

Tony Hawk's Pro Skater 3  
Game Design Suggestions

Created: October 2, 2000

Updated: October 3, 2000

Updated: November 7, 2000

Non-Confidential:

Written by Noe Valladolid

Friends: Here is an unadulterated look at the Tony Hawk's Pro Skater suggestions submitted to Neversoft. Below in three sections are the pages as submitted in chronological order.

The first section is the feedback form all of the THPS2 World Finalists were asked to submit after playing through the game.

The second section is the follow-up for suggestions I submitted to Neversoft after asking permission to do so.

The third section contains the ideas that I missed or wanted to elaborate on.

Enjoy,

Noe Valladolid

SECTION 1



Questionnaire: September, 2000

*Thank you for taking the time to fill out this questionnaire regarding Tony Hawk's Pro Skater 2 and the Big Score Competition. Please fill out this questionnaire after you have thoroughly played all the levels in the game and email it back to me or send a hard copy.*

[schan@activision.com](mailto:schan@activision.com)

*Thanks!*

**Name:** Noe Valladolid

**Age:** 25

What other console systems do you own besides PlayStation (highlight appropriate systems):

Sega Dreamcast    ✓    Nintendo 64    ✓    Nintendo Game Boy ✓

Which console systems do you intend to buy in the upcoming year (highlight desired systems):

Sony PlayStation 2    ✓    Nintendo Game Cube (FKA "Dolphin")

Nintendo Game Boy Advance ✓    Microsoft X-Box

What video games do you like to play (besides THPS 1 & 2)?

- Grind Session
- Sonic Adventure
- Tenchu 1&2 (not just because your Activision)
- Chrono Cross
- Crazy Taxi
- Gran Turismo

Grandia  
Driver  
Soul Calibur  
Final Fantasy Tactics  
Pokémon Gold and Silver  
Pokémon Stadium  
Lunar 2  
Lunar: Silver Star  
Parasite Eve  
Tactics Ogre  
Twisted Metal 2  
Metal Gear Solid

## THE BIG SCORE COMPETITION

*This section discusses the THPS 2 Big Score Competition. You may add any comments as you find appropriate.*

1. The THPS 2 Big Score Competition website found at [www.activision.com](http://www.activision.com): “7”

Sucked                      Rocked  
(0 - - - - - 5 -- 7 - - - 10)

Comments: It gave out all of the information needed to enter and win at the competition. As well as provided a solid game overview.

However players who cheated and submitted high scores were rewarded with the weekly prize packs, while some of the actual contest finalists (like myself) never had a score high enough to garner themselves one of the weekly give-aways.

2. I got my copy of the Tony Hawk’s Pro Skater 2 Big Score demo on (highlight all that apply):

PSX Summer JamPack 2K        OPM July issue    Other (I stole it)

3. I found the information on the Big Score Competition website to be:    (this includes features, downloads, screenshots, etc.) “7”

Useless                      Informative  
(0 - - - - - 5 -- 7 - - - 10)

Comments: It was better than average as far as web site design goes. But there were not enough promotional give-aways and daily updates to keep visiting the site.

Such as desktop themes with icons, sounds and backgrounds to download. As well as recent development movies so players could see the progress of the game.

The features were not updated enough and videogame magazines offered more recent developments. Such as IGN’s webpage <http://games.ig.com> They did an entire week in August and gave out daily information regarding THPS2, Neversoft and everything the game offers.



**mechanics. This hanger felt confined.**

The **School II** level is: "8.5"                      Boring                      Fun  
(0 - - - - - 5 - - - - **8.5** - - 10)

What was the best part of the **School II**?

**I might as well say this now so I don't repeat myself on every level. I appreciate the time, detail and research that went into making all of these levels off of their real-world counterparts.**

**I've been watching skate videos for more than a decade. Seeing all of the obstacles, rails, gaps and transfers from the real world making it into one compressed campus was a real treat.**

**Outside of realism, the layout of the school was great and obstacles were evenly distributed throughout the entire level. So I was not as dependent on one side of the school to learn and build points in.**

What was the worst/most annoying part of the **School II**?

**If there was anything lacking in the school it would be the lack of interactive obstacles.**

**This is a school and there weren't enough token benches, stacked or otherwise, to make it a hyper realistic version of the skate videos.**

The **Marseilles Competition** level is: "8"                      Boring                      Fun  
(0 - - - - - 5 - - - - **8** - - 10)

What was the best part of the **Marseilles Competition**?

**Of course the realism of putting the worlds best skatepark in the game. Players who don't necessarily want to find the highest possible point totals can also spend time learning lines in the bowls and vert pools. Style points are worth something too.**

What was the worst/most annoying part of the **Marseilles Competition**?

**I was bored with it from the demo. No, just kidding. There wasn't much that you had to add other than the catacombs. But the lack of lines in Marseilles catacomb's were a real bummer. You had kids waiting all summer long to find out what was in the black hole. Only to discover it was some money and a water fountain. Where was the fantasy in the crypt? You should have put some skeletons or mummies or something down there.**

The **NYC** level is: "8"                      Boring                      Fun  
(0 - - - - - 5 - - - - **8** - - 10)

What was the best part of **NYC**?

**Again, a super-compressed version of the Big Apple and the Brooklyn Banks. Highly detailed interactive objects were a plus. From subway tracks to taxi cabs and trains, that kind of detail not only adds to the**



I don't know if it's the game engine or the camera you were using. But it took me about a day to get used to the movement of the level.

The scale of everything is exaggerated and you can take liberties that I understand. But the camera and I guess horizon level moved much more in THPS2 than 1. Getting the timing down for the massive transitions at Skate Street, and the other levels took some time. And the frustration of having the camera swing around differently from level to level on transitions caused me vertigo in the first 5 minutes of me playing the game.

As for Skate Street, I couldn't find anything really wrong with the level. Everything was spaced enough for both combo point building as well as exploration.

The **Philly** level is: "8.5"                      Boring                                      Fun  
(0 - - - - - 5 - - - - 8.5 - - 10)

What was the best part of **Philly**?

The best thing going for this city, as opposed to Venice or NY, is the inclusion of FDR.

Certainly Love Park was cool but having FDR available for fans of dedicated transition skating was the real pay off. It was like placing Burnside right next to San Francisco from THPS1.

I doubt that level design can get better than this. This level includes everything that made all of the previous levels great. It had the real spots, the lines for combo building. And of course enough fantasy as far as grinding on high wires and telephone cables to make the level fun.

What was the worst/most annoying part of **Philly**?

I would have to say grinding up the cable to drain the fountain. And collecting just one of the bank notes while I was up there got redundant. I wasted too much time grinding up the cable just so I could get 100% of the money for the level.

PS: Skaters in Philly don't like FDR being called "Phillyside."

The **Bullring** level is: "9"                      Boring                                      Fun  
(0 - - - - - 5 - - - - 9 - - 10)

What was the best part of the **Bullring**?

Just so you know, I don't think there will ever be a perfect level. There is no such thing as a 10 in my opinion. If that were the case then I'd never want to leave the level. But Skate Street, Philly and the Bullring come as close as humanly possible.

This level had an even better mix of reality and fantasy than Philly. Although I'm biased because I'm a skate fan and I've always loved the Bullring from "The End," getting a chance to skate that and the loop were great.

Of course adding additional rails, transitions and gaps over the entire bullring made it an entirely unique skatepark. Even more so than Skate Street or Marseilles.

What was the worst/most annoying part of the **Bullring**?

I would have to say that not being able to skate in the bleachers was a bummer. But the physics behind the loop were kind of lame. I mean you don't even have to be going fast to do the loop. I know it was the only way to get it in the game. However if you want to get even more realistic for THPS3, I think you need to address those physics issues for skateparks with pipes.





Overall, the controls were: "8"      Difficult                      Just Right  
(0 - - - - - 5 - - - - **8** - - 10)

Compared to Pro Skater 1, the controls in Pro Skater 2 are: (circle all that apply)

Exactly the same                      **Better** ✓                      Worse

Comments: I grew used to the tweaks in the control layout of the game. There weren't any huge problems from my point of view.

The most frustrating/difficult part of the control system is:

It seems to me that doing a special grind was much harder to accomplish in this game. Button taps were super sensitive and the game did not like anything but the triangle being hit when activating special grinds.

**This is bad for players, like me, who like to set up high-speed combos. I can no longer ollie and tap the directional buttons and both triangle and X so I can ollie immediately into another special grind.**

I would also like to be able to assign what button combinations I want for "specials." If I take left, left, circle away from a benihana, I should be able to fill that empty slot with a special move.

#### GRAPHICS:

Overall, the graphics of this game are: "9"

Poor                      Excellent  
(0 - - - - - 5 - - - - - **9** 10)

Compared to Pro Skater 1, the graphics in Pro Skater 2 are:

Exactly the same                      **Better** ✓                      Worse

Comments:

I think you have pretty much maxed out the PSX's graphic display abilities. The skaters and levels look as rich and as detailed as they are going to get. I haven't seen a Final Fantasy or Metal Gear game that has surpassed the graphics and rendering engine of THPS2.

I think the world is ready for THPS3 in 128-bit glory. Don't look back. We're through the looking glass people.

#### MUSIC:

How would you rate the Music played in the game: "8"

Poor                      Excellent

(0 - - - - - 5 - - - - **8** - - 10)

Comments:

I was glad to see a broad range of performers. Wow, Anthrax! I haven't heard them since I was in high school. Of course punk is a standard, as is the new rock and hip-hop, which is so fashionable these days.

Compared to Pro Skater 1, the music in Pro Skater 2 is:

the same                      **Better** ✓                      Worse

What other bands/music tracks would you recommend for Pro Skater 3?

The Wiseguys, "Re-introduction," c'mon these guys have been on 411VM for a while now. Don't they deserve at least one song in the THPS series?

NOFX. "The Decline," you can hack just about any 2-minute segment from this 15 minute single and end up with a solid punk song.

Pennywise, heck these are the godfathers of skate videogame soundtracks. How about anything from them? Even "Surfing USA."

The Shiggar Friggar Show Vol 2, "Rock The Bells by DJ Q-Bert," or "Wave Twisters" by DJ Q-Bert. Q-Bert represents the top of the scratch underground. Any one of his original scratch beats would be welcome in the series.

Motorhead, "The Ace of Spades," I think Rowley would pop if you didn't put a Motorhead song in the mix. Stiff Little Fingers, "Gotta Get Away," these punk perennial favorites have great songs.

The Vandals, "Forbidden Hair," a song about a Mullet! Or "The People that are going to Hell" from the album Hitler Bad, Vandals Good.

What ever happened to Goldfinger? I think "Superman" helped define the sound for the first game. It was catchy and unmistakable. Sort of like the "theme" for THPS1. I don't know if I agree with Rage Against the Machine, that seemed like too popular a song and you just rushed it in the game. Goldfinger's version of "99 Red Balloons" was really good.

Just look to see who's on the Warped Tour. They've really got a good idea of what kids are listening to.

CREATE-A-SKATER:

**Overall, Create-A-Skater: "8"**

Sucks                      Rocks

(0 - - - - - 5 - - - - **8** - - 10)

Comments:

Lots of possibilities for the vain gamers or players who wanted to create their favorite pros and put them in the game.

How can Neversoft improve this feature in the game?

It would be nice to see something other than one character size. Tony hawk is 6'2", Steve Caballero is much, much, shorter. But in the game they're both the same height.

You know tall fat people, like me, would like to see options for player height. Even if it's just three options,

short, average, tall, it would be a lot better than just making the same model fat or skinny. More clothing options and facial features would be nice too. Like mustache, beard types. Glasses, no glasses, shades on the faces.

## **PARK EDITOR:**

**Overall, the Park Editor: "8.5"**

Sucks

Rocks

(0 -- -- -- -- 5 -- -- 8.5 -- 10)

Comments:

This could possibly be the best feature in the entire game. It allows for limitless possibilities and really gives players something to look forward to as far as sharing and distributing is involved.

### **How can Neversoft improve this feature in the game?**

I'd like to see 45° corner pieces in the game. As it stands all of the transition corners are at 90°. Making realistic, and not always perfectly round pools and transitions is what makes pool skating so fun.

As far as the other obstacles go, I really would like to be able to put down pieces in 8 directions instead of 4. Stacking is cumbersome. I should be able to stack object onto another with no problem. How about making all of the park pieces segmented. So if one is hanging over it can drop down into position like Lego pieces. Or overhang if the player wants it so.

