

TAKE YOUR GAME FURTHER **BRADYGAMES**



TONY HAWK'S PROSKATER™ 4

MINI GUIDE

BURNQUIST / CABALLERO / CAMPBELL / GLIFBERG / KOSTON / LASEK
MARGERA / MULLEN / MUSKA / REYNOLDS / ROWLEY / STREAMER / J. THOMAS

**COVERS THE FIRST 10 GOALS
OF THE COLLEGE LEVEL!**

This game
has received
the following
rating from
the ESRB:



NEVERSOFT





**Covers the first 10 goals of
the College level!**

COLLEGE

Unlocked at the start of the game.

College campuses have historically offered skaters some of the best street terrain of any setting outside of a skatepark, and this one is no exception. This corner of the California College campus not only features lengthy fences, rails, and walls for grinding, but also a pool, several quarter pipes, and a tennis court! That's right, a tennis court! And when battling it out with the jocks and the rent-a-cop gets tiring, you can always go crash the kegger at the frat house!

The College level has been designed so as to not only provide a gentle learning curve for newcomers to the series, but it also serves as the perfect introduction to many of the newer features for those who have played the previous games. While launching Indy 900's from the roof of the Fine Arts building may not be the higher learning California College deans have in mind, it will help prepare you for a profitable career as a Pro Skater. Go through each of the goals as they appear before moving on to another location—the, err, classes, get tough quickly!



SKATE-THRU



LEVEL GOALS

Unlocked Objectives

Get a High Score!
Collect the S-K-A-T-E letters!
Collect the C-O-M-B-O letters!
Race the inline skater!
Nail the tricks they yell out!

Get back at the 5 frat boys!
Spine Transfer over the wall!
Warn the other skaters!
Skitch the Professor's car!
Grind down Officer Tom's Banners!

LOCKED OBJECTIVES AND PRO CHALLENGES

The full strategy guide contains detailed walk-throughs for each course's Locked Challenges and Pro Challenges.

AMATEUR CHALLENGES

GET A HIGH SCORE! (40,000 POINTS)

Location	Near the kiosks
Time	2:00
Awards	\$250 and a Stat Point
How unlocked	N/A
Unlocks	Get a Pro Score, ProSet 3

Jamie Thomas

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

The handrails and concrete quarter pipes in the College's central plaza make it a great place to practice linking together tricks. Although there is a full 2:00 to score the requisite 40,000 points, it's a good idea to score as many points in one trick string as possible so as to be better prepared for the more difficult challenges that come later in the game.

Turn and face the wooden spine behind Jamie and launch into the air. Quickly link a pair of aerial tricks together and Revert out of the landing. Manual down the slope towards the arch by the street and use the concrete quarter pipe near the wall to leap into a 540 Indy. Revert the landing and immediately Nose Manual up the ramp to the right and stall on top. Pop Shove-It out of the stall and Revert the landing for one additional multiplier.



COLLECT THE S-K-A-T-E LETTERS

Location	Near the campus security office
Time	2:00
Awards	\$250 and a Stat Point
How unlocked	N/A
Unlocks	Nothing

The Professor

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

S

Cross the street towards the Woodland School and grind the blue handrail. Ollie off the handrail to grab the "S" above the door.



K

Grind the rail in the corner near the parking garage and transfer from the raised gate to the power line above for the **High Road Hop!** gap and to score the "K".



A

Spine Transfer into the garbage truck parked outside the frat house, then out the other side to snag the "A" hovering above.



T

The "T" is hovering above the concrete quarter pipe in front of the fine arts building.



E

Head up the quarter pipe below the purple and gold "Swallow Pride" banner and slide into a grind on the handrail for the **Bachelor's in Engineering Grind** gap. Grind around the corner and ollie off the rail to get the final letter.



SKATE-THRU



COLLECT THE C-O-M-B-O LETTERS!

Location	On the stone bridge
Time	2:00
Awards	\$250 and a Stat Point
How unlocked	N/A
Unlocks	Stop all of the Pink Elephants!

