←, → + (A)
- ↓, ← + (A)
- ←, ↓ + (C)
- ↓, → + (A)



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Okay, it all boils down to this. Each level can be free skated to your heart's content in order to get to know your surroundings and the secret areas, but that counts for little in the grand scheme of things because this game is all about challenges. Scattered around throughout each level are people. People you can talk to and people who will set you your goals for that particular stage. Highlighted here is every normal goal for every level, plus tips and in-depth expert advice on how to conquer them. Go on then, get grabbing those goals!

Please note that this guide was compiled using Rune Glibberg and some of the move names and characters you meet during the game may vary depending on which skater you're using.

LEVEL 1: COLLEGE

#1: JAMIE THOMAS CHALLENGE

"Hey, what's up man? I got lucky with this score. Let's see what you can do."



Goal: Get a High Score: 40,000 points (2:00).

Aim: Score more than 40,000 points in two minutes. You aren't restricted to any one place to complete this task, so find your favourite ramps, bowls, rails etc to enable you to achieve this, not unreasonable, points total.

#2: THE PROFESSOR CHALLENGE

"Let's see if you can even spell. Try to collect the S-K-A-T-E letters!"

Goal: Collect the S-K-A-T-E letters (2:00).

Aim: Five letters to collect and two minutes to do it in. If you've played the previous Tony Hawk games you'll be more than familiar with this challenge. This task is so simple you should be able to complete it in one! From the Prof, skate down the road and then veer right towards the white 'Woodland School' building. Jump and Grind the rail next to the steps and then jump up and Grind the canopy to get the first 'S' letter. Then head straight down the road and into the multi-storey car park. Go up the ramp and turn right at the top to see the second 'K' letter hovering outside. Jump out through the gap and delay your Grind so that you land on the wire and not the ledge. Get the letter and keep Grinding the wire into the corridor. As you shoot through the corridor, veer left and jump out to get the 'A'. When you





land, head through the campus and gradually veer right. You should see the 'T' in the distance above a ramp next to the huge white building (with the pillars outside). Once you've got that, you should land facing the building with the 'Swallow Pride! Homecoming 2K2' banner hanging from the roof. Skate up the large ramp in front and then press **△** or **○** to land up on the balcony. Now simply skate around to get the 'E'.

#3: OLLIE THE BUM CHALLENGE

"Hey, skater-person! My C-O-M-B-O letters got away from me... Do me a favour and collect the letters all in one combo!"

Goal: Collect the C-O-M-B-O letters (2:00).

Aim: The five letters must be collected in one continuous combo, so jump and Grind the

fence. Stay on it to get the first three letters then, as you near the bridge, jump over it and land on the rail on the other side to get the last two letters. As long as you keep your balance, this is easy. If you bail out, simply start again and follow our instructions.

#4: LOCAL INLINE SKATER CHALLENGE

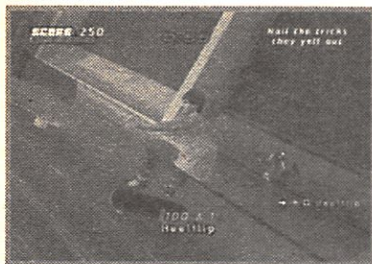
"Hey man, there's no way you're faster than me! Okay then, let's see if you can beat my best time at the ULTIMATE inline route!"

Goal: Race the Inline Skater challenge (0:29).

Aim: Simple as you like! Simply follow the designated Inline course, ensuring that you ride in between every gate. It is possible to beat this challenge without ever having to utilise the hop move, so get to it.

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#5: SKATER CHALLENGE

"Oh man! U bring some ramps to this demo and the kids are out of control! How 'bout if you take over for a while? Try to land the tricks as the kids call them out. You've got to finish all the tricks to finish this one off."

Goal: Nail the tricks they yell out (1:00).

Aim: Simple, just use the two pipes to get some air and then perform the trick moves that appear in the top-right hand corner of the screen. There is another skater on the ramps trying to put you off and some of the moves are sometimes called annoyingly late, but seeing as all the moves are simple Flip and Grab tricks, you really shouldn't have too much trouble with this one.

#6: YOUR BUDDY CHALLENGE

"Uh... arrgh! Hey there... The local frat boys trash-canned me! Can you get 'em back for me?"

Goal: Get back at the five frat boys (2:00).

Aim: There are five frat boys situated in the nearby area (they're the ones with orange arrows above their heads), your aim is to trick or Grind into them in order to knock them out and get revenge for your mate's cruel trashing. One is hanging around above the ramp at the



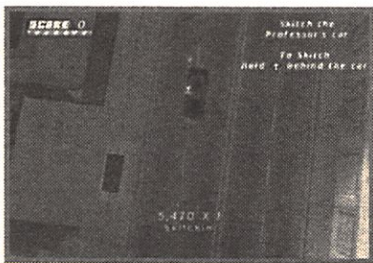
bottom of the steps, another two are on the campus wall (Wallride up and Grind), and the last two you get to by using the wooden plank ramp on the back of the truck to jump up and Grind into the corridor above.

#7: ATIBA JEFFERSON CHALLENGE

"Yo, you ready to shoot some photos? Then let's start out with some Spine Transfers over the wall."

Goal: Spine Transfer over the wall (2:00).

Aim: You must perform three different transfers over the campus wall - but luckily there are ramps either side to assist you. The first is just a simple Spine Transfer, so approach the ramp, press to jump and then hold down or as you sail through



the air over the wall. Next up is the Kickflip transfer, so turn around and approach the ramp, press **X** to jump off the lip, hold **R2** or **R3** and press **← + ○** as you glide through the air. Finally, you have to perform a Cannonball Transfer. Again, turn around and hit the ramp, press **X** to jump and then hold **R2** or **R3** and press **→ + ○** to perform the move. Job done.

#8: SKATE RAT CHALLENGE

"Hey dude, Officer Tom is after our buddies again... they're skating at all our favourite spots... You've gotta warn 'em before he gets there!"

Goal: Warn the other skaters (0:16).

Aim: You have next to no time and four skaters to warn, so when the timer begins and

Officer Tom sprints off down the road, turn left through the green arch and cut through the campus. The red arrow at the top of the screen points to the position of the skater, so your aim is to follow that. However, this arrow refers to the most direct route and so you often have to negotiate obstacles and tricky terrain to get there, but once you get to know the layout you can incorporate short-cuts to shave seconds off the timer. When you reach one of the skaters, you'll be allocated more time to get to the next.

#9: THE PROFESSOR CHALLENGE

"Goodness gracious! My car! They're stealing my baby! Try to stop them!"

Goal: Skitch the Professor's car (N/A).

Aim: A rather cool Skitchin' task, you must



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skate up to the back of the nearby stationary vehicle and then hang on whilst it takes you on a hair-raising ride around the district. Your only worry on this task should be to ensure that your Balance Meter is central enough to keep you clinging on. After a while the car will come to a halt and the thieves will flee.

#10: CITIZEN CHALLENGE

"Officer Tom is running for Chief of Security? You've got to be kidding!"

Goal: Grind down Officer Tom's banners (2:00).

Aim: There are seven orange pro-Tom banners along the perimeter wall of the campus. Ride up alongside the wall, press **X** to ollie, quickly followed by **A** to Wallride up. At the height of your wall ride, press **X** again to Wallie up to the top of the wall quickly followed by **A**



again to land into a Grind. Now simply Grind along the entire wall, shredding all of the banners as you go.

#11: JAMIE THOMAS CHALLENGE

"Hey, you're back? You think my last score is weak? Let's see what you got."

Goal: Get a Pro Score: 75,000 points (2:00).

Aim: Get 75,000 points with big combos.

#12: OLLIE THE BUM CHALLENGE

"Aaaargghh!!! They're everywhere!... Pink elephants are everywhere! You gotta help me senator!"

Goal: Stop all of the Pink Elephants (0:10)

Aim: This pissed bum is hallucinated





ghastly-coloured safari animals and your job is to make them go away. There are 12 of these elephants – all you've got to do is skate through them to make them disappear. But with next to no time, this proves to be perhaps the level's trickiest challenge and one you probably won't complete without coming back later when your stats (most notably your speed) have been boosted. To complete the task, Grind the log immediately to your right to get the first three, then Grind the top level of the wall to get the next two leading into the sewer canal. Spine Transfer over the two walls in order to get the next two elephants, then Grind the set of logs at the end to get the rest. You'll have to jump up to get the last one, which you should just be able to do as the time expires.

#13: BOB BURNQUIST CHALLENGE

"Check this out – a local shop is sponsoring a competition! It's all about getting a big combo. You'll get 10 seconds to start one. Best 2 out of 3 runs count. You want to give it a roll?"

Goal: Medal the High Combo Competition (0:10).

Aim: You get three attempts to rack up those high scores to impress the judges and the best



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two are counted towards your overall score. Remember, get a good combo going and you can exceed the time limit.

#14: SKATER CHALLENGE

"Hey! Want to try this trick? I just learned it myself. Get your SPECIAL meter full and then nail a 360° Varial McTwist."

Goal: Nail a 360 Varial McTwist (0:29).

Aim: You heard the man, get your Special Meter full, get some air and then press ↓, → + ◎ to perform the move. Easy.

#15: YOUR BUDDY CHALLENGE

"The football team is hogging the coliseum for their practice – that ain't right!"

Goal: Clock five jocks in one combo (2:00).

Aim: You have to knock down five jocks in a single combo, which isn't easy – especially

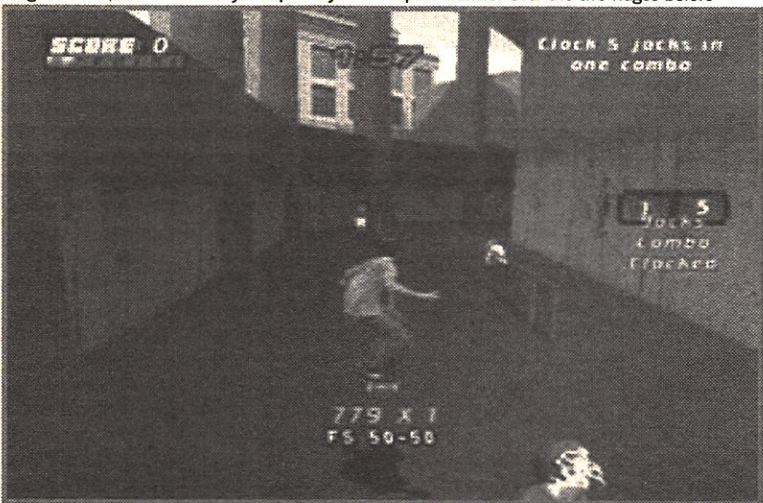
seeing the apparatus you have to hand – a couple of rails and a pair of ramps! The most effective method we found of achieving this goal is to Grind the rails, jumping the small gaps to continue your combo then, as you land, press ↑, ↓ to land in a Manual, sharp turn 180° and jump back onto the rail. By this time the jocks you just clocked will have got back to their feet in time to be floored a second time.

#16: ATIBA JEFFERSON CHALLENGE

"We can get some great shots here. The parade just started. Gap between any of the floats ten times before the parade ends."

Goal: Gap between floats ten times (2:00).

Aim: There are three different floats that form the parade, so skate up onto the first one and Spine Transfer over the two ridges before



jumping over onto the one in front. From this middle float, jump over to the front one and then double back and jump across to the back two again before double backing once more. Repeat this process and you'll be able to get the town gaps before the floats even turn the first bend.



BONUS GAMES

BJORN CHALLENGE

"Hey! Skater-person! You wish to play me in tennis, no?"

Aim: Using ← and → to move and ⊗ to twat the ball, you must defeat this turnip in a quick game of tennis. The power of your shot depends on how close you are to the ball when you hit it, so the aim is to get as close as possible to hit it hard enough to beat Bjorn. The collision detection is poor in this sub-game and it often looks like you're not going to hit the wide balls, even though you can. But as long as you get central after each return and concentrate on hitting the middle balls with power you should be able to beat him.