## **SUMMARY:**

What did you have the most fun doing in the game? (Please be as detailed as you can)

**I'm too busy unlocking game secrets to have fun. But I can predict that once I have everything unlocked I'll be spending much of my time studying the lines in every level and figuring out which 5 specials net me the greatest points.**

**I will also be spending a lot of time creating skateparks. And re-creating my favorites from the real world. I haven't unlocked all of the hidden characters. But if Tony Hawk in matador costume didn't make it in the game. Or Jay Strickland in bull costume did not make it in the game I will be very disappointed.**

The worst parts of the game are: (Please be as detailed as you can)

**The learning curve. Unless you had become familiar with the demo you might be surprised with the final game. The Hangar sets up players to think that the levels will be as easy to explore and figure out. But as the levels progress a player's skills might not be up to the challenge. Or worse fully adapt to the game and become bored with searching out all of the levels for 100% goals and one cheat.**

**Players want more than a cheat code for all of their hard work. We're greedy. We want a cheat code and**

**an entirely new character and level for going 100% on every level with everybody.**

What would make this game better? Or, what do you want to see in Pro Skater 3? (Please be as detailed as you can)

**Environment is definitely a plus. I want to see pedestrians on the streets and other skaters in the parks. I want to ollie traffic jams and get chased by cop cars. The game engine itself is rock solid. Some minor tweaking here and there and I can see it lasting forever. It's the world that you put your game engine in that needs to be more immersive.**

**I'd like to see Neversoft continuing its trend of including real-world spots. The level of detail went up when you weren't laying out imaginary locals. Plus you were still allowed artistic license and pushed the real world locals one-step closer to fantasy.**

**Any spots that I'd like to see? How about Skatopia? An 88-acre farm in Ohio. Huge bonfires out in the woods, rednecks shooting guns, the weird-angled vert ramp and the 13-foot deep bowl. Brewce Martin, the naked 3-wheeled, bowl master. Do I need to go on?**

**The Amarillo Pipe. Bigger, smoother and better put together than Mt. Baldy or Gloryhole. Plus it's next to a huge dam with an awesome drop-off. You could have a big Texan truck stop, skatepark and city street above ground. Then to get to the pipe, you hop a fence, ride next to the dam and drop in from the elbow and try your luck on the 22-foot fullpipe. Now you know why I kept stressing the importance of fixing the physics engine so it could handle a real loop or pipe. Even if those issues aren't taken care of I'd still like to have a chance to skate a pipe in the game.**

**One of the new Vans skateparks. You did an incredible job with recreating the size of Philly and putting FDR in as well. Couldn't you make a mega-mall level and stick the skatepark somewhere in one of the shops too? The Washboard Bowl from Milpitas next to the Combi Pool (Skull Bowl) from Orange next to the Kidney Bowl from the Potomac. Put all of that in with the great street courses in the park. I think it would be a good level.**

**If there were to be a third school level it would have to be made up of California Universities. From Santa Barbara, to Irvine to San Diego. A composite of all of those hills, rails and ledges would be great. Hey, Cal State Long Beach has a pyramid too!**

**Marseilles was great. But there are still many great spots around the world that you haven't touched yet. Rio Sul in Brazil, Pizzey park in Australia. B7 in Japan. Japan! Have you considered the possibilities of doing a Tokyo level? This is where the power of the PS2 chip would really be put to use. Rendering traffic, peds, subways and bullet trains while your skater bombs the crowded streets in search of lines. What about the Münster contest in Germany? Wouldn't that make a great location for a contest in the game?**

**A good hidden level would be the Japanese skate maze. Ask Caballero. There's a TV show that features a giant skate maze; the Bones Brigade was there last year. Moses Itkoten and Steve Caballero were the only one to ever get through it. I'd like to try and ride the maze in two minutes.**

**If well laid-out even a collection of So. Cal. Houses with pools in the backyards that you can reach by hopping fences, or going for rooftop jumps would be good. You can put famous pools scattered throught the city or even country right next to each other. The Pink Motel pool can be right next to the Nude Bowl, no limits here.**

**You could even locate the pools in Huntington Beach and use that as an excuse to skate out to the pier and send yourself flying off like so many flammable Kircharts and Kleins.**

**The YMCA is even getting great parks. Tony Hawk designed the most recent monster ramp. They've got bowls and hips too!**

**You can collect the best warehouse ramps into one huge warehouse. The Plan-B ramp, the B-House ramp, the Volcom and Real ramps can all be in the same warehouse. Heck, even with girders that you have to**

**jump through just to get to the next warehouse ramp. Think of the possibilities!**

**Woodward would have been a good choice for a level. But darn Dave Mirra took it. As did the turkeys at EA who made the Animal Chin Ramp.**

**Many of the other great skaters are being swiped up at an alarming rate. As are good locations. I guess the proof is in the pudding and the quality of THPS puts all other games to shame. But it sucks not being able to use some of those great spots.**

**On the button and combination tip. I think there is plenty of room for growth with the game. Think about the broad world of skateboarding that you're trying to represent with eight levels and a dozen pros.**

**That's pretty slim so the controls have to be improved to cover all styles of skateboarding.**

**You have plenty of choices when it comes to transition and handrail/ledge skating in the game. However you are ignoring the flatground possibilities.**

**I was glad to see the inclusion of old-school freestyle tricks in the game. However there is so much more room for possibility there. Manuals and reverse manuals are just the starts. One-footed manuals and nose manuals can also be done, as can nose varials and spacewalks into and out of kick tricks. You just have to figure out a way to get all of those things working seamlessly with the game engine.**

**How about pressing a button combination then pressing triangle while you're on the ground? Just like tapping up down it could activate a flatland freestyle move that you could then ollie/nollie out of to kicktrick to another freestyle move or manual. Thus making the combo building even more frenetic than just manual-ing from one rail to another obstacle? The flat ground is just another place to do tricks on; you should treat it as such and discover that the ground should be as combo building as any rail or transition.**

**Spinning Rodney with his Casper to 360° flip wasn't enough freestyle for me.**

**And there are tons of moves that I'm sure Noel would get a kick out of animating. Hey, what happened to the McTwist? I honestly wanted to see the McTwist more than any other move in the game. You don't get an appreciation for the rotation from the Kickflip McTwist that you do from watching the regular McTwist. Heck, you had two Casper moves, why not a McTwist and Kickflip McTwist? Besides, you had it done at the E3. Why take it out now? The frontside 540° looks like you just reversed the animation on the McTwist.**

**There's the 540° varial that you could add to the specials. How about the inverted frontside 540°, better known as the Rodeo Flip. The frontside 540° varial. The 540° board varial, I liked that special too. The 360° flip to mute needed some work. The way the move was shot on The End had much more style going for it than the one in THPS1. The board wobbled while it flipped to the side, almost behind Tony, when he reached out blind and grabbed it from his side/back. Now that's how the move should look in the game. Just look at some of the other tricks Rodney has done in his video parts. 540° double kickflip. Impossible to late shove-it. Rodney could also Casper on the nose of his board, not just the tail. Remember that. I liked the way you got switch, fakie, ollie and nollie down in this game. Very true to life in the names department. However with all of your specials on grinds you still suffer the unrealistic effect of skaters landing the trick in one direction. I want to be able to do a Darkslide going forwards or backwards, I don't always want my skater facing the same direction every single time I do a special. That's not the way the real world works.**

**But I don't want to sound like I'm bashing you guys. I want to see even better sequels from Neversoft.**

**The closer you guys can get to the ultimate creativity and freedom skateboarding is and make it less like a static special-animation game, the better it will be in the long run. And the more replay value players will get out of ultimate creative freedom.**

**If there were any new characters I'd like to see. Some other company would probably have stolen them before THPS3 gets released.**

**Tom Penny would be on top of the list. I don't know why you didn't include Tom in the first THPS and round out the founding members of Flip. Both Rowley and Muska have proclaimed The Penny's skill and ability. Plus those rare video clips we get from him are always genius. Even Bucky once wanted to pull "A Penny." To do that you would have to pull a flawless, beautiful first run and skate out of the exit doors just as time winds down**



***THANK YOU FOR YOUR HELP!!!!***

## SECTION 2

I hope you don't think it rude if I compare and suggest some items that worked in the Shaba game Grind Session. Your game is an overall truer depiction of skateboarding, not only in popularity, but in creativity. But there are a few points that Shaba got right and makes it a decent game. These few points I'd like to share with you seeing as how playing the competition's game might make you feel dirty or disappointed in them.

### THE ANIMATION:

THPS3 should not be just about bringing in every skate move ever invented or create a skater options. But the entire game engine needs to be reworked and optimized, not only for the sake of the series. But so that any other game in the series would have to match up to a 128-bit optimized engine. I don't want to see a bunch of pretty textures on your game engine, I'd get a Dreamcast version of THPS1 and 2 if that's what I wanted. I want to see the next game in the series use the advanced features of that monster Motorola chip in the PS2. I want to see real time lighting effects. Weather elements, special effects and evolving levels.

I conceptualize the moves in the series as three separate elements. Your grab (transition) moves, grind (on ledges and rails) and kick-based (flatground) tricks. You have the rails and transition moves covered, however you are overlooking many ground-based (and not necessarily kick based) moves.

Right now the ground tricks and rail tricks are combining themselves seamlessly. As far as game play and animation go the ground flip tricks and rail tricks not only look good but play seamlessly.

However the grab tricks are not as smooth in terms of animation or game play.

For example in THPS2 if I wanted to link a Judo to Madonna the sequence does not animate very smoothly and makes the game look and play clunky. Each animation has to start and finish its cycle before the next one takes over. There has to be a way to animate the moves so that they go together seamlessly. (This is the part where you get mad at me) In Grind Session all of the grab moves can be linked seamlessly. You can do a judo then Madonna and the character never takes his front hand off of the nose of the board he just kicks his leg in front and then behind. I tried nose grab to benihana, or stalefish to method and the animation between moves is seamless, or darn close to seamless. The character just goes between moves smoothly and does not have to wait for one animation cycle to end before the next animation begins.

These issues should be addressed in the next game. The series shouldn't add tons of new grab moves if the animation gap between them breaks up the speed and game play. You need to go back and get those animations working seamlessly before dumping new moves into the game engine.

On rail and ledge grinds the characters need to have the ability to turn their heads. In a grind if you start rolling fakie after attacking a rail at an angle your character should at least look over their shoulder instead of being stuck in the same forward facing animation while rolling blindly backwards. I'd like to see this applied to the specials as well. For example we can boardslide front and backside and the character gets in their specific stance. However during a special grind the direction is always forced. No matter how you approach the rail with Rodney, for example, his heelflip Darkslide always has him facing forward while sliding down the rail. Why can't he heelflip and darkslide and face forward if that's your angle of attack?

The head turn would also work on vert. The character would keep turning their head, even during a rotation, always to face the coping of the ramp (trying to spot a landing).

You should also redo some current animations. The varial for example looks like a weak Christ Air. It's rare for any skater to tweak a varial as far as it is in the game. Most of the varials are done while the skater is still in a squat. In the real world the skater grabs the board roastbeef style and just rotates his arm and board to an indy grab.

You should also redo the animation for the 360° Flip to Mute. For the motion capture session it looks like Tony over-rotated the kick and the animation ends up looking like a fingerflip nose grab. Use the 360° flip to mute that he used in The End as a model. The board completes the 360° flip to the side of Tony and he reaches to his side and scoops in the deck.

The Handplant animation should also be fixed. The characters pop into a handplant really quick. While every other lip trick is slow and drawn out.



### **THE OVER VERT ISSUE AND GRIND SESSION:**

The other thing that I like about Grind Session is the ability to do flip and lip tricks on over vert walls. Now you can't do a kickflip to rock and roll on a regular vert wall in Grind Session. However if you find a wall that is 4 or more feet over vert (straight up) then you can combine all sorts of flip tricks into lip tricks as well. This works in their Burnside level.

When I do any flip move, including some special grab moves like back and front flips, the character can start the motion as soon as the transition goes vertical then the player will hover at the top of the wall finish his animation, stick a rock and roll and fall back in.

I can do back flips, finger flips, airwalks, big spins, just about every move and the character will finish his trick before doing a handplant or axle stall. As long as the transition is over vert the character can do these moves. I know a lot of this is unrealistic, but a lot of it is also true. When I do a Big Spin to rock and roll the animation ends up looking exactly like a board spin body varial disaster. Other disaster variials come up when I do a frontside flip to rock and roll. Or any of the kicktrick variials, the animation looks as if my character can flip all of these into a rock and roll or disaster.

I'm sure the same thing would be possible on the THPS engine if only you had walls that were over vert. Now I'm not telling you to make all of your ramps monsters. However there should be a spot of two in the game where you have a bench stacked straight up on a transition, giving you plenty of over vert. Or even a real park with high walls (like Skatopia mentioned below). I wish you could see what I'm talking about. I'll gladly send you a tape if you want to see what I'm getting at.

But it's not to make your game more like Grind Session. I'm asking for these things to make your game more true to life in terms of vert tricks and such.

### **ROLL FAKIE AND TABLE STACKING:**

Players should be able to have a choice to roll fakie on transitions or not. I'd like to be able to skate vert without having my character do a 180 every time. I mean if I manually started turning my character then the game would finish my rotation. However if I wanted to roll up a transition and do an a Kickflip Indy to fakie (straight up and down) I should have that option in the game. After all the best switch stance riders in the world can roll forwards and backwards all day without ever rotating 180.

One thing that should be available in the skatepark editor is the ability to stack tables. I don't know why but that's what kids want to do now a day's. Plus there should be tables without seats available as well. After all, how can I ever make a halfpipe out of tables unless you take out the benches.

There should also be a table or two scattered throughout the tops of the vert ramps. Both laying horizontal and vertical now that street skating is influencing vert skating more and more.

### **THE MOVES:**

This is where I get contradictory. The THPS series should have as many real world moves available as possible. Not just because the game engine can handle it, but because skateboarding, and your game is about creativity and uniqueness. No two skaters have the same style or ability. Those differences should be highlighted in the game. The moves in THPS shouldn't be based on just the most popular moves, but all of the possible moves in the world.

I think you took a step in the right direction when what used to be some special moves in the first game became regular moves in the sequel. But there are many more possibilities from the real world that should be in your game. Players should be able to customize every possible directional and two tap button combination with a unique trick.

There are 8 directional one button tricks, 4 double tap (same direction) button tricks and 12 double tap different direction tricks. This means there should be 24 possible combinations per button. Then there are three action buttons, grind, grab or kicktrick. This means that there is a potential for 72 customizable tricks. And only 5 of those are special moves? What if you doubled that number?

After beating the game 100% what if you were rewarded with two, three or five extra slots for special moves, money permitting? You realize that the majority of the tricks would still be regular moves and should be just as

fun, even more so, than the specials.

And you can't say that there aren't that many moves in the real world. Tony alone has contributed about 80+ unique moves. There are hundreds of moves, and variations of moves that you should explore from the real world.

For example, Bob Loftin of Texas has a web page dedicated to skateboard tricks. Here is his URL: <http://www.bobstricktips.com/> Here is his current list of tricks, these contain pictures and movies also.