Ollie the Bum

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

NEW IN TONY HAWK'S PRO SKATER™ 4!

Veteran Tony Hawk's *Pro Skater*™ players will no doubt welcome this variation of the requisite S-K-A-T-E letters objective. Instead of simply collecting the letters, Ollie raises the bar and forces the skater to collect his C-O-M-B-O letters in one consecutive trick string. The letters disappear if the trick combination is broken, forcing a "Restart". The C-O-M-B-O objectives get progressively harder throughout the game, so be sure to tackle them in the order they appear.



Hop into a grind on the silver railing curling off to the left by the stone bridge and hold the grind onto the wooden fence near the grass to gather up the first four letters. Ollie over the bridge after rounding the corner in the fence and continue the grind on the other side to claim the final letter and the **Skippin Over!** gap. The skater must land the combo cleanly, so jump down out of the grind onto the walkway beyond the fence.

RACE THE INLINE SKATER!

Location	Near Fine Arts Building
Time	0:30
Awards	\$250 and a Stat Point
How unlocked	N/A
Unlocks	Medal the High-Combo Competition!

Local Inline Skater

"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!"

This collegiate Inline Skater is forever trying to challenge the skateboarders who cruise his campus, and this time he's set up a race course that snakes around the university and into the parking garage down the street. There are a total of 15 gates to pass through; the red arrow at the top of the screen showing the way. Since the skateboarder is lying down on his or her back, he or she can't do any more than turn left or right and perform a Luge Hop (similar to an ollie).



It shouldn't take more than a couple of practice runs to memorize the locations of the gates and to complete this objective. Nevertheless, the following tips can help shave some seconds off the finishing time. For starters, keep the Jump Button held down for maximum speed. Drop in on the roll-in and follow the arrow through the first three gates. Luge Hop up the steps leading towards the kiosks to keep from having to swerve around and Luge Hop again when going over the stone bridge to pick up even more speed when rounding the curve near the clock tower. Take the turn by the security office wide to avoid oncoming traffic and to set up for the final few gates. Be sure to make sharp, quick turns when slaloming through the final gates to avoid wasting time. Remember, the straighter the line the faster the time!

SKATE-THRU



NAIL THE TRICKS THEY YELL OUT!

Location	In front of the Woodland School
Time	1:00
Awards	\$250 and a Stat point
How unlocked	N/A
Unlocks	Nail a 360 Varial
	McTwist and ProSet 4

Tony Hawk

"Oh man! I 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 clear all the tricks to finish this one off."



This is the first of the falling tricks objectives and contains 19 different tricks that need to be performed. Use Tony's wooden spine and the concrete ramp against the school as a makeshift half-pipe and perform the tricks that appear in the lower right-hand corner of the screen as they appear. The order in which the tricks appear is completely random but only the most basic grab and flip tricks are included in this challenge.



Numerous tricks begin to appear on the side of the screen. The list turns red if it grows to 12 or more tricks and the challenge lost if 15 tricks are left to pile up. Completing 19 tricks in 60 seconds may seem daunting, but it is possible to wipe numerous tricks from the screen simultaneously. The first, and most obvious way, is to quickly input the commands for two different tricks during one jump. Although the skater's minimal starting stats may prohibit two consecutive grab tricks, back-to-back flip tricks are definitely possible. Another way to clear out multiple tricks concurrently is to perform a trick that is listed more than once. For example, even if the "Heelflip" trick was listed twice, the skater only needs to perform it once to clear away both instances of the trick in the list.



DROPPING IN

Transfer to the rooftop of the school for the **Class Transfer!** gap and gain speed in the halfpipe up there. The added height and speed make it possible to perform three or more tricks at once when transferring back to the ramps at ground level.

GET BACK AT THE 5 FRAT BOYS!

Location	Between the coliseum and the engineering building
Time	2:00
Awards	\$250 and a Stat point
How unlocked	N/A
Unlocks	Clock 5 jocks in one combo!