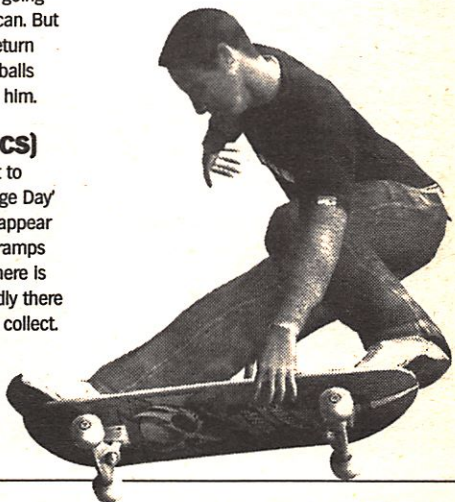
GARBAGE DAY (TIME: 38 SECS)

Aim: Skate into the garbage truck next to 'Snitzel World' and the message 'Garbage Day' will appear. Four other trucks will now appear nearby and the aim is to use them as ramps to grab the money floating in the air. There is stacks of cash to be seen, although sadly there is a cap on exactly how much you can collect.

ELECTRIC OVERLOAD

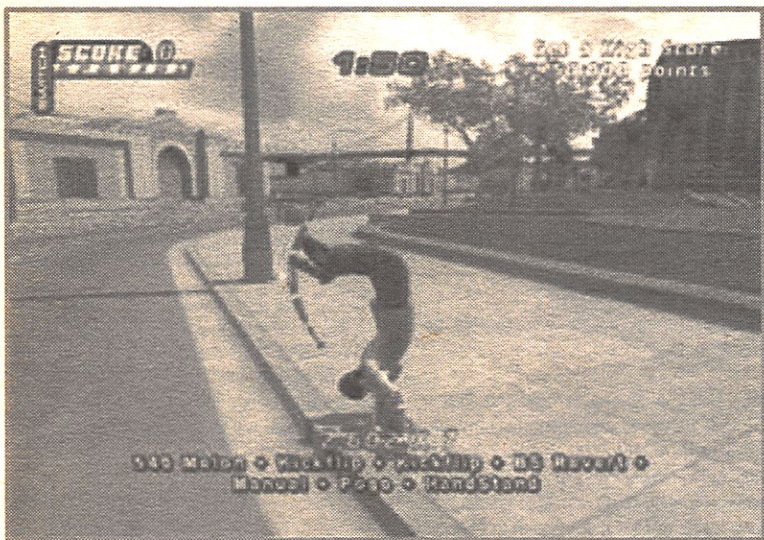
Aim: Go to the 'Sporting Goods' store and just to the right in front of it you should see a green electrical box.

Perform a lip trick on this box and some red writing will appear that gradually counts up a percentage voltage capacitance. Your aim now is to Grind any one of the flashing overhead cables. Do this and the voltage will count back down and you will be thanked financially.



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LEVEL 2: SAN FRANCISCO

#1: KAREEM CAMPELL CHALLENGE

"Yo, what's the deal baby? Let's make it happen! You got two minutes. Beat this High Score... aight?"

Goal: Get a High Score: 50,000 points (2:00).

Aim: Two minutes to crack 50,000? That ain't so bad! Skate back to Pier 18 and head around the back where you'll find loads of rails to Grind. Use the set on the upper level and you've got pipes, railings, ramps and stalls to help rack up those points!

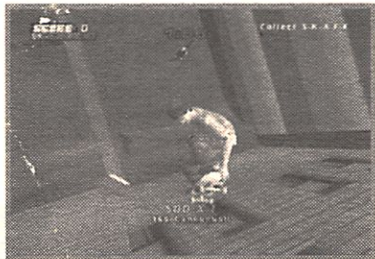
#2: PAINTER BOB CHALLENGE

"Oh man! I'm supposed to set up a contest

billboard, but my partner lost all the letters that spell S-K-A-T-E. Could you help me find 'em?"

Goal: Collect the S-K-A-T-E letters (2:00).

Aim: The first letter is in the air above the ramp that's right ahead, so approach the ramp towards the far-right side and jump up to grab

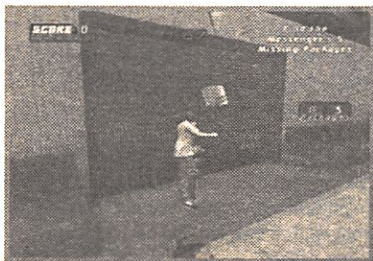




it. Then transfer down to the ramp below and you'll land facing the second letter which is across the park. Ollie up the steps to get it and then head left out over the wall towards Pier 18, where the next letter can be seen floating above a ramp. Spine Transfer off the ramp (LB or RB) and get the letter before landing on the roof. Now head left, jump the roofs until you see the next letter hovering over a cable connecting two buildings. Grind the rail to get the letter, then when you land, jump over to the next roof. You should now see the last letter just over the edge of the next building. Jump over and land in a Grind along the outer edge. Now simply jump out and Grab that letter.

#3: SKATER KID CHALLENGE

"All right, it's like this. Collect the C-O-M-B-



O letters, but y'all got to do it in one single trick combo."

Goal: Collect the C-O-M-B-O letters (2:00).

Aim: All of the letters are along the long wall you're facing, so hop on and start Grinding. After each letter, there are some steps that you need to jump in order to continue your combo, so as you slide, make sure your Grind Meter is balanced, press X to jump the gaps, then hold A as you land to continue your Grind. The only real problem area is after you collect the 'B' letter because the wall arcs around to the left, meaning you must aim your last jump to the left in order to catch the wall again and Grind along to the last letter.

#4: BIKE MESSENGER CHALLENGE

"Man... I took a header and lost all my packages. Can you help me find them? There's 5 of them missing. Thanks!"

Goal: Find the Messenger's five missing packages (2:00).

Aim: There are five packages that are arranged in a line starting with the one in front of the Pier straight ahead and then stretching down the street to the right. They are easy enough to get by Grinding for the first, Transferring over



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the small ramps for the second and then grinding the edging for the other three.

#5: ATIBA JEFFERSON CHALLENGE

"Yo! Try this one. Put down a lip trick on each of the three pier signs. The trick? Check it: (→ + ⊕)"

Goal: Axle Stall the three pier signs (2:00).

Aim: Another simple task, just use the nearby ramp to jump up to the pier sign and then press and hold → + ⊕ until you land on top of it. You don't need to hold the trick for any length of time, just hop on and hop straight back off again. With the first sign tricked, head around to the opposite side of the water and repeat the same trick on the two pier signs there.

#6: DISTRESSED WIFE CHALLENGE

"Please! Help my husband! He tried to get a picture, but he fell over the rail, and the sea lions aren't very happy about it! Distract them so that he can climb back up here!"

Goal: Feed the four angry sea lions (2:00).

Aim: The clue to tackling this challenge are the four sea lions to distract and the four



fishermen nearby. Each fisherman has a tackle box on a bench behind him, so Grind the bench to spin his tackle box and the fisherman will be momentarily distracted. Now quickly Grind the railing over his catch, causing it to drop into the water and one of the sea lions will swim over and eat it. Repeat this on all four fishermen to complete the task.

#7: ERIC KOSTON CHALLENGE

"Hey, you see those cones I put down here? I want to see if you can do a Manual all the way from the first set to the second set!"

Goal: Manual the Overhead Walkway (0:09).

Aim: Head down the wooden walkway (crouch in a jump by holding ⊕ or Grind the rail to get up your speed) and press ↑, ↓ or ↓, ↑ as you reach the cones. Now you have to maintain your Manual around two bends to the next set of cones. As long as you get up enough speed and are able to maintain your balance, this shouldn't prove too problematic in the end.

#8: CHAD MUSKA CHALLENGE

"Yo, you think you can beat my best 3 combos in a row? Man, you ain't even front on that one, kid. You best go home to pre-school."



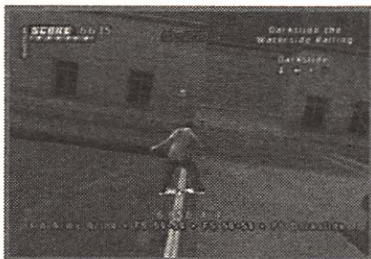
Goal: Beat Muska's three best combos (0:30).

Aim: The first combo score you've got to beat is 4,000, which is relatively painless. Grind down the rail, jump off the end and veer left to land in a Manual (↑, ↓ or ↓, ↑) then from the Manual, jump and Grind the wall. The second combo is 5,000, which you can easily get by Grinding the rails on top of the buildings and then landing into a Manual. Finally, you

must beat a 6,000 point combo, but the terrain you start on is a little restricted.

#9: TOURIST CHALLENGE

"Um, excuse me... it's our first visit and we really want to remember it! Could I get a photo of you with my hubby? Fill your Special Meter, then do a Darkside on the waterside railing!"



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Goal: Darkside the Waterside Railing (0:30).

Aim: Use the nearby apparatus to fill up your Special Meter, then jump onto the railing from the far end and press ↓, ← + △ to land straight into a Darkside Grind. Continue this Grind along so that you enter the picture behind her hubby and the task will be complete.

#10: COMPETITION JUDGE CHALLENGE

"You, uh, want to compete? First place goes to the skater with the best two out of three runs!"

Goal: Medal the competition (0:59).

Aim: Use the terrain within the competition confines to rack up those high scores to impress the judges. Points are deducted for

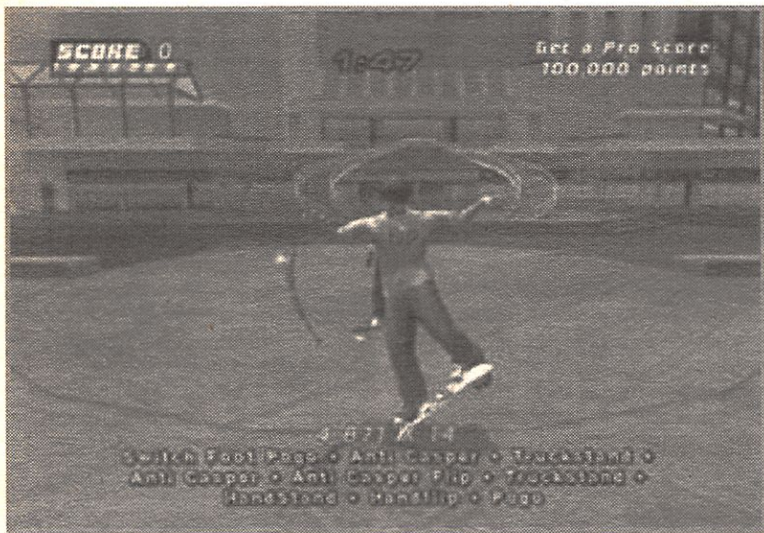
wiping out, so stay on your feet and use plenty of Flatland tricks for big point multipliers.

#11: KAREEM CAMPBELL CHALLENGE

"See you handled a little business. Let me see you step it up though. You got two minutes to get this Pro Score. Let's get it popping now."

Goal: Get a Pro Score: 100,000 points (2:00).

Aim: It is best if you attempt this challenge after the Tourist one because you'll have the new Darkside Grind trick to add to your collection, which will make clocking up 100,000 points simple. Head back behind the warehouse where the tourist challenge took place and get Grinding. Use a varied selection to fill up your Special Meter and then use the



Darkside Grind frequently as you rail slide from one end of the pipes and railings to the other. You should also combine these grinds with stalls and the odd 360° Varial McTwist on the ramps to boost your score still further.