Frontside 180 No-Comply, Nollie, Street Plant, Frontside Pop Shove-It, Backside Half-Cab, Varial Kickflip, Multiple 360s, Space Walk, Ollie to Nose, Backside Ollie to Axle Stall, 1-Footed 540 Spin on a bank, Rock 'n' Roll, Rail to Casper, 1-Footed 360 Shove-It, 2-Foot Nose 360 Shove-It, 1 Footed Nose Wheelie, Cross-Footed Impossible, Rolling Finger Flip, Freestyle Footwork, 180 Fakie Finger Flip, Heel Flip, Drop Hop, Backside Pop Shove-It, Lipslide -- Original, Old-School Verson, Frontside 540 Spin, Frontside Boneless, No Comply Grab, Ollie Kickflip, Frontside Ollie to Tail - 180 Shove-it Out, Frontside Manual, 1 1/2 Kickback, Casper Bigspin, Frontside 180 Ollie, Finger Flip, Fakie Ollie, Frontside Ollie to Tail, Frontside Grind, 360 Layback, 1-Footed Nose Wheelie, Backside 180 Slide, Sweeper, Backside 50/50 Grind, Rail Kickflip, Fakie 360, Shove-it Rock 'n' Roll, G-Turn, Walk the Dog, 50/50 Casper, 180 Shove-It, Fakie 180 Shove-It to fakie, Classic (non-ollie) Kickflip!, 360 Shove-It, Big Spin, the Ollie, 1-Footed Tail Wheelie, 360 Shove-It Pivot, Lipslide, 180 Shove-it Frontside Revert.

There, now you can't say that you're out of move ideas. A lot of these are old school and very unique. When you bring older tricks into your game engine you breath new life into the engine.

Let's look at a list of moves that I think you should include.

### **GRAB TRICKS:**

**Saran Wrap.** When the front foot wraps around the board. The hands actually switch to make the rotation.

Tony invented this trick back in the day.

**The Miller Flip.** A frontside backflip 360.

**The Lien.** You lean your body flush to the board on this grab. Basically you lean to the side and touch your knees to the tip of the board, like leaning to the side of a rocket air.

**The Slob grab.** A Mute grab is when you grab the board with your lead hand directly behind your front foot. The slob grab is when you grab the middle of the board with your lead hand. Think opposite hand of Indy grab.

**The Seatbelt.** This is when you cross your lead arm across your chest to grab the tail of the board.

**Tailgrab Madonna.** This is just one of the variations for moves that you already have. Think about the variations that you already have. The Indy, the Indy Stiffy, and the Indy Nosebone. Why not have the Tailgrab Madonna? Or for that matter why not have more two handed grabs. Like a nose-tail grab?

**Fingerflip Benihana.** One of the more popular Benihana variations.

**One footed Mute grab.** Again, another variation of a grab move.

### **KICKTRICKS:**

I prefer to call these flatland tricks because of their freestyle roots and because not all of these tricks involve a kick.

**Pressure flips.** As long as the skateboards don't get 33 millimeter wheels and the skaters don't start wearing fat pants we should be okay. Hmm, come to think of it wouldn't that be a funny costume choice for Rodney? You did have 80's Tony. How about early 90's Rodney. complete with fat pants and a deck with super tiny wheels?

**Late trick combinations.** You can easily come up with at least 5 possible late flip combinations. Kickflip to late shove it. Impossible to late shove it. Double kickflip to late shove it. Hardflip to late shove it. Etc...

**The Kickflip Underflip.** I know the nollie flip underflip is a special move now. But it would be nice to see the kickflip underflip as a regular move.

**The Big Spin.** That's a 360 shove it and a 180 body varial.

**The Frontside Flip.** Instead of just tapping kickflip and R2 or L2, how about a unique animation for this move?

**One Foot Manuals.** I liked the one foot manuals. Maybe these could become regular moves.

**The Handstand.** The Muska Nose Manual was nice but let's see some real handstand moves in the game. Remember Ray Barbee? He would take a running jump with his board in his hands and land in the handstand position. That's strength and it looks cool. Plus there are handstand handflips. In Rodney Mullen's case it could be a one-armed handstand handflip (Special?) move.

**The Fingerflip Nose Manual.** would probably be a special move, but it's cool to think of it as a regular move.

**The Front Foot Impossible.** The version that you're using in the game is animated like a vert front foot impossible. I'd like to see a separate animation for the street version. If a skater gets into nollie position the front foot impossible would be easier to do and not require a hand correction. This way you could have two animations to make the move proper for both vert and street.

### **LIP TRICKS:**

There are many lip tricks that you have overlooked. Not only that but some of these tricks end with the skater in the fakie position. It would be nice to see the character roll into the transition in nollie/fakie position after doing a lip trick.

**The Andrecht.** A handplant where you grab the board on the outside rail.

**The Jolly Mamba.** The Miller Flip stalled invert. Mike McGill named it.

**The Blunt to Fakie.** Just because this move looks cool.

**The Elguerial.** Backside fakie 360° invert.

**Half-Elguerial.** Invented by Tony also called a Giddy Goon. How about holding the Half-Elguerial on the lip until you get the Giddy Goon bonus?

**The Phillips 66.** The Phillips 66 is a frontside Elguerial. I can't remember which hand you grab the board or stall on. But I saw it in an old video this almost looks like a summersault on the coping. Jeff Phillips invented this trick and very few pros could do it. Not unlike Burnquist and his Burntwist.

**The Phillips 33.** Half of a 66 and come down fakie.

**The handplant board varial.** Not only could Tony stall a handplant but he could manage to spin the board before dropping back in.

**The Dumptruck.** This is when you plant both feet on the coping and pull the board out in front of you and then jump back in fakie.

**Truck Crunch.** This is a squatting Indy grab axle stall.

**360 Flip Disaster.**

**Kickflip Disaster.**

**The Body Varial Disaster.** Just watch Bob for a while and you'll see how many disaster variations he has.

**The Switcheroo.** Starts as an Andrecht but you switch hands, one plants and the other grabs the board as you drop in. Tony did this fakie.

**The Footplant.** How many variations of this did Tony have? He would plant his front foot, keep his other leg bent behind him, varial the board with his back foot or hand and then drop back in.

### **GRIND TRICKS:**

Please pardon me if there is a trick that I mention and it is in your game.

**Salad Grind.** That's a crooked 5-0.

**Sugarcane.** I believe that's a reverse Hurricane. The overturn is in the opposite direction.

**Crail Grab.** That's a seatbelt grab and grind.

**The Pontius Grind.** Chris Pontius, one time writer for Big Brother magazine, used to have a unique style on the board. Whether it was bombing a hill or 50-50ing a rail he would sometimes do it cross-legged.

### **SPECIAL MOVES:**

The special moves in the game should be like frosting on an already tasty cake. Players should be able to build solid combos and points without the aid of special moves. Look at the top players in the THPS2 tournament. They used, almost exclusively, regular moves. If we had the option to program 24 possible moves per button this tactic in the game would only offer more game play, but it would serve to make the game more fun. Like I

said though, the special moves would be frosting and make the game that much sweeter.

You should consider your choice for specials very carefully. Think that most of the flip moves, including the triple heelflip and 540° flip, can be done by Rodney Mullen off of a curb. Why should players have to get massive air in order to land a triple kickflip? It's not a 900° after all. Specials should be the moves that even the pros have only landed a few times in their lives. The Kickflip McTwist was only landed twice by Tony I believe. That's tough!

Sure you can keep the triple kick and heelflips. But let's see some real tough moves that the pros would agree on. Like nollie flip double underflip. Or the double kickflip late shove it I mentioned earlier.

Some of the specials can just look plain stylish and we'll accept it over difficulty. Like the **McTwist**. Where is the McTwist? That single move had me stoked when I played the demo at the E3. How can you take it out?

Backside 540°s are not uncommon for the pros, however when you invert the backside 540° you enter the world of genius and style.

The same goes for the frontside inverted 540°. The one currently in the game is the FS 540° that Tony does on a funbox. I want to see an inverted vert FS 540°, better known as the **Rodeo Flip**.

If you slowed down the motion of the tricks you'd see what they are at the core level. Your McTwist was dead on. A backside 540° front flip is technically what the McTwist is. A FS 540° backflip is technically what a Rodeo Flip is.

I want to be able to do these moves manually through other means. I'd like to see the McTwist and Rodeo Flip as specials in the game. But I'd also like to get bonus points if I did the same motions using another special. I want to be able to rotate back and front flips for this reason. If I land a Perfect FS 540° backflip I should get a Rodeo bonus. And if I land a Perfect BS 540° frontflip I should get a McTwist bonus.

There are many more 540° variations than just the Kickflip McTwist. Look at Danny Way in the ON video magazine and you'll see what I mean. There **BS and FS 540 Varials**, **BS and FS McTwist and Rodeo Varials**, **BS and FS 540 Body Varials**, and even the **BS 540 Body and Board Varial**. Danny also sticks the **Alley McTwist** (Alley-oop McTwist) and one-footed McTwist. Danny had the **Nose Grab One Footed McTwist**, Tony had the **Tail Grab One Footed McTwist**.

Tony has some good 720° variations also. Like the **Inverted FS 720°**, dubbed the "**McHawk**". And my personal favorite, even more than the 900°, is his **Variial 720°**. That's the last trick he does in The End video and the trick that he stuck at the X-Games before his 900°.

**Double Kickflip Variial Indy**. Another Tony Hawk original.

**Heelflip Gaytwist**. Bucky's stepping up with moves like this.

**Psych Flip**. Tas Pappas does the splits while doing his 360 Flip Indy Grab, dubbed the Psych Flip.

**Hey, where's the 540° Board Variial?**

**What ever happened to the Burntwist?**

**The One Foot Fakie 5-0 at Slam City Jam was incredible.**

**Heck bring back all of the Specials from the first game.**

Rodney can also do **Nose Caspers**. If you were to use the Nose Casper to cross-foot impossible, like you use the Casper to 360° flip, animate Rodney's other freestyle moves, like his wrap around pogo and cross legged pogo before getting back into Nose Casper position.

It would be funny if on a **Ho-Ho** you could make the player walk along the coping a little before dropping back in. The Ho-Ho would possibly be the only way to get a streetplant in the game. Imagine being able to walk on your hands and have the balance meter of a manual. Of course you could never move that fast.

A board grab Ho-Ho would look sick on vert. It would behave like a vert handstand.

I have absolutely no idea if the Caveman rail attack works into your engine. However with any Caveman move your game covers every conceivable base of skateboarding. Minus of course butt boarding, slalom and barrel jumping.

CAREER MODE:

**Skaters do a lot of things besides traveling across the country to collect giant floating letters and tapes.**

**The pros go on skatepark tours they do demos, video and photo shoots. How about before each level**

**in the game you give characters a mini level. For example before skating Philly what if you had to do a demo at a Philly skate shop. It would almost be part contest and part regular level. Of course the demo would be confined to a small skatepark, or even parking lot. There would be like 5 goals in the level. Things such as Grind the tour bus/van. Accept the local hero challenge (beat x-number of points), knock over 4 kids on rollerblades, ollie the autograph table, acid drop off the store roof, etc. Of course you have to do all of this while avoiding kids who keep getting in the way and angry moms demanding you have to give her kid something.**

A local hero challenge would apply for example in a Huntington Beach level (my level ideas are below). You would have to do a demo at a secret skatepark run by the cops. Officer Dick would be the local hero and you would have to beat his score of x-number of points as well as knock over the evidence locker and ollie a cop car and such. Cops, both who skate and don't, would be cheering or booing you on the mini-level.

I believe you shouldn't just have huge levels with many goals, but throw in small levels between the bigger ones and contests as part of the Career mode. It's the little things that pros also have to do after all. Plus these additional smaller levels is where extra cash could be picked up so that players can load tricks into all of the button combinations. I just had a thought. These small levels could even be the entries from the best create-a-skatepark contest.

### **GAME MODIFIERS:**

It's tough, I know, but frontside and backside labels should be stuck on everything you do. Not just a 180° increment label. If it's possible could there also be an Alley-oop modifier? The Alley-oop is akin to a switch move in that you do a trick or spin opposite in the way you're moving. Of course switch moves should still garner a bigger bonus.