Your Buddy

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

Those frat boys picked on the wrong dude this time! Show those beer-guzzling apes what happens when they pick on the friend of a *Pro Skater*™. Seek out each of the five frat boys and knock over the kegs they're each standing on.



Head down the walkway towards the large beige wall across the street from the garbage truck and Wallie into a grind on top of the wall. Balance the grind towards the blue arch to take out the first two frat boys and jump down into the street.

Use the plywood on the back of the pickup truck as a ramp and leap onto Schnitzel World's awning. Leap through the frat house window to take out another frat boy and to claim the **Through the Frat Window Ollieing!** gap. Knock over the fourth frat boy on the balcony, leap through the distant window and land in a grind on the concrete ledge to take out the final frat boy and to snag the **Through the Frat Window Grinding!** gap.



SKATE-THRU



SPINE TRANSFER OVER THE WALL!

Location	Across from the parking garage
Time	2:00
Awards	\$250 and a Stat point
How unlocked	N/A
Unlocks	Gap between floats 10 times and ProSet 7

Atiba Jefferson

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

Atiba Jefferson, the sport's leading photographer, thinks you're ready for a photo shoot. He's a busy man and only has two minutes to spare—so try not to waste his time!

This objective requires the skater to complete three Spine Transfers over the wall across the street from the parking garage. Ollie off the wooden ramp on the sidewalk and press the Spine

Transfer Button to clear the wall and land on the ramp on the other side. After completing this, Atiba asks that a Kickflip be added to the Spine Transfer. Charge the ramp once again, ollie, press the Spine Transfer Button, then quickly perform the Kickflip while transferring over the wall. Atiba wants to see a grab trick for the third photo. Spine Transfer over the wall just as before, but this time input the command for the trick listed (either a Cannonball or Indy). Hit the Rotate Right/Left Button to spice up the trick with a 180 or 360.



WARN THE OTHER SKATERS!

Location	In front of Billy's Sporting Goods store
Time	0:16
Awards	\$250 and a Stat point
How unlocked	N/A
Unlocks	Nothing

Skate Rat

"Hey dude, Officer Tom is after our buddies again... they are skating at all our favorite spots... You have to warn them before he gets there!"

Officer Tom must have ran out of donuts, because he's got nothing better to do than harass your skater friends. Use the red arrow at the top of the screen as a guide and race across campus to warn to them before it's too late.

Skater #1: Philosophy building

It's important to grind on ledges and handrails while darting across campus to gain speed, especially at the



start of the challenge. Grind the handrail down into the plaza, then grind the left-hand handrail up the slope towards the purple and gold concrete pool. Grind clockwise around the edge of the pool and trick off onto the brick walkway leading up towards the white Philosophy building. Boneless over the picnic tables to warn the skater. *Seventeen seconds added to the clock.*

Skater #2: Security Office

Head around the back side of the Fine Arts building and grind the logs lying in the grass to pick up additional speed. Continue straight past the concrete culvert and the clock tower towards the Security Office by the street. *Twenty two seconds added to the clock.*



SKATE-THRU



Skater #3: Coliseum

Head over the wooden bridge and ollie up the stairs of the nearby building to cut through the hallway towards the pool. Circle around the pool towards the alley between the Coliseum and the Philosophy building and transfer to the ramp below for the **Coliseum Transfer!** gap. The next skater is right there at the base of the lower ramp. *Sixteen seconds added to the clock.*



Skater #4: Parking Garage

The final skater needing to be warned is standing on the street corner near the parking garage. Grind the handrails to avoid getting taken out by the football players and head down the street past the frat house and Schnitzel World towards the parking garage at the far end.



SKITCH THE PROFESSOR'S CAR!

Location	Second floor of the parking garage
Time	0:02
Awards	\$250
How unlocked	N/A
Unlocks	Nothing

Professor

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

Roll up to the back of the car and press Up to grab hold of the rear bumper; act quick, though, because they're about to get away! Once the skater is Skitchin' a ride on the back of the stolen car, the thieves take off down the street and through the campus in an attempt to shake the valiant skater. Ignore the surroundings and simply concentrate on the Balance Meter that appears. Tap to the Left and Right to keep from letting go. Maintain a hold of the car for a complete lap around the College to return the car to the Professor.