#12: PAINTER NEAL CHALLENGE

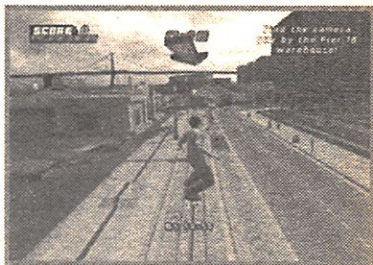
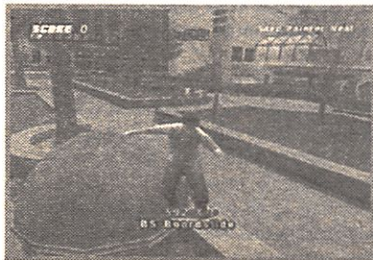
"Look - if you really want to help me - clean the bird turd off of the railing in one shot pole-to-pole - I'm paintin' that next..."

Goal: Save Painter Neal (0:30).

Aim: Simple enough, head back to shore, turn around and then jump and Grind the railing with the sea gulls on all the way around in one, fluid movement. Hang-on, though... the jetty crashes into the water and a hungry shark emerges! The FMV is a big clue as to what to do next - go and Grind the rope supporting the huge stone ball on the park wall and you'll release it, sending it tumbling down and to knock the shark back into the murky depths. Phew!

#13: BIKE MESSENGER CHALLENGE

"Let's see if you can match my blinding speed! We'll race down to the Slam Brothers warehouse and back. You better Skitch cars or you'll never keep up!"



Goal: Race the Bike Messenger (0:30).

Aim: You heard what he said, skate up to the back of one of the nearby cars and hitch a ride. You'll gradually gather speed but you don't have to worry about anything other than ensuring that your balance is maintained. When you get near to the warehouse (indicated by the red arrow), let go of the car and skate up to it. Once you've hit the arrow, Skitch a car going the opposite direction and beat the biker back to the starting point.

#14: ATIBA JEFFERSON CHALLENGE

"Yo, the guy who has my camera is missing. Can you find him and bring me my camera. Hey you hurry up, these guys are going to break out if I don't get a cover shot."



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Goal: Race to get the camera (0:24).

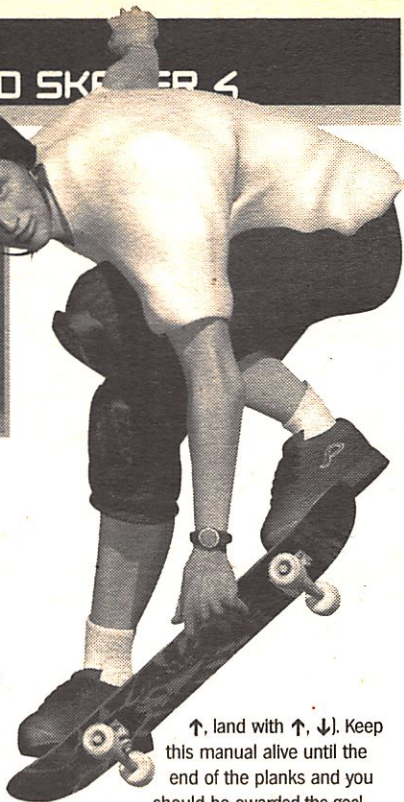
Aim: The guy with the camera is in front of the warehouse at the end of the road, follow the red arrow to his destination, but don't waste any time getting there – it is possible to Skitch cars and Grind rails to get your speed up. He will send you back down the road to another guy, so Grind the tram cable back up the street to get to him. He will point you to the camera which is over the other side of the park. Go get it and take it back to Atiba to complete the challenge.

#15: ERIC KOSTON CHALLENGE

“See this plywood rollercoaster I set up? Okay – I want to see you Manual, clear the gap, back to Manual, all in one combo.”

Goal: Manual, Gap and Manual the rollercoaster (0:09).

Aim: Approach the concrete ramp and allow yourself to ride up it so that you get a slight launch onto the makeshift rollercoaster, then steer slightly to the right and land into a Manual (↑, ↓ or ↓, ↑) on the planks. Keep this Manual going until you come to the gap, then press ⊗ to jump right on the edge, perform any ⊕ Flip trick in mid-air as you jump, then land into the opposite Manual to the one you started on (if you started with ↓,



↑, land with ↑, ↓). Keep this manual alive until the end of the planks and you should be awarded the goal...

and Chad's upmost respect.

#16: CHAD MUSKA CHALLENGE

“Hey what's up? You think you got mad Flip tricks? Well let's see if you can Flip in and Flip out on this ledge right here at EMB, man – classic skate spot.”

Goal: Nail the tricks they yell out (1:00).

Aim: Grind the long park wall next to you and every time a trick is called out, jump off of the wall, perform the Flip trick in the air and then land it. The tricks come thick and fast so you'll have to avoid any balls and be nimble with those button presses or you will find that they rack up very rapidly.



LEVEL 3: ALCATRAZ

#1: ELISSA STEAMER CHALLENGE

"You think you're good, cousin? Try to beat this High Score!"

Goal: Get a High Score: 55,000 points (1:59).

Aim: Nail 55,000 points in two minutes. This is a push over compared to previous score challenges. Find some stuff to Grind or get inside that demolished building and string combo gnatty combos using the Revert trick stringer. Easy, no?

#2: THE WARDEN CHALLENGE

"Look kid, if you're going to skate, at least help out. OK? Pick up the letters lying

around here, would ya? See if you can get 'em all in one combo too."

Goal: Collect the C-O-M-B-O letters (1:59).

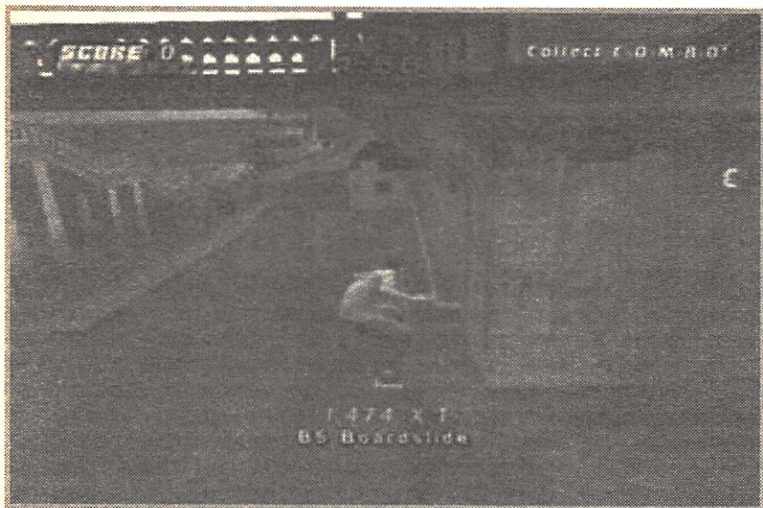
Aim: Okay, skate down into the sewer canal and catch the lip of the ramp and Grind to get the 'C'. Now jump and grab the 'O' floating in the air and land into a Grind on the silver pipe. Get the 'M' and jump from this pipe onto the side of the building to get the 'B'. Finally, jump from the building and land into a Manual (↑, ↓ or ↓, ↑), then continue this Manual until you reach the ramp at the end of the jetty and use this to jump up and get the 'O'. Goal completed!

#3: TOURIST CHALLENGE

"Hey, can you collect S-K-A-T-E in two minutes?"

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Goal: Collect the S-K-A-T-E letters (1:59).

Aim: Jump off the ramp and grab the 'S' and when you land, face left and you should see the 'K' at the bottom of the slope. As you grab it, you'll soar down a very steep ramp that'll lead you to the 'A'. When you take off from the bottom of the ramp, head towards the letter and then hold  so that you land into a Grind. When you finish the Grind, you'll be facing the 'T' straight ahead, so jump onto the rail and get it. Follow the rail down and then jump up and Grind the side of the building. With the 'E' straight ahead, jump off the edge of the building and snatch it out of the air.

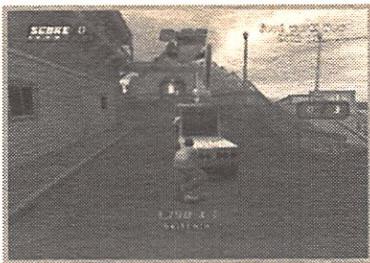
#4: RANGER RON CHALLENGE

"Well, you ready to take the tour? Ranger Bob thinks he's faster than me. Since you have your own wheels, you can Skitch on my cart and we'll do the one minute tour."

Goal: Take the Alcatraz Tour (1:00).

Aim: Skate up behind the cart and press  to grab on. Concentrate on keeping your meter balanced until you stop at the top of the hill, at which point you'll have to let go and Grind the nearby awning to get rid of some sea gulls. When that is done, grab hold of the cart again and continue up the next hill. Grind the wall to clear the kegs at the top and then grab hold of





the cart one last time. When you Skitch to the top of the next hill, let go and Grind the edge of the wall to knock Ranger Bob off. Job done.

#5: ATIBA JEFFERSON CHALLENGE

"Hey, have you seen the pros? They Revert to string their tricks together! Try a Revert in this demolished building."

Goal: Revert madness (1:00).

Aim: Head into the building, hit a ramp and then just as you touch back down from the air, tap **LB** or **RB** to perform the Revert. After that you'll have to perform a Revert into a Manual, so just jump off a ramp again and then tap **LB** or **RB** as you land quickly followed by **↑**, **↓** or **↓**, **↑**. Finally, you must attempt any lip trick (see the full list of lip tricks at the start of the



book) and land into a Revert and a Manual. A typical example of the full combo is: **↑** + **△** (Noseblunt on lip of ramp), **LB** or **RB**, **↑**, **↓**.

#6: BAM MARGERA CHALLENGE

"All right listen you little worm! This'll be good. See how fast you can knock 30 of these random pathetic tourists into the water. Go!"

Goal: Dunk 30 Tourists (0:29).

Aim: Jump and Grind the wall behind Bam and follow it right the way down to the boat, around the deck and back down onto the jetty. Now simply Grind the rails around the jetty and you'll have no problem drowning 30 tourists!

#7: PRISONER CHALLENGE

"Hey, listen! I escaped 40 years ago and they ain't caught me yet! Make a ruckus while I make a run for it! Knock over stuff and then hit that foghorn!"

Goal: Distract the guards (0:20).

Aim: Follow the red arrow at the top of the screen as it guides you to a succession of bins (each is highlighted by an orange arrow above it). Simply Grind or skate into each bin to knock it over and for each one you'll be given an extra three seconds of time with which to complete the challenge. As you near the end of your run, Grind the rail around the foghorn to sound it and the prisoner will make his escape to the roof as the guards try to find out what all the noise is about.

#8: RODNEY MULLEN CHALLENGE

"Hey let's try something different. Get SPECIAL, then try the Semi-Flip over the whole bulldozer!"

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Goal: Semi Flip the bulldozer (0:44).

Aim: Use the nearby ramps to get your Special Meter full, then approach the bulldozer ramp, press $\otimes$ to jump up and get air, then press $\leftarrow$, $\downarrow$, $\odot$ to complete the Semi-Flip.

#9: SECURITY GUARD CHALLENGE

"Hey, it seems I've lost all my keys! And what's worse, I've locked myself out of the cell block! If you can find all my keys for me, I'll let you skate inside."

Goal: Find the guard's keys (0:59).

Aim: Another simple challenge. Collect all the key icons scattered around nearby. There are 16 in total, so skate over the first and then jump and Grind the wall around to get the next lot. When you come off the wall, grab the next one on the corner and then jump and Wallride up into a Grind to get the next string. You will emerge in a bowl with another four icons – one on each side, so grab them and then Grind around the outside of the neighbouring pool to get the last two. Bingo! A new area opened up!

#10: WARDEN CHALLENGE

"Tourism's been low lately. Let's organise a competition to raise ticket sales!"



Goal: Medal the competition (0:30).