**There is a fix to the critics who call your game too easy. You should place the SKATE letters in different places all over the level for each character. You should even do the same things for the hidden tape and the collection items. Not only could you move around those objects but you could even change the item that you have to trick on. How about changing that for every character? Like heelflip TC's roof gap, varial kickflip TC's roof gap, kickflip manual TC's roof gap, etc... And each character would have to play the level at a different time in the day. Rodney would always play the School level in the morning while Koston would always have it at night. Only when you beat the game could you play the school at any other time of the day. Keep on reading to get the breakdown of lighting effects.**

**The 100% gap checklist should only apply to one character at a time. That is, if you find every single gap you are rewarded with another cheat This way you could enter more cheats and goodies into the game than ever before. If you can manage to clear each gap with every character then you should unlock a really great hidden character or cheat mode. I have a wish list of cheats and codes later on.**

### **LEVELS:**

**Environment is definitely a plus. The more sights, sounds and locals pulled from the real world, the better. I want to see pedestrians on the streets and other skaters in the parks. I want to ollie traffic jams and get chased by cop cars. If you noticed the level of detail went up when you weren't laying out imaginary locals. Plus you were still allowed artistic license and pushed the real world locals one-step closer to fantasy. I want to see worlds that have lots of reality behind them. Cities with traffic, pedestrians, changing traffic lights and other skaters too.**

**One thing that would help with your levels is the inclusion of real time lighting effects in your game. The PS2 should be able to handle lots of advanced features in the game. Image the NY level if you could add a real sun and real street lights. The level could be played at day, with pedestrians and cops all over the sidewalks, kids running around, hot dog vendors and bladers in the park. At dusk when there's mostly traffic and huge construction equipment tearing up sidewalks and blocking your way on the streets. Of course at night the streets would be empty, but the fact that everything is dark and illuminated only by light posts makes the obstacles harder to see or find. Add a bum or two asleep in the dark and the donut patrolling and you'll see that the levels really come alive and give the game replay value.**

**Think about that three times in the day lighting (morning, noon and night) and applying it to every level. How fun would the School II be to play in the morning when a few kids are running around the halls and teachers and rent-a-cops are diving in front of you? Then in the middle of the day after classes let out (that's how I see the current level) and again at night with only a few floodlights illuminating the school. Heck if you not only change the location of items and the SKATE letters but also change the time of day when each character does their level then I seriously doubt that your game will ever be called easy again. And it isn't like you're taking away the player's ability, you're just forcing them to evolve and really learn the layout of the level, not just the locations of items for the next play through.**

**I was glad when I read the recent interview with Scott and he said that the levels would be much more interactive with many more real world obstacles. You don't need to go far when looking for more obstacles. Just look outside of the office. Newspaper stands, mailboxes, grassy corners and bushes (natural gaps). Handrails are also curved and kinked too. High rise buildings have excellent marble ledges, fountains and stairs to grind and ollie over. Tour downtown LA and just check out the rails, gaps and stairs available in the heart of the city.**

**I think that contest levels should be the only levels that go through the change in the day during the rounds. Plus the contest levels should always be evolving. For example wasn't the original goal at Roswell in THPS1 to show the space ship crashing and the Army picking up the alien? Round one of the contest would have been a metal halfpipe with a few rails. During your contest run you would see the spaceship crash into the side of the mountain. In Round 2 of competition you would see an Army convoy moving the spaceship away and an ambulance just behind the fence. The contest level would then take on additional skate obstacles from the convoy. Round 3 would feature the level as we know it, with alien ship metal rails and a bowl that was previously empty now contained a space ship and the MASH unit now had an alien ready for his autopsy. You now have the processor power, I hope, to pull off evolving contest levels and also to change the time of day in which the levels are presented.**

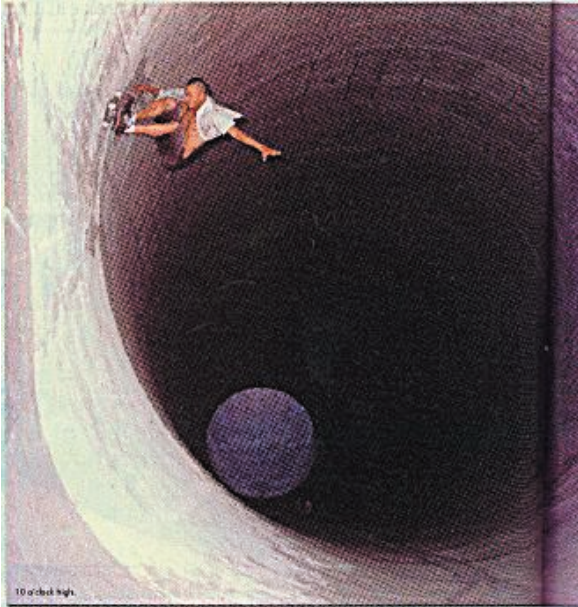
LEVEL IDEAS:

SKATOPIA:



Skatopia definitely. Skatopia is an 88-acre farm in Ohio with many skateable items. These include the Epcot Bean (a 13-foot deep bowl located inside a rusted out barn) and the King Dong Ramp, the rest of Skatopia is “500 square feet of near vertical, vertical and over vertical joy; 9 corners, 3 hips, one concrete spine, 200 feet of concrete coping, two roll in channels, 120 sheets of metal, 2 escalating over vert corners and one chicken coop!”. Currently they’re accepting donations for a mile long snake run and a clover bowl. Maybe you can beat them at the punch and put those in the game. Skatopia is set out in the woods and they have epic parties once in a while. Huge bonfires, reckless driving, lots of guns and alcohol. Some of the few things that make life worth living aside from skateboarding. You can even visit them on the new at: <http://www.skatopia.com> Skatopia is also the home of living legend Brewce Martin, the naked 3-wheeled, bowl master. Do I need to go on?

## THE AMARILLO PIPE (A TEXAS LEVEL)



The Amarillo Pipe in Texas. According to Thrasher magazine it's bigger, smoother and better put together than Mt. Baldy or Gloryhole. God bless the Army Core of Engineers. It's got a perfect elbow that you can roll in on all the way through the pipe. Getting out of the pipe might prove to be a problem. The end of the pipe overlooks a steep drop off over Lake Meredith. The pipe is part of the Sanford Dam and built on federal no trespassing land. The pipe itself should only be part of a larger level though. Above the pipe there should be a busy city not unlike NY and Philly put together. You could have a big Texan truck stop (ollie or ride over a stack of trailers?) or trying not to get hit by the huge diesels going into and out of the truckstop? D to be a great skatepark in Houston, you could move it right next to the truck stop. The Houston skatepark had a giant metal ramp but was run into the ground by the new owner. I think skating a sketchy rusted out skatepark would be interesting. Plus the southwest is host to some of the biggest and smoothest ditches around. Ditches so big and smooth they make Wallows look like a gutter. Pros love shooting out of ditches and over construction barriers now in magazine and videos. A natural gap is from the ditch, over the grass and sidewalk embankment and into the street. Big air = big fun. Just getting to the pipe should be an adventure, or a hidden part of a Texas level. The highest sticker placed in the pipe belongs to Jeff Phillips (him again?) at 11 o'clock. There's your new high sticker gap.

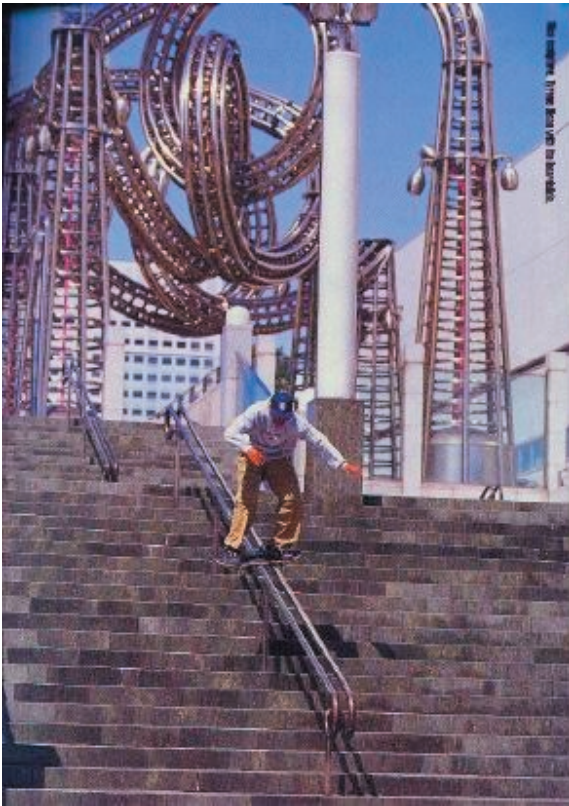
This would be a good time to mention some new bail animations. On a Big Drop bail I should be able to snap my board in half and watch the pieces shoot away from me as I do the splits. If I bail a halfpipe or fall over water or something I want to see my character start flailing his arms and legs. Of course as soon as you turn on the Moon Physics cheat then the funny bail animation would shut off. But seeing an animation like this would be cool if a player shot out of the Amarillo Pipe over the lake. He'd throw his board and just start flapping his arms as he fell over a steep drop off and rocky cliffs.

Okay now imagine how the level would look at night. Diesel trucks with bright headlights trying to run you down. The big Texas open sky, hmm a lot like Skate Heaven, with shooting stars and such. Plus how intimidating would the pipe look at night?

Of course you could cheat the physics engine in the halfpipe, seeing as how getting a character to pump a 20 foot transition is impossible. There is a edge line on the pipe from the water levels. Maybe you could treat that as the edge of the transition and just make the camera rotate around the skater as they go for air inside the pipe. This gives the illusion of a character really carving and doing tricks up the massive walls.



## A WORLD TOUR: INCLUDING JAPAN

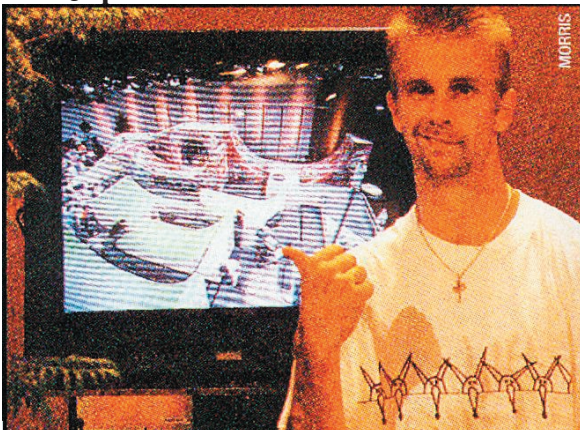


Marseilles was great. But there are still many great spots around the world that you haven't touched yet. Rio Sul in Brazil, Pizzey park in Australia. B7 in Japan. Japan!

Have you considered the possibilities of doing a Japanese level? Just look at that gnarly sculpture in the background. Tell me that you don't want to skate that sculpture. The last three Transworld skateboarding magazines have covered trips to Japan. There are tons of great pictures and ideas for putting together a solid level.

Downtown Tokyo is a thousand times busier than any other metropolitan city. However it also has some smooth, never been touched rails and ledges too. This is where the power of the PS2 chip would really be put to use. Rendering traffic, pedestrians, subways and bullet trains while your skater bombs the crowded streets in search of lines and massive sculptures. Plus there are skateparks located inside of the giant malls or out in the countryside too. Let's get out of America mode for a while and see what the world has to offer. Plus after your level is done think of Tokyo at night! A-ha! You're starting to see the importance of setting up real time lighting effects now. Aren't you?

Plus Japan is also the host of the Skate Maze.





**Ask Caballero. There's a TV show that features a giant skate maze; the Bones Brigade was there last year. Moses Itkoten described the maze in Transworld Volume 18 Issue 4.**

**"The rules were you couldn't put your hands down, take your feet off your board, and you were out if you fell down. This meant you had to get your speed up by tick-tacking and pumping.**

**The first obstacle was a hip transfer that led to a spine you went over. From there you had to ollie over a plant gap. The beginning was pretty basic stuff. Then it got a little sketchy because you had to carve this little narrow right turn bank that was elevated off the ground. There were pads off to the side in case you fell. After that there was a ramp that you had to pump to get on the deck, and right when you got on the deck, you had to slide down a little low rail. What made it hard was when you came off the rail you instantly had to four-wheel slide to stop. Once down the rail you had to tick-tack into a roll-in and ollie over a gap then again instantly power slide to stop, or else you fell in a pond...**

**If you made it past the pond, you had reached the midpoint where you could take a little breather. It was a pretty energetic scene, the crowd was amped. After your rest, you rode a little elevator that took you to another halfpipe, and you had to grind across a little coping gap from ramp to ramp. The hardest part was riding along the next elevated platform and ollieing up and over onto the next level of narrow platform. Then you were back to the ramp, and you had one last transfer to make...When I had landed on the goal mat, huge smoke bombs went off and a Japanese announcer lady ran up and interviewed me-it was wild."**

**Both Moses Itkonen and Steve Caballero were the only one to ever get through it. I started making a maze in the level editor with crazy Japanese phrases like "Baka Gap" (Stupid Gap) and "Otearai Nomimasu" (Drink the Toilet) but I figured you guys could craft the maze a lot better than I.**

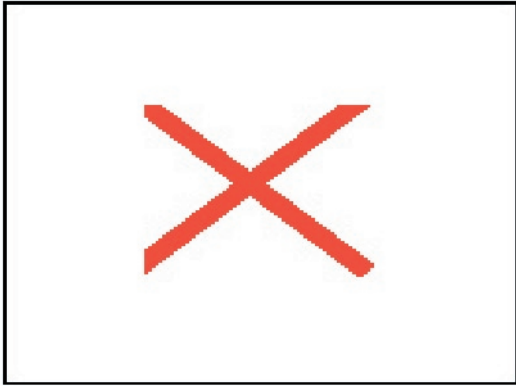
## THE STATE OF OREGON:



Oregon is the home to a number of new skateparks built by Red, the guy who built Burnside. So you know these parks are huge and fun. The one pictured above is in Newberg, it lies between Burnside and The Monster in Lincoln City.

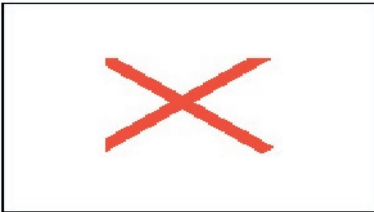
Aside from the great lines you can find at this concrete monster this park has two very unique features. The volcano (really tiny on the left with the yellow cap) has a metal cap about one foot high and built on a bearing. This means that the top of the volcano rotates! The other neat thing about this park is the Dragon Rail pictured below. As you can see Oregon has it's share of great skateparks including Talent and Ashland. If there was a way for you to fit all of these parks in one level it couldn't possibly get any better.