GRIND DOWN OFFICER TOM'S BANNERS!

Location	Across the street from the frat house
Time	2:00
Awards	\$250
How unlocked	N/A
Unlocks	Nothing

Citizen

"Officer Tom is running for chief of security? You've got be kidding! Wallride up the walls, then Wallie up and grind the banners down!"

Officer Tom has proven himself not worthy of the skater vote; let's curb his popularity now before things get out of hand. There are a total of seven banners that need tearing down and they're all hanging on the large beige wall by the street. Wallie into a grind on the wall and carry it straight through the banners to tear them down and to claim the **Banner Gap!** bonus.

The first four Banners are all on the wall facing the frat house and can be torn down with one long grind linking together multiple **Banner Gaps** with the **Gateway Gap!**. From there, jump into a grind on the wall leading off to the right at the corner and continue the grind for the fifth banner. Leap down to the street and use the quarter pipe beyond the next blue arch to slide up and into another grind and maintain it towards the Security Office to snag the final two banners.



SIDE JOBS

RACKETEERING: PLAY TENNIS WITH BJORN

Time	Infinite
Awards	\$100

Bjorn

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

SKATE-THRU



Skate up to the tennis racket on the ground near the tennis courts and press the Grab Button to talk to Bjorn. The skater has nothing to lose when playing Bjorn and everything to gain. Manage to beat Bjorn in one service game of tennis (scored 0, 15, 30, 40, game) and you'll be skating away with an extra \$100. Of course, there is a catch. Bjorn isn't going to let some "skater-person" use his racket, you'll have to use the skateboard as a racket!



The Jump Button is used to serve the ball and to swing the board. The closer the skater is to the ball when the Jump Button is pressed, the harder the ball will be returned. Bjorn can just about return any "slow" or "medium" hit ball, so be sure to get good and close for that "hard" hit—the old man has a bit more trouble with those! Press Left and Right to run down the ball as Bjorn returns it and also to direct the shot. Typical rules of tennis apply; if the ball bounces twice on one side of the net, the person who hit it gets a point. Also, any ball hit out of bounds is a point for the opponent.



The key to beating Bjorn is to aim the ball at the corners and try to hit it as hard as possible. It's also important to run back towards the center of the court after hitting the ball so as to not be completely out of position for Bjorn's return shot. Bjorn's weakness is the fast ball, so blast them right past him time and again to rack up those Benjamins!