Aim: There is plenty to Grind here, so use the walls and rails in conjunction with Manuals to rack up those points – but try not to overshoot and tumble into the waves below!

#11: ELISSA STEAMER CHALLENGE

"Back for more, huh, cousin? Here's a Pro Score you ain't gonna be able to touch!"

Goal: Get a Pro Score: 100,000 points (1:59).

Aim: It sounds like a lot, but getting 100,000 points isn't really that hard – especially as you should be well accustomed to using Reverts and Manuals by now.

#12: RODNEY MULLEN CHALLENGE

"Hey, let's try some Flip in and Flip out stuff!"



Let's hit this ramp and let's give it a shot. Keep your head up and stay light."

Goal: Pull off Mullen's tech trick (1:59).

Aim: Dead easy. Hit the ramp straight ahead and then press **↑ + ⊕** as you sail through the air, quickly followed by **↑, ↓** or **↓, ↑** just before you land to Manual across the roof of the building. Finally, press **⊗** to jump off quickly followed by **← + ⊕** to Kickflip and complete the task.

#13: RANGER RON CHALLENGE

"OK - Here's the idea: I could set up a ramp over there and if you Skitched on my tram, I bet you could clear both those restrooms, all the way to that parade ground bank."

Goal: Ranger Ron's Skitch launch (1:00).

Aim: Skate up behind the cart and press **↑** to grab hold. As you near the ramp, press **↓** to

let go and then hit **⊗** at the lip of the ramp to sail high over the restroom building. When you land, there are two ramps straight ahead - one will send you flying up into the air, the other out to sea. You aim is to clear 150m up in the air and the other 350m out to sea. With enough speed and enough height, both are easily obtainable.

#14: PRISONER CHALLENGE

"Great work on running interference! Now we just need to make it to the docks! I can get there, but I need your help. Collect all those supplies and meet me down at the ferry!"

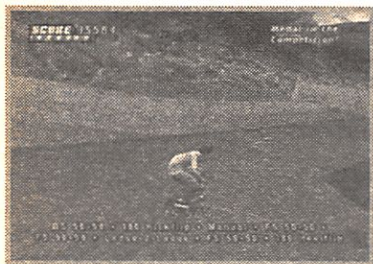
Goal: Escape from Alcatraz (0:59).

Aim: Seeing as the challenge is called 'Escape from Alcatraz', you would expect it to be bloody hard, and it doesn't disappoint there! Starting out in the watchtower, you must



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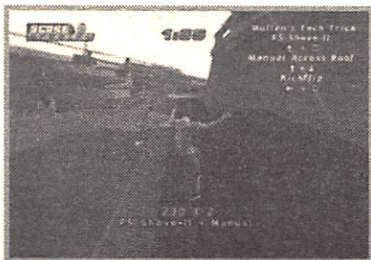
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collect 33 tool icons that are scattered throughout the level leading back down to the ferry. Start off by Grinding the railing leading down from the tower to get the first icon, then jump over the flag pole and land into a Grind on the ceiling window to get the second. Transfer across to the left and land into a Grind to get the third icon, then come off the rail, hit the ramp next to the doorway and transfer over the door to get three more icons before falling down and landing in the bowl to the side below. Immediately pull up the side of the bowl and Grind the rim clockwise around both so that you snatch all four icons as you go. When you've got the last icon, head down along the side of the building (opposite the direction of the pipes). Grab the icon on the ground and then Wallride up and Grind the edge of the wall to get the next one.



Come off the end and land, then get the icon next to the restrooms. Railslide down the steps and get the icon by Grinding the outside rail at the bottom. Follow the rail around, jump the gap and grab the next icon (that should make 15 at this point) then continue sliding the same rail. Get the icon as you come off at the end and then head through the narrow passage up ahead that will have another icon in it. As you come out, jump and Grind the rail leading down, snatching the icon as you go, then get the icon in the yard at the bottom. Transfer over the ramps either side of the loop-the-loop ramp to get the next icon then, as you land, get the next icon from the baseball mound. Now skate over the yard, line yourself up with the left-hand pipe (you should see the next icon hovering above it) and Grind it. Stay on this pipe (you may need to jump and Grind on it again a few times to keep your speed up) until it curls up to the right. Get the next icon and then jump out ahead when you see the next icon hovering to the side of it. As you fall, hold down the  button and you'll land into a grind on another pipe below. Grind this pipe and you'll get another two icons before emerging in the yard next to the ruined building. Get the icon hovering above the ramp by Grinding the edge and stay on this ledge as it takes you through the ruined building to





another icon (28). When the edge ends, jump straight ahead out of the ruined building and land into a Grind on the rail where the next icon is. Follow this rail around to get another icon before jumping down and Grinding the sea wall up ahead where the next icon is. Follow this wall down to the boat's top deck where you'll find the last icon.

#15: SECURITY GUARD CHALLENGE

"Man, I hear voices from the cells sometimes. They call out the strangest things. I can't get 'em to shut up. Won't nothing appease them?"

Goal: Nail the tricks they yell out (1:00).

Aim: What could be easier? Just perform the tricks as they call them out. To make life easier, the commands for each trick will be displayed in the top-right hand corner. Don't bail and you'll have no problem.



#16: BAM MARGERA CHALLENGE

"All right, this is really stupid, but I don't care. I set up this haggard ramp and inflated a target out in the water. See how many points you can rack up."

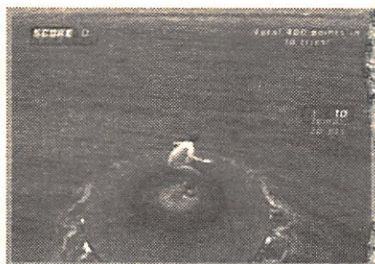
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Goal: Bullseye launch (N/A).

Aim: Bomb down the ramp and, as you go under the loop-the-loop, skate slightly to the right so that you're attacking the right-hand side of the ramp - this will make it easier to aim for the target. Jump slightly before the end of the ramp and hopefully you should hit the target fairly centrally. Your goal is to score 400 points in ten attempts - but remember, you get 100 for a bullseye and 50 for the yellow ring, so aim carefully and you'll make it!



"Yo, what's up slim? You want to prove yourself? See if you can get a high score in the next two minutes."

Goal: Get a High Score: 60,000 points (2:00).

Aim: This place is a haven for big scores. With so many ramps, rails and bowls around, you should have no trouble notching up 60k and then some!

#2: LOCAL SKATER CHALLENGE

"Guess what! The SKATE letters are on the loose again! Guess what else! I want you to collect them all again! You've got two minutes to get 'em all!"

Goal: Collect the S-K-A-T-E letters (2:00).

Aim: Head down the snake track and jump up off the side to get the 'S', then when you land Spine Transfer over the high edge of the bowl and then Grind the bench to get the 'K'. Head over the Snake Slalom course and into the bowl on the other side, then jump out and over the hut to get the 'A'. When you land in the opposite bowl, head out and down the path opposite. When you come to the wide open park at the bottom, veer right and get the 'T' from the transfer ramp. Finally head straight along to the large wooden halfpipe and snatch that letter 'E'.

MINI GAME

MYSTERIOUS VOICES CHALLENGE

"Would you care to hit a few?"

Aim: A mysterious spectre will pitch you a succession of baseballs, your aim is to hit them over the wall behind by swinging your board (⊗). Timing is crucial to getting a good connection with the ball and for every home run you hit, you'll be awarded \$25.

LEVEL 4: KONA USA

#1: BUCKY LASEK CHALLENGE

#3: LOCAL CHALLENGE

A little C-O-M-B-O letters... You have to get 'em all during the same combo. No whiners allowed!"

Goal: Collect the C-O-M-B-O letters (2:00).

Aim: Grind the edge with the 'C' hovering above it and then land into a manual (↑, ↓ or ↓, ↑). Spine Transfer over the next ramp with the 'O' above it (□ or ▢) and land into Revert (□ or ▢) and immediately pull a Manual. Veer right and jump and Grind the rail to get the 'M', then come off and Manual to the next rail. Grind that, then jump and Grind the next rail with the 'B' above it. Follow it around to the right before jumping straight over onto the rail with the 'O' floating above it. Finally, land the lot to be awarded the challenge and your prize.

#4: STEVE CABALLERO CHALLENGE

"Hey, there's an all-round contest being set up! The first part's in the street course. Are you in? Hey - if you place in the top three, I'll get you a spot in the vert comp."

Goal: Place 3rd or better - Street Competition (1:00)

Aim: This compo takes place in the open flatland park at the bottom of the level, so use mainly Grinds and Manuals.

#5: MRS RAMOS CHALLENGE

"People are always leaving their rental gear out in the park. Would you gather up the missing stuff for me? We're missing a set of knee pads, a set of elbow pads and two helmets. Four items in total. Thanks!"



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Goal: Find the four missing rental gear items (2:00).

Aim: Skate down the path into the open park at the bottom and head towards the far side where you'll find a red quarter-pipe with a red helmet floating above it. Then head right to the huge wooden halfpipe and get the gloves from behind it. Now head up the slope and go into the large grey bowl at the end of the snake course before going up to the top building with the blue steps for the final bit of gear.

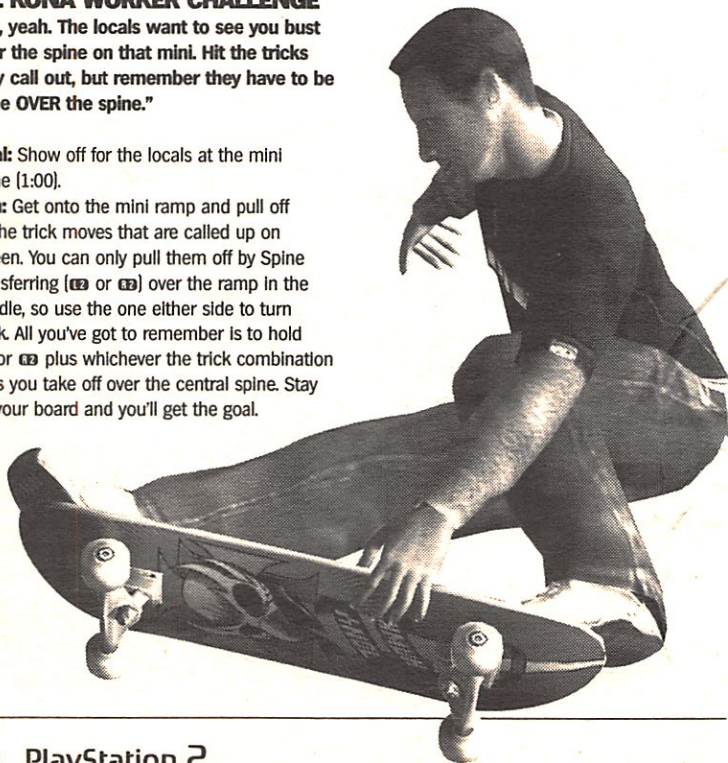


#6: KONA WORKER CHALLENGE

"Uh, yeah. The locals want to see you bust over the spine on that mini. Hit the tricks they call out, but remember they have to be done OVER the spine."

Goal: Show off for the locals at the mini spine (1:00).

Aim: Get onto the mini ramp and pull off all the trick moves that are called up on screen. You can only pull them off by Spine Transferring (L2 or R2) over the ramp in the middle, so use the one either side to turn back. All you've got to remember is to hold L2 or R2 plus whichever the trick combination is as you take off over the central spine. Stay on your board and you'll get the goal.





#7: MARTIN RAMOS CHALLENGE

"The Snake Run Slalom has humbled the best of 'em. You've got 3 runs. Each one is harder than the last. You've gotta pass every gate! Good luck. Hold on to your skin!"

Goal: Snake Run Slalom (1:30).