EUROPEAN CONTESTS

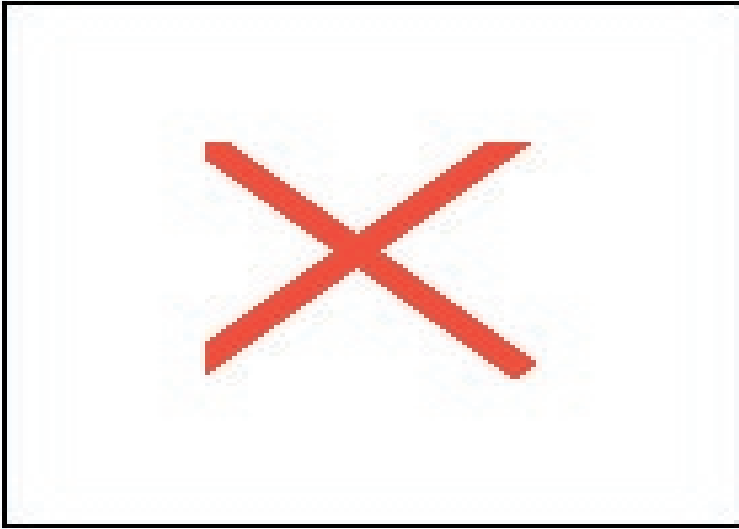
**What about the Münster contest in Germany? In fact the entire European series would make a great addition to the game. You already had Marseille. Now add Prague, Münster and Radlands. Sorry but the Radlands you had in the pre-made parks was pretty weak. Plus at a contest like Radlands you can have vert guys go through the roof of the tiny park.**



THE SUPER VANS PARK:



**One of the new Vans skateparks. You did an incredible job with recreating the size of Philly and putting FDR in as well. Couldn't you make a mega-mall level and stick the skatepark somewhere in one of the shops too? The Washboard Bowl from Milpitas next to the Combi Pool, from Orange next to the Kidney Bowl from the Potomac next to the Capsule Bowl in Bakersfield next to the Snakerun from Ontario. You guys get the idea. One huge Vans park that takes the best from every park. Plus we get to terrorize store patrons and wreck the Vans store.**



SCHOOL III:



**If there were to be a third school level it would have to be made up of California Universities. From USC to Santa Barbara, Irvine and San Diego are all known for being great skate spots. Heath Kirchart is always taking pictures at the massive ledges and rails on the campus at Irvine. They have rolling hills at Irvine and Long Beach. A composite of all of those hills, rails and ledges would be great. Hey, Cal State Long Beach has a pyramid too!**



## HUNTINGTON BEACH:



Aside from being a current Mecca for pro skaters, Huntington has a lot of good skate spots and skate history. The city, the beach trail, the skatepark across from the cop station and the pier are all part of skate videos and history.

Plus some of the best pool skating around can be found in HB. A well laid-out even a collection of So. Cal. Houses with pools in the backyards that you can reach by hopping fences, or going for rooftop jumps would be good. There is always the big pool contest in HB every year, you could even break up the tourney and have other skaters yelling at you and trying to get you out of the pool. Plus you can put famous pools scattered throughout the city or even country right next to each other. The Pink Motel pool can be right next to the Nude Bowl, no limits here.

Not only is there a lot of diversity of things to skate in HB you could make an event out of the pier. Like grinding over a hot dog cart, catching fire and having to fling yourself into the ocean to get the “Klein and Kirchart” Gap.

## THE YMCA PARKS:

The YMCA is even getting great parks. Tony Hawk designed the most recent monster ramp. They’ve got street layouts, vert layouts, bowls and hips too! Just like a mega Vans park you could take the best parts of all the YMCA skateparks and put them in one monster contest level.

## WAREHOUSE III:

It seems that the warehouse levels keep coming back into the series along with the schools. A THPS3 warehouse should not just be made up of one warehouse though. You can collect the best warehouse ramps into one huge warehouse. The Plan-B ramp, the B-House ramp, the Volcom and Real ramps can all be in the same warehouse. Heck, even with girders and rafters that you have to jump through just to get to the next warehouse ramp. Think of the possibilities!

## THE SKYSCRAPER HALFPIPE:

If I were to design a final contest level for THPS3 I’d make it one to remember. Roswell and the Bullring will be tough to match up to but let me give it a try. First I’d design a halfpipe part Animal Chin, part Roswell and Part Bullring. Then I’d take that ramp with all of its transitions, over vert, spines and hips and put it on top of the tallest skyscraper in the world, The Neversoft Building. Nothing but other skyscrapers would be seen in the distance of the level and TV copters would be circling the level. I’d have some street elements set off to the side of course. But the entire park would be placed flush to the edge of the tower, a high net would be placed around the level to keep you from falling off the edge. And like I mentioned the evolving Roswell level I would totally make this competition level evolve.

In Round One you skate the halfpipe and park exactly as is in the morning. It would be very foggy on the rooftop and you could only make out the blinking lights of other skyscrapers in the distance. You might only be able to catch glimpses of helicopters and low flying jumbo jets as they pass overhead. In Round 2 the nets on the edge of the park come down and you play in the middle of the day. The fog has burned

**off and you can now clearly see that you are well over 100 stories from the streets. More helicopters start flying around and the level becomes tougher to skate with no safety net. And what's that? In the far off distance you swear you see another set of halfpipes carried by heavy lift choppers (from Mullet Falls). In Round 3 it is now the middle of the night. Search lights and blinking skyscraper lights now change the mood of the level. A police helicopter puts a spotlight on part of the contest floor so you could see the edge of the building. The heavy lift choppers have moved an equally impressive halfpipe next to the building, but leaving a huge gap between it and the rooftop. The only way to cross over between ramps is to bust a big air over the transition on the building and the transition suspended by wires. While airing between ramps you can see straight down and spot the tiny street lights below and even see a blinding searchlight as it passes between the gap.**

**I couldn't think of a more memorable contest level than the Skyscraper Challenge. I know I'd like to see a contest level with that much energy going for it.**

**SKATE HELL:**

**If I created a hidden level it would be Skate Hell. We know that Skate Heaven is full of the greatest spots ever. But what happens to the skaters who were evil all their lives. Surely there would be a Skate Hell. To me Skate Hell would look like Skatopia set on fire. The inside of the barn that is. Huge burning rafters overhead, the decks and rails partially burning. Skaters with horns growing out of their foreheads sessioning bowls covered in graffiti. Torn up burning couches to ollie over litter the place. Heshed out skaters wearing tight pants and mullets drinking beer and laughing at you as you sessioned the wood and metal halfpipes would add color to the level. Instead of rails you'd grind barb wire, razor wire and chains suspended all over the course. Huge gaping holes with burning rims and even more skate items would await in a lower level of hell. Come to think of it Skate Hell sounds pretty fun.**

**NEW CHARACTERS:**

**Here is a list of characters that I'd like to see. But maybe whoever you choose should be secured before another game company signs them away. I've broken them down into three groups. All-around, street and vert skaters.**

Tom Penny would be on top of the all around list. I don't know why you didn't include Tom in the first THPS and round out the founding members of Flip. Both Rowley and Muska have proclaimed The Penny's skill and ability. Plus those rare video clips we get from him are always genius. Even Bucky once wanted to pull "A Penny." To do that you would have to pull a flawless, beautiful first run and skate out of the exit doors just as time winds down never to be seen again. Penny won a contest this way and has become an underground hero not unlike Animal Chin for his antics and ability.

Mark Gonzales would be at the top of the list with Penny. His contributions to skateboarding are part Caballero and part Mullen. He skates in a playful manner and has contributed not just ability but art to the world of skateboarding. Both Penny and the Gonz are great all around skaters and I think THPS3 wouldn't be complete without Penny or the Gonz.

The vert world is being swiped of talent. Danny Way and Colin McKay have been snapped up. Danny would have been great in THPS3. Argh, why do no talent studios steal the best talent?

Two of the vert names that I think are solid are Lincoln Ueda and Omar Hassan. Lincoln is one of the rare vert skaters that makes everything big. From Brazil I've seen Lincoln's skating evolve on pace with Bob's skating ability. It is not uncommon to see Lincoln do a one-footed Smith either. Plus even Tony noticed that Lincoln's one of the rare vert guys to go big in his runs, saying that "Lincoln is picking up where Hosoi left off." I think it's just a matter of time before Way's high air record falls to Lincoln.

Omar Hassan has been destroying bowls and vert for almost a decade. When he hit the scene he was considered Danny Way's contemporary. Seeing Omar skate I can tell that he's picked up a lot from his Black Label teammates Jeff Grosso and Neil Hendrix. He has technical, style and big moves dialed. Plus he's also done some pretty big handrails that street skaters might be scared to try. I would really like to see Lincoln or Omar representing the vert world in THPS3.

Stevie Williams got taken by THQ, the bastards, so I'd say Bam Marguera, Jeremy Wray, Steve Olson or Jerry Hsu are probably today's most talented and gifted street skaters. Bam of course has flair as well as ability. His stunts and style not only in the street but in the mini ramps is well known. Plus Bam can put together an ending video that couldn't be duplicated by anyone else in your game. Unless you decide to sign Heath Kirchart and Jeremy Klein.

Jeremy Wray is a skater's skater. He is as underground and influential as Caballero yet isn't searching for the limelight. His ability to go big and technical has made him almost an icon and his elusiveness have only added to his almost "Penny-esque" following.

Steve Olson was the first skater Chad Muska put on the Shorty's team. For good reason too. While many of the kids today are following the alcohol and technical talents of Smolik. Olson is probably the softest spoken but most talented rider on Shorty's. I know I haven't seen a video part of his that didn't impress me. The rest of Shorty's just seems like technical nitpickers. Babbista, Silvey, Toan and Turner just clones of Smolik, Jerry Hsu has an effortless style like his friend Marc Johnson. Plus like the three previous street skaters he seems to be down to Earth and a true representation of skateboarding. Not just now in popularity but in creative freedom.

### **CHEATS:**

**4 Costumes.** If you find every gap with a character you should be assigned more costumes (C&D) and or another cheat code. Glifberg should really have full pads in the game, I don't care how much he wants to look like a Muska or Kareem, it ain't gonna happen.

**Perfect balance** should also apply to lip tricks.

**Magnetic Trucks.** When you push the triangle button your character should be pulled to the nearest ledge. Like you're grinding one rail and there is a massive gap to the next one. You tap triangle and you just get pulled onto the next rail. Or you're in the warehouse and you wonder if you can grind the girders. Just catch some big air and tap the triangle button. Whammo, you're grinding upside down.

**Burning Deck.** The underside of your deck would be on fire.

**Kirchart and Klein Mode.** Your character would have a black Armani suit. Every time your special meter fills up your suit bursts into flames and you can skate around like that until your meter runs out. Combine this with special always on and burning deck and a night time level and you have some real eye candy. Plus pedestrians would really dive out of your way now.

**Burning Ledges.** Taken right from Skate Hell, this would make every grindable surface in the game catch fire. Even a little 6 inch flame to spare the processor. But imagine doing a handplant on burning coping!

**Longboard.** This would make every skateboard into a longboard. It might make animations cumbersome though so this is a maybe.

### **HIDDEN CHARACTERS:**

I was glad to see **80's Tony** in the game. I guess I wasn't the only one who wanted to see him in there. But Tony's deck should be the fish-shaped one, and we should be able to choose his old Powell graphics too. I think that early **90's Rodney** would be funny too. Baggy pants and a baggy shirt while skating a deck with super tiny wheels.

**Tony** in the matador costume from The End.

**Jay Strickland** in the Bull costume from The End. His B costume would be without the costume head.

**Brewce Martin.** He should be wearing his baggy shorts and knee pads. Plus he's got a Mohawk. His B costume would be naked. You could pixelate his privates the way they do in The Sims game. That would be hilarious.

**Animal Chin.** If a player unlocked 100% goals with every character, hidden and one create-a-skater. Plus they got every gap with every character in the game then they should be rewarded with Won Ton Chin. I think Powell would be down with that. I'd give Animal Chin some sick moves like a no handed, hang ten McTwist and call it the Zen Flip. And other outrageous moves like that.

**Coast Guard Helicopter Pilot.** Who knew that the pilot from Helicopter Drop Hawaii could skate?

**Hell Skater.** Nothing says skater than heshed out zombie, dead guy. Give him a Scarecrow deck to boot. His B



costume would be Heaven Skater (a girl of course).

I wouldn't mind seeing the return of your best work in the series. So bring back Burnside if you want. However make it like Philly and bring an entire city around the level. I am pretty much tapped out of ideas, for now. I hope you found something useful in my wanderings. Good luck and let me know how things are going.

Sincerely,

Noe Valladolid

PS. Do you think Serene could get her hands on the E3 demo for me?

Howdy,

It looks like I've filled out another laundry list of wishes and things I'd like to see in the next THPS game. I hope I'm not becoming a bore with all of these ideas. Please pardon me if I'm repeating myself anywhere in this round.

#### THE ABILITY TO RUN:

The single most important thing in my entire wishlist is just this. The ability to run in the game. If you throw everything else in my lists away but keep this I will be eternally grateful. Okay, well maybe not everything, but this is pretty good just hear me out.

I've been mulling it over in my head just what one real world thing is missing in the series that would take the THPS series to another level. And I thought that being able to pick up your board and being able to run was that thing.

Imagine if you held down L1 on the flat, your character would get off his board, pick it up or kick it up and start running anywhere you directed him to. If you tapped X the character would jump up or over the obstacle. If you jumped over an edge, like the leap of faith, you could let go of L1 and hold circle to have them hold an indy (default) grab on the drop.

This could come in handy when going uphill or upstairs. That's right! I'd like to be able to run upstairs. Plus you could run through shrubbery, sand or gravel without losing speed.

But you'd have to create entirely new animations for tricks and grabs coming from a running jump. Noel doesn't have anything planned for the next year, right? This opens up the game engine in ways I don't know if you've considered. Plus this would be the way to incorporate Caveman slides and grinds into the game. I told you there had to be a way. I'd also be able to re-create the running jump to handstand that Ray Barbee did.

#### DETAILS:

Minor details really add up in games. One of those details for example is giving each skater a little personality. No two skaters should start, or end, skating the same.

How about running starts, fingerflip hops, drop hops and many more ways of just starting a level.

Muska for example would put down his boombox and do a running start. At the end of his time he'd pick up his boombox and skate off. Others could throw their hands up in celebration or throw their skateboard on the ground in anger.

I'd like to see reflections in the next game. On windows, mirrors, water, vehicles. Those are minor details that really add character to a game. Shadows are nice, how about reflections?

More bail animations: If you're going full speed into a low rail or wall your character should flip head over heels to the other side. A similar thing should happen when you hit the shrubbery, sand or gravel. Your skateboard should stop and you should keep going.