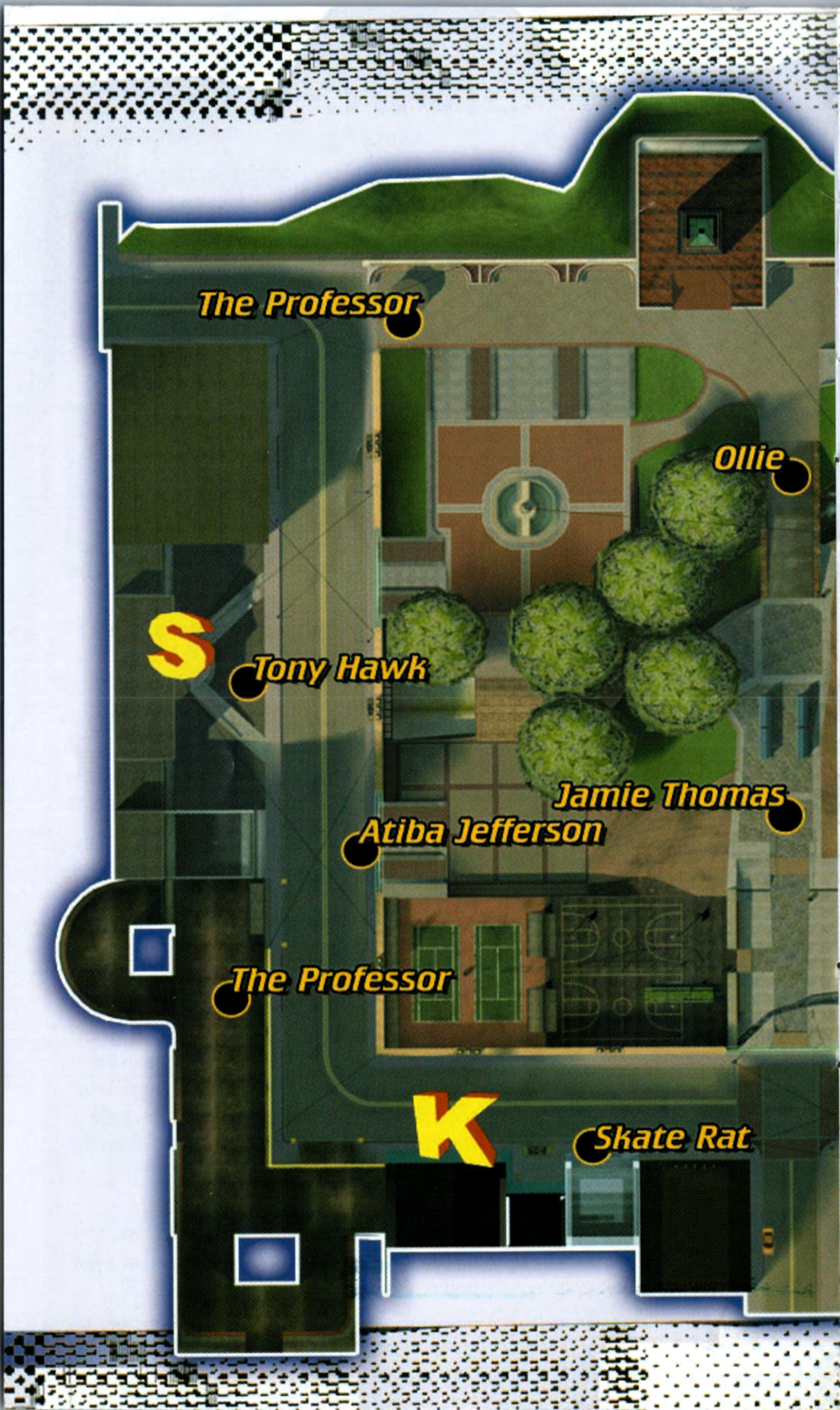
GARBAGE DAY

Time	0:40
Awards	Thirty \$50 bills



Spine Transfer into the garbage truck parked outside the frat house to trigger the Garbage Day mini-game. Several garbage trucks will make their way towards one another from either end of the street. It's up to the skater to try and snag as many of the \$50 bills floating above the street as possible. Spine Transfer back and forth between the garbage trucks to pluck the cash out of the air. Another way of getting a lot of the cash is to use a single truck as a halfpipe and repeatedly leap into the air while the truck motors down the street.

Garbage Day can be hit up for \$500 in cash, so be sure to keep it in mind when in need of a few bucks!



The Professor

Ollie

S

Tony Hawk

Jamie Thomas

Atiba Jefferson

The Professor

K

Skate Rat

SKATE-THRU



Inline Skater



Your Buddy

Citizen



**READY TO TAKE ON
THE REST OF THE GAME?
GET THE OFFICIAL
TONY HAWK'S PRO
SKATER™ 4 STRATEGY
GUIDE FROM
BRADYGAMES!**

This Signature Series guide is loaded with information and extras, including:

- Game Basics covers how to tear up any terrain.
- A Complete Walkthrough with detailed maps gets you through all nine courses!
- Show the world your skills with multiplayer tips, including help for online play!
- Bonus material includes a history of the Tony Hawk's Pro Skater™ series, game secrets, interviews with the Neversoft team... AND MORE!



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