Aim: Bomb down the ramp and head into the Snake Slalom ahead. You'll got through the first gate as you enter and the second is banked up to the right before the first bend. As you come out of the first bend, bank up to the left to get the third gate on the apex of the next bend and then bank right for the next gate. Finally, veer left and you'll hit the last gate as the course opens out at the end. For the second run there are more gates (seven in total) so more sharp turning is required as you

zig-zag down the course – remember to veer harder to the left when it opens out at the end because there are two gates to go through at the finish. The third run is the killer and requires some severe cornering. Don't be afraid to bank high into the gates before pulling sharply, almost vertically downwards into order to get through the next. As long as



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you can make it through the second bend unscathed though, the rest is pretty much painless.

#8: KONA BUM CHALLENGE

"I'm a little worried about my bird friends getting zapped up on those power lines. Can you get up there and just shoo 'em away? You should hold a lip trick near 'em, otherwise they just keep coming on back!"

Goal: Save the birds on the power lines (2:00).

Aim: Get on the large wooden halfpipe and each time you get air, pull a lip trick up on the over-hanging power cables. The birds are scattered along them so you'll need to make sure you land the trick close enough to each bird for it to register. Keep the trick balanced until a message is displayed and then drop back down and move on to the next one. There are seven birds in total.

#9: RICK THORNE CHALLENGE

"Yo homie, you up for a challenge? Air from the pink bowl over the hut and land in the blue bowl. And just to up the ante a bit, I want to see you bust out a Misty Flip while you're doing it. Good luck and you better land on your feet. Have a nice day, baby!"

Goal: Misty Flip over the Big Hut Gap (0:59).

Aim: Fill up your Special Meter in the blue bowl and then approach the lip directly in front of the hut at speed. Press **X** at the height of the wall and hold **↑** to sail over the hut. At the peak of your jump, press **→, ↓ + ⊕** to perform the Misty Flip and then land it in the blue bowl to complete the task.

#10: OLLIE THE MAGIC BUM CHALLENGE

"Hey hey hey! Me and my buddies wanna see you do some of your jumpy jumps and some spinny wizzers and some of those flippity-doo! So lemme see some magic, then go show off for my buddies!"

Goal: Impress Ollie and the bums with combos (0:30).

Aim: The goal here is to use the nearby apparatus to string together a 10,000-point combo. Just use ramps and Grinds combined with Reverts and Manuals and you shouldn't have too much trouble with this. You will have to do a further two combos for Ollie's mates that consists of 11,000 and 12,000 point combos respectively. Get to it.

#11: BUCKY LASEK CHALLENGE

"All right dog, I'm impressed. But I'm gonna flip the switch! This Pro Score's gonna be way too much for you to handle. You've got two minutes. Prove me wrong!"

Goal: Get a Pro Score: 125,000 points (2:00).

Aim: This is easily obtainable, given the amount of apparatus there is at your disposal. Use the large wooden halfpipe down the bottom to get some huge air combos, then head out onto the flatland course to complete the points challenge.



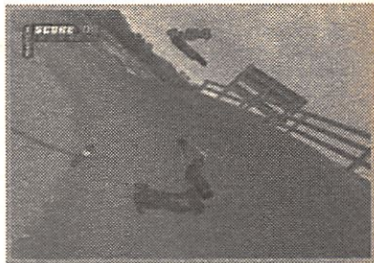


#12: MRS RAMOS CHALLENGE

"Oh we've got a big problem! The kids from the skate camp are here, but all their walvers flew out of the bus when the door opened! Without those walvers, we can't let those kids skate! Can you find them all? There are 15 of them!"

Goal: Collect the skate camp walvers (0:30).

Aim: Grind the edge of the mini bowl straight ahead until you've got three walvers, then transfer left to the pink bowl and Grind the edge to get another three. Then transfer to the Snake Slalom and Grind the left-hand edge to get another three. When the Snake Slalom opens out at the end, head out to the right down the path. Grab the walver from the rail then head straight down and Grind the wall for the next. Head along the wall and get the next



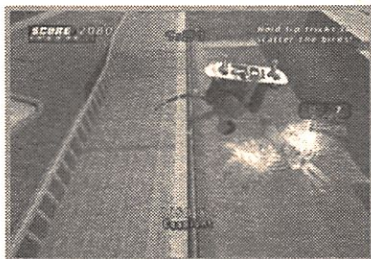
walver in front of the benches then skate across the park and use the transfer ramps to get the one hovering above. When you land, get to the left and Grind the rail before getting some air off the ramp to the last walver. Happy skating, kids!

#13: STEVE CABALLERO CHALLENGE

"You ripped it up in the street course. Now it's time to go over the vert ramp and see what you can do. They're warming up right now, so get over there dude. Top three guys get medals. Good luck."

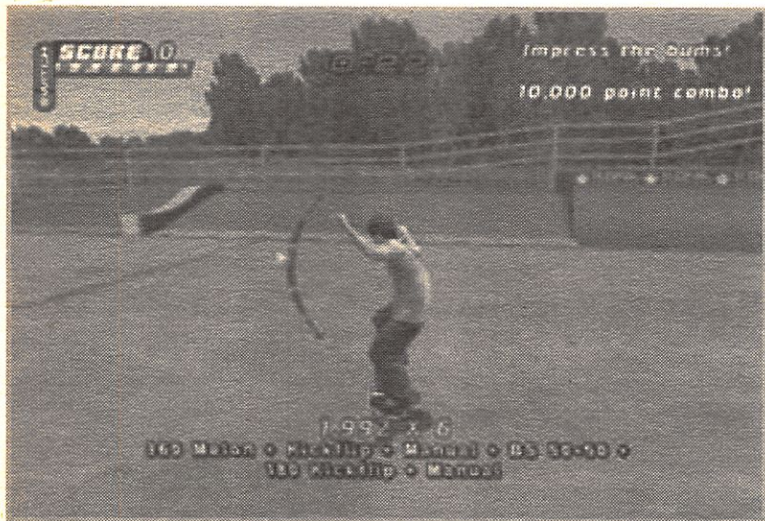
Goal: Place 3rd or better - Vert Skate Competition (1:00).

Aim: This is the second part of the competition. Get into that large wooden



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halfpipe and get combining Flip and Grab moves (with Reverts and Manuals). You can also use the overhead power lines to toss some lip moves into the mix.

#14: TONY HAWK CHALLENGE

"Yo! The magic bum from Venice followed me all the way out here. It's like last time. Try to find him and ollie over him five times. Each time you ollie over him he'll move to a new spot. Keep your eyes peeled, he's a stinky, uh, um sneaky guy."

Goal: Ollie the Magic Bum 5x... again (2:00).

Aim: Skate around to the small spine ramp next to the large wooden halfpipe and you'll find the bum in the corner. Press  to ollie over him. He will then move behind the small ramp out on the grass on the other side of the wooden halfpipe. From there, skate up the

grassy hill to the large wooden quarter-pipe at the top and he's behind it. Skate down to the blue bowl (opposite the pink bowl) and the bum is behind the vert take-off section. Finally, skate down the path to the open skate area, head across the other side and go to the large quarter-pipe with the small ramp backing on to it. The bum is in the middle of the two.



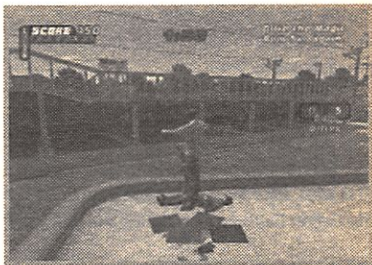


#15: KONA EMPLOYEE CHALLENGE

"Hey - here's a tech challenge for ya! I put together a nice, long box. Manual or Nose Manual it first, then we'll go from there. Whatever you do, don't set that Manual down, and keep it up on the box."

Goal: Show off your tech on the Manual box (2:00).

Aim: You've got three runs at this particular box. The first is easy, just skate up, jump on and then press $\uparrow$, $\downarrow$ or $\downarrow$, $\uparrow$ before you land to go into a Manual. Maintain this Manual until the end of the box and the first stage is complete. For the second run you have to Kickflip onto the box and Manual. So approach it, press $\otimes$ to jump and then press $\leftarrow + \odot$ quickly followed by $\uparrow$, $\downarrow$ or $\downarrow$, $\uparrow$ before you



land to Manual. Keep this Manual balanced until the end of the box to complete the task. Finally, Kickflip onto the box as you did before, maintain your balance until then end and then Heelflip ($\rightarrow + \odot$) off the end.

#16: MARTIN RAMOS CHALLENGE

"Looks like the midnight pool crew has been here. I know when they've skated because they always leave a little something for me on the drain in the deep end. See if you can get a 50,000 combo in the bowl, without touching my bottles!"

Goal: 50k combo the bowl (2:00).

Aim: Easy enough, stick to the end furthest away from the bottles and combine your tricks with Reverts and Manuals to rack up a combo score that exceeds 50,000 points.



LEVEL 5: SHIPYARD

#1: SKATER KID CHALLENGE

"Can you bust a high score?! Show me in the next two minutes!"

Goal: Get a high score: 65,000 points (2:00).

Aim: There is plenty here to trick, although

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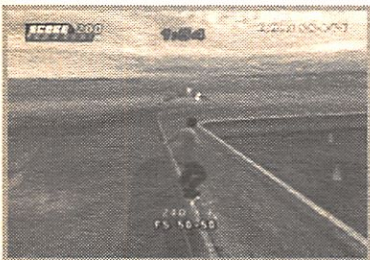
mainly rails and walls. Best stick to your flatland tactics to avoid wiping out and losing precious time.

#2: SECURITY GUARD CHALLENGE

"Oh no... someone's run off with the S-K-A-T-E letters! I was supposed to be watching this area. Oh man, am I in big trouble if I don't find them soon. Help me out will yah?"

Goal: Collect S-K-A-T-E (2:00).

Aim: Skate straight down and over the crane rails and head towards the outer rail with the 'S' hovering over it. Grind the rail and grab the letter. Stay on it until the rail leads into a chain leading up to a rooftop. When you reach the roof, turn left and head over the bridge – at which point you should see the 'K' hovering in the distance. Jump over from the roof and use the ramp under the 'K' to get air and reach it. Then head up the ramp opposite, break through the wall and then Grind the rails leading to the ramp. Use the ramp to get the 'A' then follow the route along until you reach a ramp on the ground at the far end. Jump off this ramp, press → and hold △ to land into a Grind on the upper rail, Grind this along and jump the gap to reach the 'T', then transfers when it curves into the large blue suspended container to get the 'E'.



#3: ANDREW REYNOLDS CHALLENGE

"Hey, I just got this line, man. Let's see what you got!"

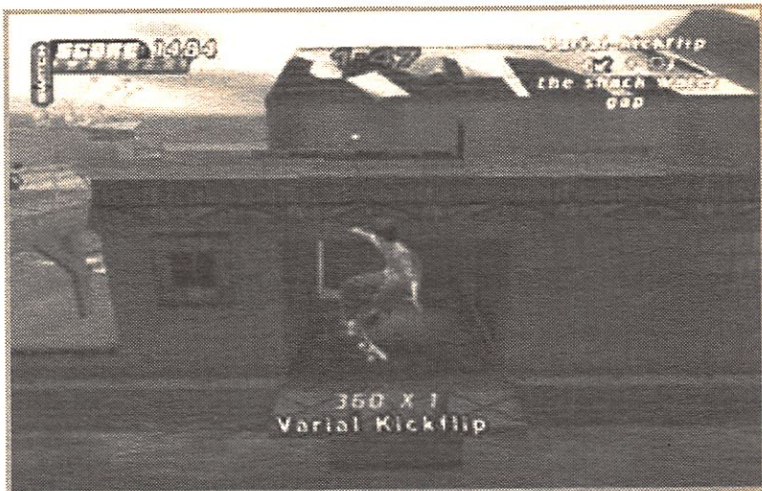
Goal: Collect C-O-M-B-O (2:00).