#### ANIMATION FIXES:

**Fix the Big Drop:** The character should put their hands down if they land a big drop or do a big squat when landing.

**Fix the full stop:** On a full stop the character should balance on the tail of the board. This makes rotating in place much more believable than the way we can currently turn around in place without pushing or stepping off

of the board.

**Fix the 360 Flip to Mute:** I know I sound like a broken record on this one. But we can't hold this move. We can hold the Indy on the kickflip to Indy and we can hold the Lien on the heelflip varial Lien, but we can't hold the mute on the 360 flip to mute.

Feet placement should be fixed on the ollie stance. The front foot should be in the middle of the board and only the toes of the back foot should be on the tail of the board.

**Fix the nosegrind/5-0 animations.** If I approach a rail perpendicular my character shouldn't snap into a perfect nosegrind or 5-0 instantly. I'd like to see him pivot, overturn to the correct orientation.

**Fix the handplant.** This one currently just shoots up there on the coping. It should be slower like the other lip stalls in the game.

#### ANIMATION EXTRAS:

During the manuals there should be more character animation. The further the character gets from the balance line the more their arms should flail and body twist. The same goes for grinds. Give the skater more personality while holding their balance.

It should be possible to slide in the game. Even if it's only while going super fast, or on downhill or slippery slopes. I'd like to have the character put their hands down and power slide around some objects.

Plus a character should put their hands down and slide on tight turns.

#### OBSTICALS:

Obstacles shouldn't disappear. Not trash cans or benches. They should be able to be knocked down but they shouldn't disappear.

Rails with 90 degree angles. Let's say you're on a rail with a 90 degree turn to the left, if you lean left just as you get to the corner your character should do a light pop and continue sliding with some loss in speed. This as opposed to just falling off the rail and continuing straight. I saw Ethan Fowler do this in a video, so it is possible.

More curved rails, ledges and stairs. Use creative surfaces on these rails and ledges. Bricks, marble, cut stone, cobblestone walls and ledges that we can trick off of.

I'd like to see shrubbery next to staircases and gaps. Shrubby that you can't skate over like grass but will grab your board and pitch you off.

Do the same for sand and gravel next to construction yards.

#### GRIND/STALL ORIENTATION:

Fix the orientation on ledges and rails. We can grind obstacles on the way up a ramp, why can't we on the way back down? Not on every obstacle, but on stacked obstacles or those with over vert walls, ledges or rails. Like the pool in THPS2. We can grind and stall the platform extensions on the way up, but we can't disaster or grind on the way back down.

Plus you should fix the sensitivity in order to hit a lip trick. If I roll up and catch a handplant it feels like it's tough to activate if I'm going faster the next time. I'm always stuck on a grind.

Could you see if it's possible to assign all eight directions for lip tricks instead of just four?

#### MINI RAMP SESSIONS:

You have to adjust the height on mini ramps. Mini ramps are cool and I'd like to see more. But they shouldn't behave like vert ramps. Most mini ramps don't have any vert to them. So I shouldn't be able to get enough height to spin a 900 or other sick moves on a mini ramp.

#### MORE HIDDEN ROOMS AND SECRETS:

I'd like to see more rooms, hidden or otherwise, in buildings. For example in school if obstacles never disappear then getting a hidden tape in a room full of chairs and tables may become harder than it sounds.

## CAREER MODE/SKATEPARK TOUR:

If you choose to put a skatepark tour in with your career mode may I suggest having multiple tour buses available for different game paths?

Choose the Jones Soda tour bus and you get to visit high profile places like the Vans skatepark and Skaters Island.

Choose the Hook Ups van and you'll be stuck doing parking lot demos for ungrateful kids. The plus being that the van and the flaming hoop are now obstacles that you can skate on. And you can chase and knock down Brandon DiCarmillo who's scooting around in a grocery cart.

Choose the big convertible Cadillac to skate in places out of the ordinary. Underground contests, roadside ditches and cop guarded rails and ledges.

During competition levels there should be the occasional character taking pictures or following you over an obstacle with a video camera.

On super high wall areas, like the mountain in Skate Street, the high wall shouldn't act like a vert ramp. It should take on properties like a wallride. Except one that we can roll up and then fakie on. Or powerslide on, kicktrick off of or even hit a boneless and pop away from the wall completely.

## LEVELS:

I'd like to see a future skate arena. A hidden level where your character gets teleported into a huge stadium that looks hyper futuristic. You know, blimps and flying cars flying high above the stadium. Lasers and holograms lighting up the stands with giant video screens showing pictures of you from the past.

Seeing as how a lot of pros think the hype behind competitions is growing to a frenzy why not build them a virtual stadium? However set this one in the future when skateboarding has replaced baseball as the national pastime.

You can get creative with the course layout. Have pools above ground and vert ramps below. Street obstacles in odd, artistic, shapes. Spirals that you can grind on and twisted rails and such. Unique ramp surfaces to skate on. Like a halfpipe or bowl made out of glass. Not like the radramp, but clear reflective seamless glass. Can the PS2 render those things? I'm sure it can. So you can see the crowd, lights and stadium distorted from behind the glass bowls.

Put a level inside of a giant blimp. High transitions and plenty of grindable steel framing inside of a blimp. Plus you can have the helicopter drop you off over the blimp and you have to find your way inside.

If you put together a warehouse amalgamation from my previous wishlist then let's see the flaming hoop on the edge of the Birdhouse ramp and the wall of TV's in another warehouse to grind on. Did I mention that you should watch Destroying America?

Europe, especially France, are known for having smooth, reflective marble architecture, stairs and art pieces you can skate on. Canada shares a lot of the same architecture in the big cities.

I love the ideas of having hidden levels. Especially hidden competition levels. You have to keep winning gold in order to unlock the next hidden level.

Level design should be multi-layered when it can. Rooftops should be as interesting as the streets below in schools and on the city especially.

How about a mega skatepark that's still under construction? Things like skateable rebar and ramps with missing coping and holes in the transitions would be cool.

Plus you could have hanging air conditioning ducts and lights suspended in the air that can be grinded on.

## TRICKS:

**The Spacewalk:** Unlike the manual or nose manual the Spacewalk is a wheelie that would not cause you to slow down. I'd animate it by having the torso and head of the character facing forward while their hips and legs swing the manual left and right keeping speed up.

**Body Varial:** Currently you have the Sex Change listed as a body variational. If we tap R2 the character switches stance. What if we hit L2 and instead of sliding his board around the character just hops and does a body variational worth zero points? This would be useful on ledges and rails, where instead of hitting ollie then a button

combination you could tap L2 and have your character body varial without ollieing. Make the body varial worth minor points.

**Tweaked Grabs:** The fact that skaters can tweak their grabs and bodies makes for some interesting vert moves. You can come up with a bunch of new moves based on all of the grabs you already have. Just twist the skaters and their positions to create an entirely new move.

For example, a tweaked Mute grab is a Japan. But what if you cross your legs on a Japan? Now you have a Tweaked Japan. Or you could have the skater twist their torso on the grab and send the spin in a new orientation.

You already have tweaked Indy moves like the Nosebone, Stiffy and Crossbone. See how many tweaked variations you can do of existing grab moves.

**Spine Transfers:** I'd like to be able to go up a ramp, boardslide the spine and then roll onto the other side and pick up a spine transfer bonus.

**Double Flips:** Double kickflips and heelflips should be expensive regular moves.

**Helen Keller Grab:** That was actually pretty cool. You should bring it back. However you might want to call it just the Keller grab.

**Finger Flips:** There are many variations of these cool tricks. Nose, tail, 50-50 flips.

**Handstand and handflip variations:** Put these in and I promise to stop bothering you.

**Double Flips to grabs:** Tony and company have managed a lot of double flips to mute or indy grabs. These could be given to vert characters and the kickflip to indy to street skaters.

**Layback Stall:** A classic lip trick that could be in the game. The character squats out a tail slide and holds it until you're ready to roll back onto the ramp.

**Sweeper and No Handed Sweeper:** Two more classic lip tricks that you can add to the game.

**180 ollie to Noseblunt:** Vert guys are getting very creative on these lip stalls.

**Crooked Blunt:** Pivot a noseblunt on the front axle.

**Sidewinder Blunt:** Catch a blunt on the lip with the back axle at an angle.

**Shove it rock and roll, shove it disaster:** More lip tricks to consider. However your game engine should also allow players to do this manually, at least on over vert walls.

**Heelflip/ kickflip blunt:** Another classic mini ramp move that found its way onto the vert world.

**Heelflip/kickflip Melon:** Only because the kickflip indy needs company.

**Hardflip Indy:** Tas Pappas can Cab one of these.

**The Revert:** How about tapping L1 to get the character to revert while holding a lip stall?

**Board Varials:** Look at the great board varials that Danny Way does in the ON video, these were lifted from Powell's Public Domain. Two of them ended up in Grind Session. As the Jer Air and the Around the World trick. I'd like to be able to hold board varials away from my body on tricks other than the Christ Air.

**Casper Flips:** The Casper slide should be in the game, however there should also be a Casper flip. The Hospital Flip is a mid air nose Casper, I'd like to see the actual Casper flip get into the game. Watching Matthias Ringstrom do one on vert was sick!

**The 180 No Comply:** We should be able to do more than just have a regular No Comply or Boneless while tapping or double tapping up. We could upgrade the No Comply with an automatic 180 and No Comply (whole new animation). Or instead of a Boneless how about a 360 No Comply? Look at how great those tricks looked in Powell's Public Domain.

## SPECIALS:

This is going to sound wacky but I think getting your character to the special meter should allow you to do some incredible things.

Your character's ollie, speed and balance stats should be higher while in special mode.

I'd like to be able rotate grabs while in special mode. You've heard me say how I'd like to be able to rotate special moves like the backflip. But this is slightly different. I'd like to be able to flip a regular grab.

You can hold R1 or L1 to rotate your grab in one direction. But what if you hold down to backflip or up to frontflip. This allows the character to rotate on a different plane. These tricks would look incredible and be

much harder to pull off than regular tricks. Which is why I say you should have to have your special meter on in order to rotate your flips on a different plane. I'd like to manually be able to do a B/S Lien 360 backflip on vert. Get creative with specials. You guys suspend a lot of reality for most of the game, why not go over the top on a trick or two?

I'd like to see Double Frontflips and Double Backflips. You shouldn't be able to rotate these.

One-Footed Front and Backflips are also cool.

**No handed Rocket:** Have the deck come up flush with your legs and have the character hold out his arms.

**Rocket Flyout:** This one has been landed a few times in a rotation. Unlike the regular rocket the skater holds the deck by the tail with both hands over their head.

**One-wheeled wheelie:** Plenty of freestylers could do this sick move. A nose one-wheel wheelie should also be in the game as a special.

**Dark Bluntslide/ Dark Nosebluntslide:** Slide on your trucks with the nose or tail flush to the side of the obstacle.

**Handstand Darkslide/ Handstand 50-50:** Can you tell me why not?

I was at Club Tony Hawk yesterday and he answered a question about double flips. Tony said that his favorite was the double kickflip varial indy. However he also said that Brent Marks who used to be sponsored by Birdhouse had incredible double flips down. These include:

**Double Inward Heelflips, Double Backside Heelflips, Double 360 Heelflips,** and according to Tony he once landed a **quadruple 360 flip** down 3 stairs. Now how's that for a list of special tricks!

Some specials like the double backside heelflip should be a self contained special. That is you shouldn't have to ollie to get the character to reach enough height to do the special trick. Just tap left, right, square for example and the character will automatically do the special move. Plus if some of these tricks are self contained then you can add a boneless heelflip before doing the special.

Two other slides to add with your Casper, nose Casper slides. The Sidewinder Slide is when you slide on your tail with the board pointing at an angle. You could go Kickflip to Sidewinder Slide.

The Crooks Slide is when you slide on the nose at a crooked angle. You could go Heelflip to Crooks Slide.

## TWO PLAYER GAMES:

Team Mode: Allow gamers to put together teams of skaters to go for point and level battles.

Doubles Competition: Allow players to go for hidden 4th or 5th gold medals by playing cooperatively on a level for points.

If you are a single player the game could record your moves in one game and the computer could repeat those moves so you could fill in for player 2. This allows room for extra levels, cheats and codes to be unlocked.

## HIDDEN CHARACTERS:

What's the point in putting in a future skate contest if you aren't going to have futuristic skaters?

Future Skater A: Would wear a brightly colored costume, like the athletes competing in the Olympics. He'd have a hoverboard, ala Back to the future, plus some crazy gravity defying tricks.

Future Skater B: This could be a parody of Sega's Jet Grind Radio. This skater could have a stylized artistic look. Sort of like a graffiti character-come-to-life look and a jet-powered skateboard.

Ming Tran: The Hook Ups devil/school girl would be a great counterpart to Private Carrera. Best part is Ming loves games and she's real!

Og De Souza "Oggie": I'm sure you've heard or read about Oggie. He's got a leg condition that means he has to skate by sitting on his board and pushing with his hands. He defines the spirit of skateboarding and is probably truer to skateboarding than many pros. I'd like to be able to use Oggie and see him do these tricks.

## HIDDEN COSTUMES:

Instead of having to clear 100% gaps and levels to unlock all of the goodies you could hide them in secret spots. For example, hidden costumes should be hidden in a locker at a school level and so forth. Plus these change of wardrobe would be a good way of putting hidden characters in the game. Just use the persona from their

skateboard graphics on some characters.

Caballero 1980's: Hawaiian shirt buttoned at the top, white shorts with suspenders hanging down.

Mullen 1980's: All pads, like McSqueeb. Plus he'd have a small flat skateboard with tiny green wheels.

Bob Burnquist the Enforcer: Give him the suit right out of the Firm ads.

Tony the Birdman: Use the Birdman Skeleton design right off of his deck to give him a more animated personality.

Tony the pizza guy: From his appearance in Destroying America where he reprised his role as the pizza delivery guy from Gleaming the Cube.