Aim: You must get the C-O-M-B-O letters in one continuous move. Start out by Wallriding up and Grinding the cabin to get the 'C' and then continue the Grind all the way along the line to get the rest of the letters. The only real problem point is when you have to veer right slightly in mid-air to get the 'B', but as long as you keep Grinding, you'll get them all!

#4: NEVERSOFT SKATER CHALLENGE

"Ooh nasty, look at that water. That's a





perfect place for a Flip trick. Do this trick while airing across the gap."

Goal: Varial Kickflip the shack water gap (2:00).

Aim: When you start, veer right at the end of the bridge and then jump up onto the small skylight edge to face the opposite way, then use the metal ramp to jump over the water to land inside a building. Turn around and jump the gap over the water, pulling off the ↙ + Ⓢ Flip trick as you go. Land it to complete the challenge.

#5: BUCKY LASEK CHALLENGE

"All right, sucka! I got a bet going with the crane operator. See if you can Spine Transfer all the way down the three hanging containers over there. When you get to the third one, I'm gonna spin it all around on ya. Try to stay with it while they move, then come all the way back... sucka."

Goal: Make the Spine Transfers across the suspended containers (1:59).

Aim: Simple, when you set off, press ⊗ to jump off the lip of the ramp inside the container and then press and hold ↑ + Ⓢ or Ⓢ to Spine Transfer over to the next one. Repeat this a second time and when you enter the third container, they will spin around and you'll have to do the same on the way back. Easy when you know how.

#6: DOCKWORKER CHALLENGE

The boss man told me to polish the bell on that buoy. I've seen you flying around here so I'm sure it wouldn't be a problem for you! Can you help me out? Five Grinds of the bell ought to do it."

Goal: Slap the buoy (0:29).

Aim: Spine Transfer over the small ramp and then jump off the wooden ramp leading out

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over the water. As you jump, aim at the top of the buoy and hold **A** to Grind it as you go. You should land back on the other side where you can use the ramp to turn around and repeat the process on the way back.

#7: DELIVERY GUY CHALLENGE

"I'm here to deliver some grub for the welders. They're kinda impatient but they tip really well. Problem is, those guys are always hanging out in the darndest of places and I'm already late. If ya help me out, I'll split the tip with ya!"

Goal: Welder lunch delivery (0:10).

Aim: Skate towards the building straight ahead and jump off the small ramp. Whilst in the air, press **→ + A** to land into a Grind and you'll make your first delivery to the welder on the roof. Jump the gap onto the next roof and continue your Grind, then jump and veer left

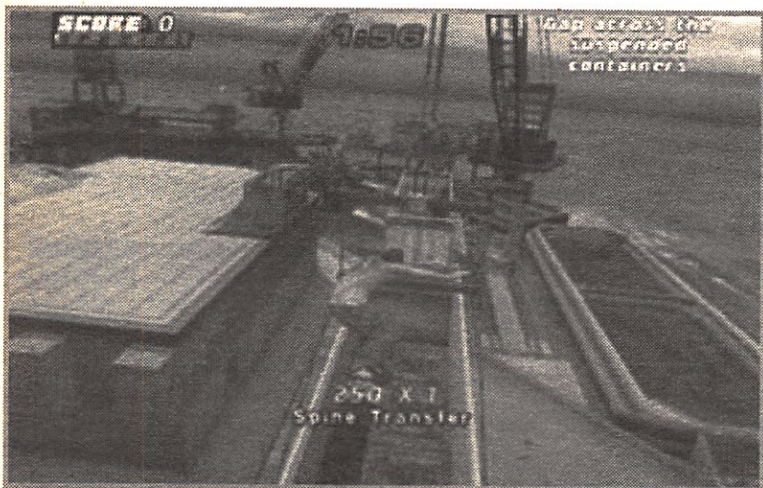
to Grind the edge and make the second delivery. Follow this edge around the corner and make the third delivery before jumping down to the roof below. Make the penultimate delivery here before jumping the gap to the opposite roof and completing the task.

#8: FORMAN CHALLENGE

"Hey, I need someone to gather up a bunch of rivets for the guys working on the barges. You look like just the man for the job. Those guys need those rivets ASAP!"

Goal: Collect the rivets (0:30).

Aim: Grind the chain overhanging the water straight ahead to get the first rivet and then Grind the wall up ahead to get the second. Jump the gap and keep Grinding to get the third, then follow the wall around the corner to get the fourth. Jump and Grind the next gap for the fifth rivet and then transfer onto the





edge of the barge for the sixth. Jump and veer left to Grind the outer wall for the seventh and follow it around for the eighth. Keep Grinding for the ninth, tenth and eleventh rivet then hop off and get the next two from the ground and vert ramp up ahead. When you land, go up the ramp opposite and press → + △ to Grind the rail at the top to get the next two rivets. Follow the rail around the bend and jump the gap to get the next rivet, then jump down and Grind the edge of the ramp below to get another two. Come off the ramp edge and jump across and Grind the next wall, then jump and veer right and Grind the girder for the penultimate rivet. Finally, get into the container ahead and use the ramp to get the last rivet.

#9: SECURITY GUARD CHALLENGE

"Looks like the dogs are feeling ornery. Must be that hot sun that drives them crazy! Better get to those bones before they get to you!"

Goal: Dog Chase (N/A).

Aim: Grind the edge of the wall ahead to get the first bone and then jump the gap to get the second. Keep Grinding the wall around to get the third bone and then jump off and veer right and land into a Grind on the next wall for



the fourth bone. Come off that wall and go and Grind the girder next to the barge for the fifth bone and then use the ramp to the right to transfer up and get the last one. More time will be allocated to you with each bone you grab, but it isn't much so be very quick.

#10: FOREMAN CHALLENGE

"I need to get those freight containers inventoried. If you help me out I'll, uh, throw some money your way. All you have to do is trick on each container to mark it. What do you say?"

Goal: Inventory the freight containers (2:00).

Aim: There are two stacks of containers up ahead and your aim is to turn every one red. You can do this in a number of different ways – Spine Transfer over them, Grind the rails on the ground for the open ones and lip trick the high ones. Each container goes bright red when it has been inventoried, so it is easy to spot the ones you've missed.

#11: SKATER KID CHALLENGE

"You're pretty good! Now let's see you pull a Pro Score!"

Goal: Get a Pro Score: 150,000 points.

Aim: Same drill as before – use whatever

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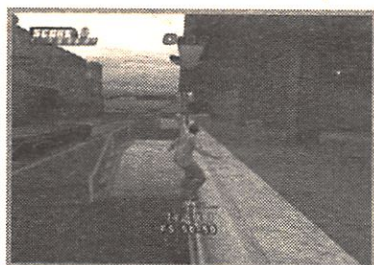
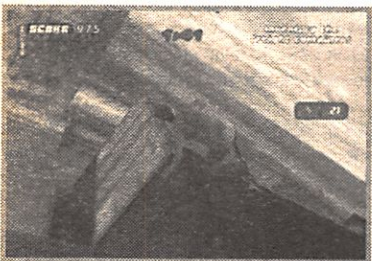
means available to get a high score. Combine flatland with ramp play to rack up those points multipliers and you'll probably be able to get this score in one combo.

#12: ANDREW REYNOLDS CHALLENGE

"Hey - you got skills man! Let's see if you can do this next line I'm working on."

Goal: Collect High C-O-M-B-O.

Aim: Approach the ramp, jump and press → + Ⓐ to Grind the high rail. Get to the end and jump the gap to get the 'C', then continue to the edge and jump off down into the barge. Tap ↑, ↓ or ↓, ↑ to go into a Manual when you land and then jump and Grind the edge to get the 'O'. Transfer to the next barge and Manual as you land, then do a Spine Transfer



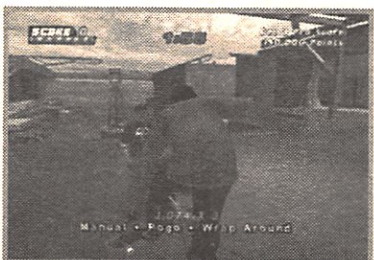
over the spine to get the 'M'. Land with a Revert (Ⓐ or Ⓑ) and then go into a Manual. Veer right slightly to align yourself with the next letter, then jump over the ramp and land into a Manual. By now your speed will be next to nothing, but hold that balance, steer yourself around the next ramp and then Grind the rail behind to get to the last letter. Finally, land that combo and collapse!

#13: NEVERSOFT SKATER CHALLENGE

"What's up, you ready to take some photos? Do the tricks as they appear, but here's the deal, they only count if you do 'em across the roof gap. Let's see it."

Goal: Bust tricks across the rooftop gap (1:00).

Aim: Easy enough, perform the tricks that are





called out when jumping over the gap up ahead. Remember, you can save time by doing two or more tricks at a time if they start piling up!

#14: BUCK LASEK CHALLENGE

"All right here's a crazy lip trick for you. Get **SPECIAL**, then **Heel-Flip Front Side Invert** on the suspended freight container. But here's the catch: you've got to hold the invert as the container *mooves* from bowl to bowl."

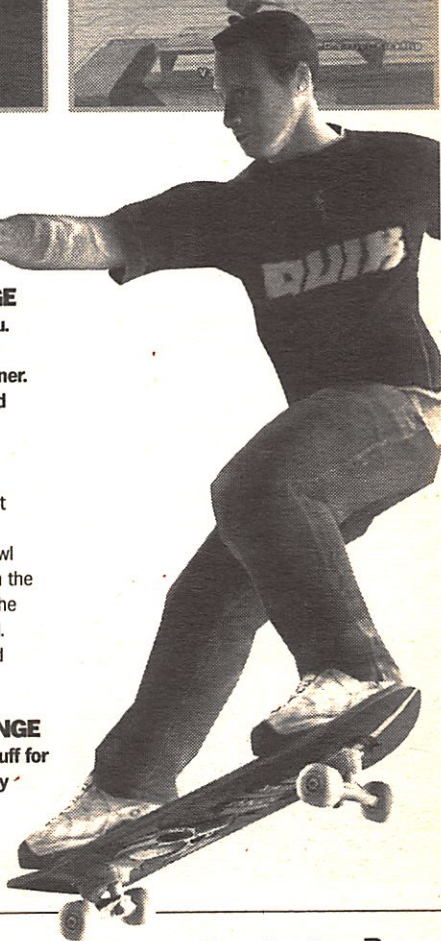
Goal: Heelflip Front Side Invert the freight container (1:59).

Aim: Simple, jump off the side of the bowl opposite, press **→**, **←** + **Ⓐ** and perform the move and then keep it balanced whilst the container moves across to the next bowl. When it stops, release the command and drop back down.

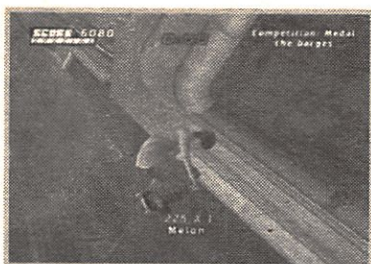
#15: DOCKWORKER CHALLENGE

"My foreman had me put up all this stuff for some kind of competition. You're pretty good, you should give it a try!"

Goal: Competition: Get a medal on the barges (1:00).



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Manual and then roll it to the back of the front platform. Jump to the next platform and make sure you Manual when you land and repeat this for the next two platforms.

LEVEL 6: LONDON

#1: COCKNEY CHALLENGE

Goal: Manual combo the train (0:39).

Aim: The train will approach from around the bend up ahead. Skate up to it and roll, don't jump, up the front ramp. When you're given a slight lift, press **↑**, **↓** or **↓**, **↑** to go into a

Goal: Get a High Score: 75.000 points (2:00).

Aim: Terrain is limited in the square, so use Grinds and Manuals if you stay there, or risk losing time by going further afield in search of those high ramps.

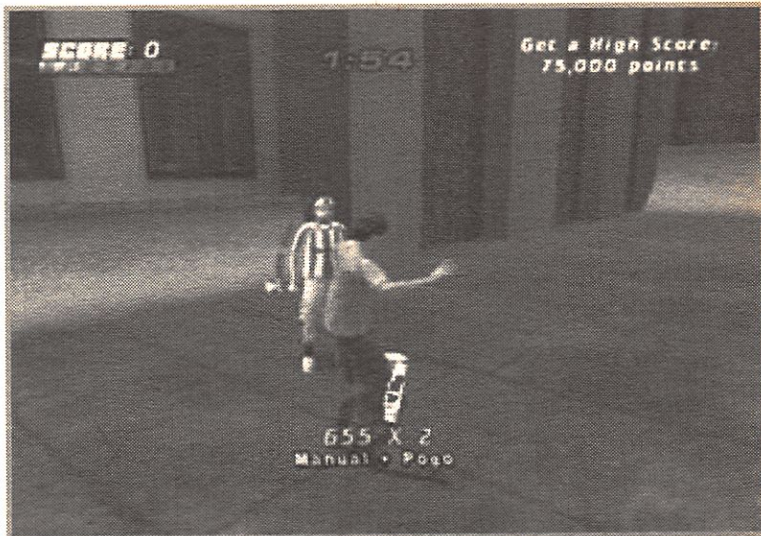
#2: THE GINGER MAN CHALLENGE

"Why don't you try and get those letters over there!"

Goal: Collect the S-K-A-T-E letters (2:00).

Aim: Skate in between the two cabins and use the ramp to jump up and Grind the edge of the right-hand one. Jump the gap to the next cabin and veer left so that you land on the roof and then stop. Turn around and jump/Grind onto the light rail to get the 'S'.





then drop down and head over the square. You should see the 'K' hovering high next to the ledge of the big building on the right, so use the nearby ramp to jump up and press **← + Ⓐ** to land into a Grind on the ledge. Follow this around and get the letter, then drop down. Head over the bridge and when you come to some steps leading down to the right, turn in and jump/Grind the lights to get the 'A'. Continue along and turn up the slope to the multi-storey building and go all the way to the top. Use the ramps at the very top to Spine Transfer into the high bowls and then get to the edge nearest the river. Get up some speed, launch yourself up off the lip and press **↑** to transfer over to the bowl opposite, snatching the 'T' out of the air as you go. When you land, turn to head back to the square from the top of the building and at the top of the ramp

leading back down you should see a wire leading over to the building opposite. Grind this wire and then jump/Grind onto the ledge of the other building. Now simply Wallride up to get the 'E' when you get close.

#3: BLOKE CHALLENGE

"Get all the C-O-M-B-O letters in one single combo!"

Goal: Collect the C-O-M-B-O letters (0:30).

Aim: Grind the wall ahead to get the 'C' and then follow it around to the left. Jump off and Manual to the bus stop, then jump and Grind along the top of it. Jump off into a Manual at the end and then jump and Grind the nearby wall to get the 'O'. Jump off the wall, land into a Manual and skate across the road to the ramp. As you jump up off it to get the 'M',

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press → + Ⓐ to Grind the ledge above and then follow this around to get the last two letters.

#4: CHAD MUSKA CHALLENGE

"Hey man, see those double decker buses moving around London? Let's tag 'em with the boards and cans, kid. See if you can Wallride 5 different buses. I don't think so."

Goal: Wallride Tag five buses (2:00).

Aim: There are a number of buses doing the circuit around the level. Get parallel with one, press ⓧ to jump followed by the direction towards the bus and Ⓐ and then Wallride up. At the height of your Wallride, press ⓧ to jump again followed by Ⓐ to Grind along the roof. When you land, it should register that bus as having been tagged.

#5: GEOFF ROWLEY CHALLENGE

"Bloody coppers! Don't want us bleedin' skating anywhere. Haven't they got nothing better to do, ya know what I mean? Grab each of their bleedin' hats by doing a Grab trick over 'em. That'll sort 'em out."

Goal: Grab five coppers hats (1:30).

Aim: Skate around the level looking for bobbies on the beat (they are easily



identifiable from a distance because they are dressed in black and walk very slowly). Skate up to them, press ⓧ to jump over their heads and, whilst in the air, perform any Ⓞ button grab trick to pinch their helmet.

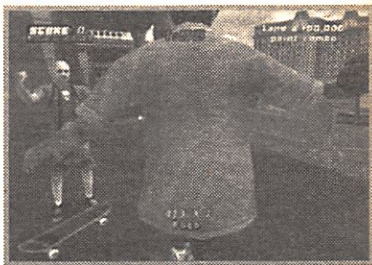
#6: LOCAL SKATER CHALLENGE

"You don't have it in you to get this kind of score in one combo... or do you?"

Goal: Land a 100,000 point combo (2:00).

Aim: It sounds impossible, but you'll be surprised how easy this is to achieve. Simply Grind the wall down from your starting position, jump the gaps and Grind any nearby walls and rails. If you have to jump off a Grind, make sure you Manual as you land and keep it balanced whilst looking for other apparatus to utilise. We found the most effective method of





getting the combo is to slow down to a crawl, hop into a Manual and then perform a huge array of Flatland Manual tricks (A + A, B + B, C + C plus mixtures of each). Keep your Meter balanced (you may want to edit your skater to bolster his Manual balance stats) and rack up those monster score multipliers. When you know that your combo has exceeded 100,000, jump out of the Manual and land it.

#7: RODNEY MULLEN CHALLENGE

"Hey, you can rack up a lot of points doing flatland tricks! Just lock into a Manual, then go into combos without actually ollieing into 'em."

Goal: Rodney's flatland training (1:20).

Aim: Dead easy, simply perform the tasks he

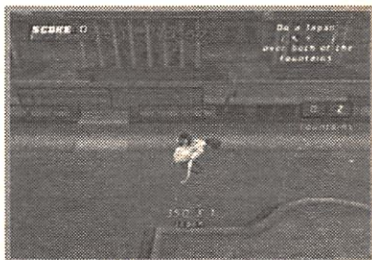
tells you to, whilst stationary. The final part of this challenge involves balancing a Manual whilst pressing loads of different button combinations. If you used our Flatland tips to beat the last challenge, you'll have no problem with this!

#8: ATIBA JEFFERSON CHALLENGE

"Yo! Let's show these Brits what we got, man. Bust a phatty over them fountains. Ain't nobody playing with them."

Goal: Do a Japan over the fountains (1:00).

Aim: Use the ramps next to each fountain to get some speed up, then use the fountain edge to propel you upwards. While in the air, press A + C to perform a Japan Air. When you land it, it will register on the counter.



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Repeat this on the second fountain to complete the task.

#9: HOOLIGAN CHALLENGE

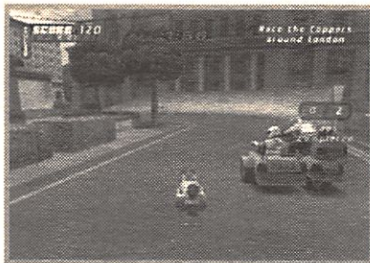
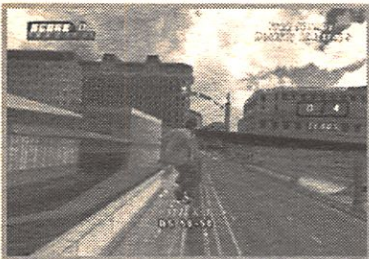
"Race these coppers around London. You'll need to dodge or jump the barriers. Don't run into any walls or balls of hay. Two laps oughta show 'em."

Goal: Race the coppers around London (2:00).

Aim: When you start, jump over the right-hand barrier to let the coppers get ahead of you – otherwise they'll just knock you off on the first corner. Follow them down into the underground carpark, making sure to dodge all barriers on the way to ensure you don't lose any speed. Now you should be able to overtake them in the underground carpark as you come to the slope leading back out. There are two routes – one either side of the toll booth, and the coppers will take the right-hand lane. If you take the left-hand lane you'll be able to cut them up and take the lead. Now just ensure that you dodge all barriers to maintain your lead in the second lap and you will beat them easily.

#10: ELEPHANT LOVER CHALLENGE

"We're about to free Stompy the elephant,



but these damn zoo keepers will find a way to recapture her. Destroy whatever they put out to trap her."

Goal: Free Stompy! Destroy the traps [N/A].

Aim: Head up the slope straight ahead and then Grind the ropes either side of the trap on the road above. When you have full ground each side, the trap will break. Now head down the road and Grind the next trap leading into Trafalgar Square, take a right and follow the road around, Grinding the next trap, before breaking the last two on the way down. As long as you break the traps in an anti-clockwise route around the level and stay ahead of Stompy and you'll complete this task

#11: COCKNEY CHALLENGE

"Blimey! A Pro Score will be quite difficult."





Goal: Get a Pro Score: 175,000 points (2:00).
Aim: You should be a dab hand at this by now. Go on, test yourself and get the whole score in one combo – it'll sure put you in good stead when the Pro Challenges are unlocked!

#12: CHAD MUSKA CHALLENGE

"Yeaah! Let's light it up! Get Special first, then bust a Ghetto Tag Grind on the South Bank light line. Grind the lights all the way from end to end. That's how we do it."

Goal: Ghetto tag the SB light line (0:20).
Aim: Fill up your Special Meter by Spine Transferring and tricking over the spine ramp ahead then, when it's full, skate up the concrete ramp and press ← + Ⓐ to Grind the top. When it curves around, jump across onto the string of lights and press ↓, → + Ⓐ to



land into the Ghetto Tag Grind. Now just keep this balanced right until the end. You'll have to jump a gap at one point, but just make sure you press ↓, → + Ⓐ while in the air to land back into the Ghetto Tag Grind and finish your run.

#13: GEOFF ROWLEY CHALLENGE

"Ah – it's the bloody cops! Let's have some fun with these bleedin' wankers. Skitch their bike all the way around the city. They'll wack you, so you'll need to switch from side to side."

Goal: Skitch the Police Bike (N/A).
Aim: Skate up behind the bike and press Ⓑ to grab hold. Now simply hang on and concentrate on keeping balanced whilst they speed around the city. When the coppers



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make gestures or try and swipe and knock you off, just press **□** or **△** to switch sides.

#14: LOCAL SKATER CHALLENGE

"Us locals love to do mad combos here. The tricks'll appear two at a time. Make sure you nail 'em both before you land."

Goal: Nail the combos as they come up (1:00).

Aim: This is like any of the previous trick-calling challenges, only this time you have to perform two at a time whilst in the air. With plenty of air on your jumps, this really shouldn't be a problem.

#15: RODNEY MULLEN CHALLENGE

"Hey, remember those Flatland tricks from before? OK, here's a new one. Lock into a

Manual and nail the tricks as they show up."

Goal: Land the Flatland tricks as they appear (1:00).

Aim: Another easy task. Drop down into the flat area beneath the bridge then slow right down and press **↑**, **↓** or **↓**, **↑** to lock into a Manual. Now simply perform each move as it is called up and then land it. Repeat this for all the moves and you're laughing all the way to the... skate park?

#16: COMPETITION JUDGE CHALLENGE

"There's not a lot of stuff to trick off down here... This comp is gonna really test your Flatland skills! Let's see you medal in this competition!"



Goal: Medal in the Competition (1:00).

Aim: Like before, you get three runs to impress the judges and the best two count as your overall score. Use the Flatland tricks you just mastered and this contest can be aced no problem. Just lock into a Manual and press a plethora of different **Ⓢ**, **ⓐ** and **Ⓚ** button combinations. Keep the Manual balanced and the contest won't end until you either land your combo or wipe out, regardless of the time limit.

LEVEL 7: ZOO

#1: TONY HAWK CHALLENGE

"The zoo's a killer place to skate. Try to bust out a high score and don't feed the animals."