Andrew the Executioner: His classic reaper figure from his decks would be killer to skate as.

Koston the Girl symbol: You could animate a 2-D Parappa-inspired Girl symbol in the place of Koston.

Rodney the freestyle ripper: This would be one way to get the classic "Ripper" Bones character into your game but have the skeleton representing Rodney.

Kareem the Ghetto Kid: Kareem could be given the graffiti art treatment and characterized as an alternate hidden costume/character.

Muska the Ghetto Thugsta: Why not have the Duke Nukem looking Muska as an available character?

Rune the Psycho Bird: Right off of his Flip decks. The Psycho Bird with a Hannibal Lector complex.

Caballero the skating Dragon: Inspired by his series of Powell decks.

Elissa the Toy Machine Monster: Put in the Monster from Toy Machine in her place.

Geoff the psychedelic trip: Give him psychedelic colors that swirl on him like disco mode.

Jamie as the Zero monster: He looks just like Thomas, instead of a face he has a jawless skull under the hooded sweatshirt.

#### SAVE PREFERENCES:

If I go to the trouble of choosing tricks, decks and stats for every character then I should be able to save those for all of the characters. Right now we can only have the most recent decks and costume (A or B) for the last character we used.

What if we get one character who has tricks, stats and button combinations the way we like them? Can we apply those preferences to another character, assuming we have enough money to do so? I'd like to do that instead of going one by one through the characters.

#### CONTESTS:

I think placing in a contest should be tougher. I'm not talking about hitting just super-high scores either. I think we should get bonus points for using all of the terrain. A diversity of lip tricks, grinds, kick tricks and grab moves should influence the final score.

#### CHEATS:

Invisible Skater: How about an invisible skater? Like the original THPS2 demo. However the skater should still collide with objects and traffic like normal.

Invisible Deck: It would be hilarious to watch the skater floating in the air and doing tricks on an invisible deck.

Hover Deck: If we beat the game with the future skater we'd get a hover deck from the future for any character.

Jet Deck: Or we could get a jet-powered deck from the future so we could zip around the city streets faster.

Ghost Mode: Make our character and deck semi-transparent. This way we could skate through traffic and pedestrians without trouble.

Cat Reflexes: This would help orient your character if they shoot off of a ramp. Instead of falling on their head they should be able to spin around and always land on their feet.

Donger Pop: This makes you ollie higher than you can boneless.

Quick Snap: Speeds up the rotation of special flips so you can land them on flat ground.

Kid Mode: Aside from being able to land any trick this mode should also clear the streets of pedestrians, obstacles and traffic.

Clear Screen: I know it doesn't sound like much but I'd like to play once in a while on a screen with no score,

stance, points, clock or trick labels. Just the ultimate free skate.

Unlimited Regular Tricks: This eliminates the dollar value for regular tricks so you can put as many regular tricks into as many button combinations as possible.

Unlimited Special Tricks: Does what it says. I'd say you should only be able to unlock these last two when you have thoroughly beaten the game with every regular and hidden character. Because being able to assign all button combinations and regular directional moves a special would be worth beating the game over and over.

#### SKATEPARK EDITOR:

I'd like to be able to select multiple objects and move them around.

#### FILM EDITOR:

Not that the replay movies are bad but some tweaking could be done. I'd like to see closer shots in replay than distance shots. Only because most videos present us with close up fisheye skateboarding.

If you were to include a replay editor in the game it might behoove you to look at the one in the game Driver. Those guys got it right. We should be able to drop in cameras and even add cheap special effects. Like drop a camera that does a Matrix-style wrap around in the middle of a flip trick. You get the idea?

#### MOVIES:

Aside from an ending movie for each of the skaters there should be mini movies in between levels and at the end of the game.

In between levels or contest courses should have some sort of movie or cinematic. Like a tour bus going from place to place during the career mode. Or a jet flying you around the world.

Plus the ending cinematic should include the actual game engine (like Spider-Man). For example let's say the last level is the Skyscraper Challenge I made up in the last wishlist. Show a high resolution movie of the character jumping off of the roof falling a few stories to another high rise under construction. We watch the character grind the steel girders while construction workers run jump out of your way. You can have sparks showering you from welder's torches. A camera shot showing the drop off between the frames of the building. The skater reaches the end of the construction and ollies off the building again. Crashing a few floors below through another window. This high rise is on fire and the skater ollies over burning desks and holes in the floor (what am I a pyromaniac?). Finally the skater breaks through the other side and grinds down the fire dept. ladder truck.

(Here is where you can have multiple endings for each character)

Ending 1: You ollie off of the fire engine and land in front of Officer Dick who is writing you a ticket.

Ending 2: You land, roll away and keep skating through the streets.

Ending 3: You land pick up the board and get into a limo.

Ending 4: You snap your board in two ollieing off of the fire truck.

Ending 5: Land, hail a taxi cab and ride away.

Ending 6: You land skate down the street and grind down a subway platform.

Ending 7: Land on Officer Dick and have him chase you.

Ending 8: Land in front of a group of cameramen and photographers. Like they're shooting this for film.

Ending 9: Land on the fire dept. net. Shake hands with Fireman Dave and get into the Hook Ups Ambulance.

#### MINI GAMES:

There should be mini games in between levels and contests. Do a cover shot or a 411VM part. Unlike Grind Session where it shows you an unrelated picture of your skater if you get the required points or combos we should get a high resolution shot of a trick or line you just performed on the cover of a generic skate mag. Or you should have a short 3 second clip with the 411VM logo on the corner of the screen showing your trick.

#### SCRAPBOOK:

Each character should have their stats and records in the pages of a scrapbook. The page should contain all of

the important game data. Cover shots, video parts, hidden character/costume/secret unlocked, highest score per level, highest combo, all of the decks unlocked plus a high resolution pic of the character and current costume/deck setup.

I'm tapped out of ideas again. I'll keep writing them down as they come to me. I hope there's something in here that you can use.

Thanks,

Noe Valladolid



## SECTION 3

Howdy,

It looks like I've filled out another laundry list of wishes and things I'd like to see in the next THPS game. I hope I'm not becoming a bore with all of these ideas. Please pardon me if I'm repeating myself anywhere in this round.

### THE ABILITY TO RUN:

The single most important thing in my entire wishlist is just this. The ability to run in the game. If you throw everything else in my lists away but keep this I will be eternally grateful. Okay, well maybe not everything, but this is pretty good just hear me out.

I've been mulling it over in my head just what one real world thing is missing in the series that would take the THPS series to another level. And I thought that being able to pick up your board and being able to run was that thing.

Imagine if you held down L1 on the flat, your character would get off his board, pick it up or kick it up and start running anywhere you directed him to. If you tapped X the character would jump up or over the obstacle. If you jumped over an edge, like the leap of faith, you could let go of L1 and hold circle to have them hold an indy (default) grab on the drop.

This could come in handy when going uphill or upstairs. That's right! I'd like to be able to run upstairs. Plus you could run through shrubbery, sand or gravel without losing speed.

But you'd have to create entirely new animations for tricks and grabs coming from a running jump. Noel doesn't have anything planned for the next year, right? This opens up the game engine in ways I don't know if you've considered. Plus this would be the way to incorporate Caveman slides and grinds into the game. I told you there had to be a way. I'd also be able to re-create the running jump to handstand that Ray Barbee did.

### DETAILS:

Minor details really add up in games. One of those details for example is giving each skater a little personality. No two skaters should start, or end, skating the same.

How about running starts, fingerflip hops, drop hops and many more ways of just starting a level.

Muska for example would put down his boombox and do a running start. At the end of his time he'd pick up his boombox and skate off. Others could throw their hands up in celebration or throw their skateboard on the ground in anger.

I'd like to see reflections in the next game. On windows, mirrors, water, vehicles. Those are minor details that really add character to a game. Shadows are nice, how about reflections?

More bail animations: If you're going full speed into a low rail or wall your character should flip head over heels to the other side. A similar thing should happen when you hit the shrubbery, sand or gravel. Your skateboard should stop and you should keep going.

### ANIMATION FIXES:

**Fix the Big Drop:** The character should put their hands down if they land a big drop or do a big squat when landing.

**Fix the full stop:** On a full stop the character should balance on the tail of the board. This makes rotating in place much more believable than the way we can currently turn around in place without pushing or stepping off of the board.

**Fix the 360 Flip to Mute:** I know I sound like a broken record on this one. But we can't hold this move. We can hold the Indy on the kickflip to Indy and we can hold the Lien on the heelflip varial Lien, but we can't hold the mute on the 360 flip to mute.

Feet placement should be fixed on the ollie stance. The front foot should be in the middle of the board and only the toes of the back foot should be on the tail of the board.

**Fix the nosegrind/5-0 animations.** If I approach a rail perpendicular my character shouldn't snap into a perfect nosegrind or 5-0 instantly. I'd like to see him pivot, overturn to the correct orientation.

**Fix the handplant.** This one currently just shoots up there on the coping. It should be slower like the other lip stalls in the game.

#### ANIMATION EXTRAS:

During the manuals there should be more character animation. The further the character gets from the balance line the more their arms should flail and body twist. The same goes for grinds. Give the skater more personality while holding their balance.

It should be possible to slide in the game. Even if it's only while going super fast, or on downhill or slippery slopes. I'd like to have the character put their hands down and power slide around some objects.

Plus a character should put their hands down and slide on tight turns.

#### OBSTICALS:

Obstacles shouldn't disappear. Not trash cans or benches. They should be able to be knocked down but they shouldn't disappear.

Rails with 90 degree angles. Let's say you're on a rail with a 90 degree turn to the left, if you lean left just as you get to the corner your character should do a light pop and continue sliding with some loss in speed. This as opposed to just falling off the rail and continuing straight. I saw Ethan Fowler do this in a video, so it is possible.

More curved rails, ledges and stairs. Use creative surfaces on these rails and ledges. Bricks, marble, cut stone, cobblestone walls and ledges that we can trick off of.

I'd like to see shrubbery next to staircases and gaps. Shrubby that you can't skate over like grass but will grab your board and pitch you off.

Do the same for sand and gravel next to construction yards.

#### GRIND/STALL ORIENTATION:

Fix the orientation on ledges and rails. We can grind obstacles on the way up a ramp, why can't we on the way back down? Not on every obstacle, but on stacked obstacles or those with over vert walls, ledges or rails. Like the pool in THPS2. We can grind and stall the platform extensions on the way up, but we can't disaster or grind on the way back down.

Plus you should fix the sensitivity in order to hit a lip trick. If I roll up and catch a handplant it feels like it's tough to activate if I'm going faster the next time. I'm always stuck on a grind.

Could you see if it's possible to assign all eight directions for lip tricks instead of just four?

#### MINI RAMP SESSIONS:

You have to adjust the height on mini ramps. Mini ramps are cool and I'd like to see more. But they shouldn't behave like vert ramps. Most mini ramps don't have any vert to them. So I shouldn't be able to get enough height to spin a 900 or other sick moves on a mini ramp.

#### MORE HIDDEN ROOMS AND SECRETS:

I'd like to see more rooms, hidden or otherwise, in buildings. For example in school if obstacles never disappear then getting a hidden tape in a room full of chairs and tables may become harder than it sounds.

#### CAREER MODE/SKATEPARK TOUR:

If you choose to put a skatepark tour in with your career mode may I suggest having multiple tour buses available for different game paths?

Choose the Jones Soda tour bus and you get to visit high profile places like the Vans skatepark and Skaters Island.

Choose the Hook Ups van and you'll be stuck doing parking lot demos for ungrateful kids. The plus being that the van and the flaming hoop are now obstacles that you can skate on. And you can chase and knock down Brandon DiCarmillo who's scooting around in a grocery cart.

Choose the big convertible Cadillac to skate in places out of the ordinary. Underground contests, roadside ditches and cop guarded rails and ledges.

During competition levels there should be the occasional character taking pictures or following you over an obstacle with a video camera.

On super high wall areas, like the mountain in Skate Street, the high wall shouldn't act like a vert ramp. It should take on properties like a wallride. Except one that we can roll up and then fakie on. Or powerslide on, kicktrick off of or even hit a boneless and pop away from the wall completely.

## LEVELS:

I'd like to see a future skate arena. A hidden level where your character gets teleported into a huge stadium that looks hyper futuristic. You know, blimps and flying cars flying high above the stadium. Lasers and holograms lighting up the stands with giant video screens showing pictures of you from the past.

Seeing as how a lot of pros think the hype behind competitions is growing to a frenzy why not build them a virtual stadium? However set this one in the future when skateboarding has replaced baseball as the national pastime.

You can get creative with the course layout. Have pools above ground and vert ramps below. Street obstacles in odd, artistic, shapes. Spirals that you can grind on and twisted rails and such. Unique ramp surfaces to skate on. Like a halfpipe or bowl made out of glass. Not like the radramp, but clear reflective seamless glass. Can the PS2 render those things? I'm sure it can. So you can see the crowd, lights and stadium distorted from behind the glass bowls.

Put a level inside of a giant blimp. High transitions and plenty of grindable steel framing inside of a blimp. Plus you can have the helicopter drop you off over the blimp and you have to find your way inside.

If you put together a warehouse amalgamation from my previous wishlist then let's see the flaming hoop on the edge of the Birdhouse ramp and the wall of TV's in another warehouse to grind on. Did I mention that you should watch Destroying America?

Europe, especially France, are known for having smooth, reflective marble architecture, stairs and art pieces you can skate on. Canada shares a lot of the same architecture in the big cities.

I love the ideas of having hidden levels. Especially hidden competition levels. You have to keep winning gold in order to unlock the next hidden level.

Level design should be multi-layered when it can. Rooftops should be as interesting as the streets below in schools and on the city especially.

How about a mega skatepark that's still under construction? Things like skateable rebar and ramps with missing coping and holes in the transitions would be cool.

Plus you could have hanging air conditioning ducts and lights suspended in the air that can be grinded on.

## TRICKS:

**The Spacewalk:** Unlike the manual or nose manual the Spacewalk is a wheelie that would not cause you to slow down. I'd animate it by having the torso and head of the character facing forward while their hips and legs swing the manual left and right keeping speed up.

**Body Varial:** Currently you have the Sex Change listed as a body varial. If we tap R2 the character switches stance. What if we hit L2 and instead of sliding his board around the character just hops and does a body varial worth zero points? This would be useful on ledges and rails, where instead of hitting ollie then a button combination you could tap L2 and have your character body varial without ollieing. Make the body varial worth minor points.

**Tweaked Grabs:** The fact that skaters can tweak their grabs and bodies makes for some interesting vert moves. You can come up with a bunch of new moves based on all of the grabs you already have. Just twist the skaters and their positions to create an entirely new move.

For example, a tweaked Mute grab is a Japan. But what if you cross your legs on a Japan? Now you have a Tweaked Japan. Or you could have the skater twist their torso on the grab and send the spin in a new orientation.

You already have tweaked Indy moves like the Nosebone, Stiffy and Crossbone. See how many tweaked variations you can do of existing grab moves.

**Spine Transfers:** I'd like to be able to go up a ramp, boardslide the spine and then roll onto the other side and pick up a spine transfer bonus.

**Double Flips:** Double kickflips and heelflips should be expensive regular moves.

**Helen Keller Grab:** That was actually pretty cool. You should bring it back. However you might want to call it just the Keller grab.

**Finger Flips:** There are many variations of these cool tricks. Nose, tail, 50-50 flips.

**Handstand and handflip variations:** Put these in and I promise to stop bothering you.

**Double Flips to grabs:** Tony and company have managed a lot of double flips to mute or indy grabs. These could be given to vert characters and the kickflip to indy to street skaters.

**Layback Stall:** A classic lip trick that could be in the game. The character squats out a tail slide and holds it until you're ready to roll back onto the ramp.

**Sweeper and No Handed Sweeper:** Two more classic lip tricks that you can add to the game.

**180 ollie to Noseblunt:** Vert guys are getting very creative on these lip stalls.

**Crooked Blunt:** Pivot a noseblunt on the front axle.

**Sidewinder Blunt:** Catch a blunt on the lip with the back axle at an angle.

**Shove it rock and roll, shove it disaster:** More lip tricks to consider. However your game engine should also allow players to do this manually, at least on over vert walls.

**Heelflip/ kickflip blunt:** Another classic mini ramp move that found its way onto the vert world.

**Heelflip/kickflip Melon:** Only because the kickflip indy needs company.

**Hardflip Indy:** Tas Pappas can Cab one of these.

**The Revert:** How about tapping L1 to get the character to revert while holding a lip stall?

**Board Varials:** Look at the great board varials that Danny Way does in the ON video, these were lifted from Powell's Public Domain. Two of them ended up in Grind Session. As the Jer Air and the Around the World trick. I'd like to be able to hold board varials away from my body on tricks other than the Christ Air.

**Casper Flips:** The Casper slide should be in the game, however there should also be a Casper flip. The Hospital Flip is a mid air nose Casper, I'd like to see the actual Casper flip get into the game. Watching Matthias Ringstrom do one on vert was sick!

**The 180 No Comply:** We should be able to do more than just have a regular No Comply or Boneless while tapping or double tapping up. We could upgrade the No Comply with an automatic 180 and No Comply (whole new animation). Or instead of a Boneless how about a 360 No Comply? Look at how great those tricks looked in Powell's Public Domain.

## SPECIALS:

This is going to sound wacky but I think getting your character to the special meter should allow you to do some incredible things.

Your character's ollie, speed and balance stats should be higher while in special mode.

I'd like to be able rotate grabs while in special mode. You've heard me say how I'd like to be able to rotate special moves like the backflip. But this is slightly different. I'd like to be able to flip a regular grab.

You can hold R1 or L1 to rotate your grab in one direction. But what if you hold down to backflip or up to frontflip. This allows the character to rotate on a different plane. These tricks would look incredible and be much harder to pull off than regular tricks. Which is why I say you should have to have your special meter on in order to rotate your flips on a different plane. I'd like to manually be able to do a B/S Lien 360 backflip on vert. Get creative with specials. You guys suspend a lot of reality for most of the game, why not go over the top on a trick or two?

I'd like to see Double Frontflips and Double Backflips. You shouldn't be able to rotate these.

One-Footed Front and Backflips are also cool.

**No handed Rocket:** Have the deck come up flush with your legs and have the character hold out his arms.

**Rocket Flyout:** This one has been landed a few times in a rotation. Unlike the regular rocket the skater holds

the deck by the tail with both hands over their head.

**One-wheeled wheelie:** Plenty of freestylers could do this sick move. A nose one-wheel wheelie should also be in the game as a special.

**Dark Bluntslide/ Dark Nosebluntslide:** Slide on your trucks with the nose or tail flush to the side of the obstacle.

**Handstand Darkslide/ Handstand 50-50:** Can you tell me why not?

I was at Club Tony Hawk yesterday and he answered a question about double flips. Tony said that his favorite was the double kickflip varial indy. However he also said that Brent Marks who used to be sponsored by Birdhouse had incredible double flips down. These include:

**Double Inward Heelflips, Double Backside Heelflips, Double 360 Heelflips,** and according to Tony he once landed a **quadruple 360 flip** down 3 stairs. Now how's that for a list of special tricks!

Some specials like the double backside heelflip should be a self contained special. That is you shouldn't have to ollie to get the character to reach enough height to do the special trick. Just tap left, right, square for example and the character will automatically do the special move. Plus if some of these tricks are self contained then you can add a boneless heelflip before doing the special.

Two other slides to add with your Casper, nose Casper slides. The Sidewinder Slide is when you slide on your tail with the board pointing at an angle. You could go Kickflip to Sidewinder Slide.

The Crooks Slide is when you slide on the nose at a crooked angle. You could go Heelflip to Crooks Slide.

#### TWO PLAYER GAMES:

**Team Mode:** Allow gamers to put together teams of skaters to go for point and level battles.

**Doubles Competition:** Allow players to go for hidden 4th or 5th gold medals by playing cooperatively on a level for points.

If you are a single player the game could record your moves in one game and the computer could repeat those moves so you could fill in for player 2. This allows room for extra levels, cheats and codes to be unlocked.

#### HIDDEN CHARACTERS:

What's the point in putting in a future skate contest if you aren't going to have futuristic skaters?

**Future Skater A:** Would wear a brightly colored costume, like the athletes competing in the Olympics. He'd have a hoverboard, ala Back to the future, plus some crazy gravity defying tricks.

**Future Skater B:** This could be a parody of Sega's Jet Grind Radio. This skater could have a stylized artistic look. Sort of like a graffiti character-come-to-life look and a jet-powered skateboard.

**Ming Tran:** The Hook Ups devil/school girl would be a great counterpart to Private Carrera. Best part is Ming loves games and she's real!

**Og De Souza "Oggie":** I'm sure you've heard or read about Oggie. He's got a leg condition that means he has to skate by sitting on his board and pushing with his hands. He defines the spirit of skateboarding and is probably truer to skateboarding than many pros. I'd like to be able to use Oggie and see him do these tricks.

#### HIDDEN COSTUMES:

Instead of having to clear 100% gaps and levels to unlock all of the goodies you could hide them in secret spots. For example, hidden costumes should be hidden in a locker at a school level and so forth. Plus these change of wardrobe would be a good way of putting hidden characters in the game. Just use the persona from their skateboard graphics on some characters.

**Caballero 1980's:** Hawaiian shirt buttoned at the top, white shorts with suspenders hanging down.

**Mullen 1980's:** All pads, like McSqueeb. Plus he'd have a small flat skateboard with tiny green wheels.

**Bob Burnquist the Enforcer:** Give him the suit right out of the Firm ads.

**Tony the Birdman:** Use the Birdman Skeleton design right off of his deck to give him a more animated personality.

**Tony the pizza guy:** From his appearance in Destroying America where he reprised his role as the pizza delivery guy from Gleaming the Cube.

Andrew the Executioner: His classic reaper figure from his decks would be killer to skate as.  
Koston the Girl symbol: You could animate a 2-D Parappa-inspired Girl symbol in the place of Koston.  
Rodney the freestyle ripper: This would be one way to get the classic "Ripper" Bones character into your game but have the skeleton representing Rodney.  
Kareem the Ghetto Kid: Kareem could be given the graffiti art treatment and characterized as an alternate hidden costume/character.  
Muska the Ghetto Thugsta: Why not have the Duke Nukem looking Muska as an available character?  
Rune the Psycho Bird: Right off of his Flip decks. The Psycho Bird with a Hannibal Lector complex.  
Caballero the skating Dragon: Inspired by his series of Powell decks.  
Elissa the Toy Machine Monster: Put in the Monster from Toy Machine in her place.  
Geoff the psychedelic trip: Give him psychedelic colors that swirl on him like disco mode.  
Jamie as the Zero monster: He looks just like Thomas, instead of a face he has a jawless skull under the hooded sweatshirt.

#### SAVE PREFERENCES:

If I go to the trouble of choosing tricks, decks and stats for every character then I should be able to save those for all of the characters. Right now we can only have the most recent decks and costume (A or B) for the last character we used.

What if we get one character who has tricks, stats and button combinations the way we like them? Can we apply those preferences to another character, assuming we have enough money to do so? I'd like to do that instead of going one by one through the characters.

#### CONTESTS:

I think placing in a contest should be tougher. I'm not talking about hitting just super-high scores either. I think we should get bonus points for using all of the terrain. A diversity of lip tricks, grinds, kick tricks and grab moves should influence the final score.

#### CHEATS:

Invisible Skater: How about an invisible skater? Like the original THPS2 demo. However the skater should still collide with objects and traffic like normal.

Invisible Deck: It would be hilarious to watch the skater floating in the air and doing tricks on an invisible deck.

Hover Deck: If we beat the game with the future skater we'd get a hover deck from the future for any character.

Jet Deck: Or we could get a jet-powered deck from the future so we could zip around the city streets faster.

Ghost Mode: Make our character and deck semi-transparent. This way we could skate through traffic and pedestrians without trouble.

Cat Reflexes: This would help orient your character if they shoot off of a ramp. Instead of falling on their head they should be able to spin around and always land on their feet.

Donger Pop: This makes you ollie higher than you can boneless.

Quick Snap: Speeds up the rotation of special flips so you can land them on flat ground.

Kid Mode: Aside from being able to land any trick this mode should also clear the streets of pedestrians, obstacles and traffic.

Clear Screen: I know it doesn't sound like much but I'd like to play once in a while on a screen with no score, stance, points, clock or trick labels. Just the ultimate free skate.

Unlimited Regular Tricks: This eliminates the dollar value for regular tricks so you can put as many regular tricks into as many button combinations as possible.

Unlimited Special Tricks: Does what it says. I'd say you should only be able to unlock these last two when you have thoroughly beaten the game with every regular and hidden character. Because being able to assign all button combinations and regular directional moves a special would be worth beating the game over and over.

#### SKATEPARK EDITOR:

I'd like to be able to select multiple objects and move them around.

#### FILM EDITOR:

Not that the replay movies are bad but some tweaking could be done. I'd like to see closer shots in replay than distance shots. Only because most videos present us with close up fisheye skateboarding.

If you were to include a replay editor in the game it might behoove you to look at the one in the game Driver. Those guys got it right. We should be able to drop in cameras and even add cheap special effects. Like drop a camera that does a Matrix-style wrap around in the middle of a flip trick. You get the idea?

#### MOVIES:

Aside from an ending movie for each of the skaters there should be mini movies in between levels and at the end of the game.

In between levels or contest courses should have some sort of movie or cinematic. Like a tour bus going from place to place during the career mode. Or a jet flying you around the world.

Plus the ending cinematic should include the actual game engine (like Spider-Man). For example let's say the last level is the Skyscraper Challenge I made up in the last wishlist. Show a high resolution movie of the character jumping off of the roof falling a few stories to another high rise under construction. We watch the character grind the steel girders while construction workers run jump out of your way. You can have sparks showering you from welder's torches. A camera shot showing the drop off between the frames of the building. The skater reaches the end of the construction and ollies off the building again. Crashing a few floors below through another window. This high rise is on fire and the skater ollies over burning desks and holes in the floor (what am I a pyromaniac?). Finally the skater breaks through the other side and grinds down the fire dept. ladder truck.

(Here is where you can have multiple endings for each character)

Ending 1: You ollie off of the fire engine and land in front of Officer Dick who is writing you a ticket.

Ending 2: You land, roll away and keep skating through the streets.

Ending 3: You land pick up the board and get into a limo.

Ending 4: You snap your board in two ollieing off of the fire truck.

Ending 5: Land, hail a taxi cab and ride away.

Ending 6: You land skate down the street and grind down a subway platform.

Ending 7: Land on Officer Dick and have him chase you.

Ending 8: Land in front of a group of cameramen and photographers. Like they're shooting this for film.

Ending 9: Land on the fire dept. net. Shake hands with Fireman Dave and get into the Hook Ups Ambulance.

#### MINI GAMES:

There should be mini games in between levels and contests. Do a cover shot or a 411VM part. Unlike Grind Session where it shows you an unrelated picture of your skater if you get the required points or combos we should get a high resolution shot of a trick or line you just performed on the cover of a generic skate mag. Or you should have a short 3 second clip with the 411VM logo on the corner of the screen showing your trick.

#### SCRAPBOOK:

Each character should have their stats and records in the pages of a scrapbook. The page should contain all of the important game data. Cover shots, video parts, hidden character/costume/secret unlocked, highest score per level, highest combo, all of the decks unlocked plus a high resolution pic of the character and current costume/deck setup.

I'm tapped out of ideas again. I'll keep writing them down as they come to me. I hope there's something in here that you can use.

Thanks,

Noe Valladolid