Goal: Get a High Score: 80,000 points (2:00).

Aim: Ramps are thin on the ground so use Grinds and Flatland tricks to get the score. A piece of piss for the accomplished pro you have now become.

#2: ZOO WORKER CHALLENGE

"Hey you! Help me clean this place up. Collect the S-K-A-T-E letters!"

Goal: Collect the S-K-A-T-E letters (2:00).



Aim: Skate down the hill and jump over the railing to get the 'S', then ride into the hippo pen on the other side of the arch. Spine transfer into the bowl to get the 'K' then jump out over the water and plant off the hippo to get the 'A'. Now take a right and head up the slope next to the starting slope into the monkey pen. Use the brick ramps in front of the cages to jump up and then land into a Grind on the roof. Jump from the Grind onto the roof of the monkey cages and then turn out and jump onto the roof of the central building. Ride around to the other side and then jump out to get the 'E' and when you land, Wallride up to the left to get the 'T'.

#3: SMART KID CHALLENGE

"Hey skater-person! My dad says there's no way you can get all the C-O-M-B-O letters in one combo."

Goal: Collect the C-O-M-B-O letters (2:00).

Aim: Use the small brick ramp in front of the central building to launch yourself up and get the 'C', then perform a revert (**Ⓢ** or **ⓐ**) as you land and immediately launch into a Manual to continue your combo. Skate over to the 'O' and then jump and Grind the railings. Keep Grinding and jump the gap to get the 'M', then Grind the rail all the way around, jump the other gap, to get the last two letters.

#4: DISGRUNTLED ZOO EMPLOYEE CHALLENGE

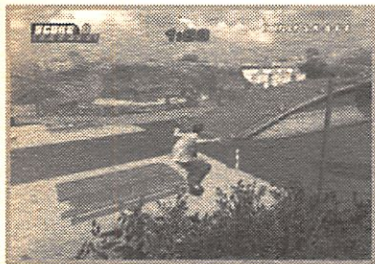
"You know what would be funny? You should do a Hardflip and a Heelflip over Kenny the Koala!"

Goal: Hardflip and Heelflip over Kenny (2:00).

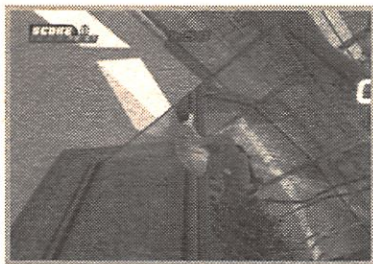
Aim: Skate up to Kenny, press **Ⓢ** to jump followed by **Ⓢ** + **ⓐ** to do the Hardflip move.

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When you land, Kenny will become alarmed and start running off. Turn and chase him down the passage towards the turnstiles and then jump over him a second time, this time pressing → + ⊕ to do the Heelflip.



#5: BAM MARGERA CHALLENGE

"All right these birds know a lot about skating, AND they can talk. So do the tricks that they yell out."

Goal: Nail the tricks they yell out (1:00).

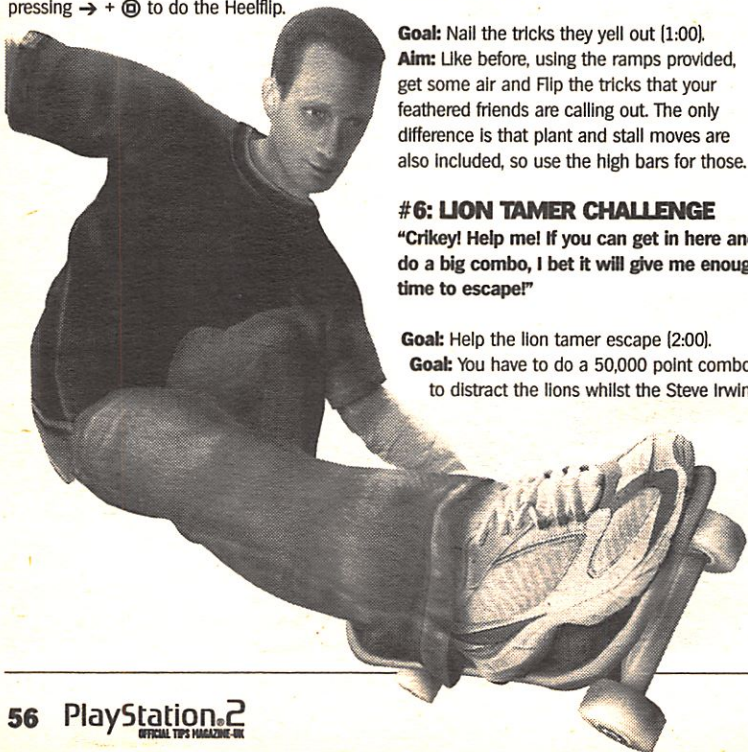
Aim: Like before, using the ramps provided, get some air and Flip the tricks that your feathered friends are calling out. The only difference is that plant and stall moves are also included, so use the high bars for those.

#6: LION TAMER CHALLENGE

"Crikey! Help me! If you can get in here and do a big combo, I bet it will give me enough time to escape!"

Goal: Help the lion tamer escape (2:00).

Goal: You have to do a 50,000 point combo to distract the lions whilst the Steve Irwin-





alike makes a break for it. Drop into the lion's den and use the ramps to string some gnatty moves together. Also, don't be afraid to slow your combo down into a Manual and use your full arsenal of Flatland tricks to rack up those points.

#7: BOB BURNQUIST CHALLENGE

"Hey - I've scoped out three great spots to skate in this zoo. Follow along and see if you can beat my combos."

Goal: Beat Bob's three best combos (0:30).

Aim: Three separate locations and three combo scores (40k, 50k and 60k respectively) to nail. You know the drill by now - use Grinds, Reverts and Flatland tricks to get them with ease. These scores should prove no problem for you.



#8: ZOO KEEPER CHALLENGE

"This monkey is trying to escape! Get to the tram gate and the main gate and warn security before he gets away!"

Goal: Stop the monkey from escaping (0:15).

Aim: Skate past the marauding monkey and Grind the wall to the right all the way around to the tram gate. There is a man stood there indicated by a red arrow, so ride into him and he'll send you packing to the main get. Turn around and skate up the slope next to the monkey enclosure, past the turnstiles and all the way out to the second security guard to stop Cheetah in his tracks!

#9: HIPPO TRAINER CHALLENGE

"Help me feed the hippos, right! See if you can knock these pumpkins into the water!"



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Goal: Feed the hippos (0:05).

Aim: Grind the railing and then transfer Grind up to the log. Grind them both and knock in the first pumpkin at the end. Transfer your Grind to the wall to knock in the second and then jump up and Grind the log. From here, let your speed launch you down to the next rail and Grind this around to get the penultimate pumpkin, then stay on the rail and jump the gap to get to the last one.

#10: DISGRUNTLED ZOO EMPLOYEE CHALLENGE

"I bet you can't Skitch on that elephant's tail for 30 seconds!"

Goal: Skitch the elephant (0:30).

Aim: Drop into the elephant enclosure and press $\uparrow$ to grab onto the elephant's tail. All you have to do is keep a hold whilst the elephant rampages around the pen. It will occasionally fart poop at you, so try not to let this put you off. An on-screen timer will let you know when you have hung on for long enough.

#11: PENGUIN HANDLER CHALLENGER

"There are five penguins on the loose. You knock 'em over, and I'll catch 'em."

Goal: Knock over the five penguins (1:59).

Aim: The hardest part of this challenge is working out how to actually get into the Aquarium in the first place to talk to the keeper. You need to skate over to the elephant handler and he will give you a clue. Now jump onto the roof of the octagonal building inbetween the giraffe and elephant enclosures. Line yourself up with Stompy the elephant and jump onto her back, pulling a Grind. This will send her berserk and she will charge forwards, opening up the Aquarium. Now all you have to do is knock down the five escaped penguins which shouldn't be too hard because they are far from the speediest of animals!

#12: TONY HAWK CHALLENGE

"OK, try this one. Start a run from up here on top of the snack bar, and try to beat my Pro Score."

Goal: Get a Pro Score: 200,000 points (2:00).

Aim: Same as before, work your way through the zoo using whatever means possible to get those points. Try and find an open area and concentrate on your Flatland skills.

#13: COMPETITION JUDGE CHALLENGE

"We're about to hold a competition. Would





you like to enter? Best two out of three runs will take the gold medal!"

Goal: Medal the Competition (1:00).

Aim: Stay inside these ramps and concentrate on getting big air. String three moves per jump and Revert Manual up the other side. As you start to lose speed, slow down and concentrate on Flatland tricks in between

the ramps. That's the ticket.

#14: BAM MARGERA CHALLENGE

"Hope you're not afraid of heights, ya little wuss! See if you can Grind across all four of them zoo banners."

Goal: Grind the Zoo banners (2:00).

Aim: Easy enough, align yourself with the



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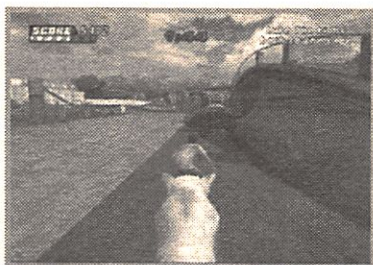
banner strings stretching out to the building opposite and Grind across. Grind another on the way back and then the last high wire leading back out. For the last one, you'll have to drop down and Grind it, but if you fall to the ground, simply use the brick ramp next to the building to get air, then press $\leftarrow + \textcircled{A}$ to Grind the upper ledge which will then lead you on to the banner string.

#15: LION TAMER CHALLENGE

"The lions have escaped from their cages! I wonder what idiot let them out? See if you can lure them back! But be careful, they haven't eaten in days!"

Goal: Lure the lions back to the cage (2:00).

Aim: Skate down to the far end of the zoo, past the arch and head towards the two lions



that are loitering around the picnic tables. When you get close, one will start chasing you, so lure it all the way back down to the cage and skate in to trap it. Then go back and repeat this process for the second lion. Try not to let the lions get too close to you, though, otherwise you'll get gored! You won't die, but you will have to start challenge right from the start.

#16: BOB BURNQUIST CHALLENGE

"Ready to try my Special Trick? Get Special and bust a Sit Down Air... but wait, let's make it hard! You have to do it while launching from on top of the lion house out over the cage wall."

Goal: Do a Sit Down Air over the lion's cage (0:19).

Aim: Drop into the lion's den and then use the ramp opposite to transfer to the ramp slightly higher to the right (by which time you should have filled your Special Meter). Now use this ramp to propel yourself out over the cage wall and while flying through the air, press $\leftarrow, \downarrow + \textcircled{A}$ to perform the Special Trick. When you land it, the task is complete. Now you will add this move to your Trick List.

MINI GAME

RHINO KEEPER CHALLENGE

"Care to wager on these rhinos charging?"

Aim: There are two rhinos charging at each other, you have to decide which one gets knocked out. Press ← if you think it is the left one, → for the right one and ↑ if you think both will spin out!

WHAT'S NEXT?

When you have accumulated enough Pro Points, you will unlock each skater's Pro Challenge, which is basically a taxing challenge on a particular level that has multiple parts to it. The good thing about this game is that you don't have to painstakingly play through the game with every character to unlock their individual Pro Challenge, you just do it with one character and you'll have access to every



skater's Pro Challenge. Nice one.

When you have unlocked the Pro Challenges, check the Character Select Screen and the location of each skater's Pro Challenge will be divulged at the bottom. Now go to that level and look for the guy with the big red arrow above his head for more details.

When you have completed any skater's Pro Challenge, you'll unlock five new Pro Goals for each of the levels, so if you think you've completed it all, think again. Tune in next month when we'll be telling you how to complete every Pro Challenge and uncover many more secrets and cool Easter Eggs besides! Happy skating!



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