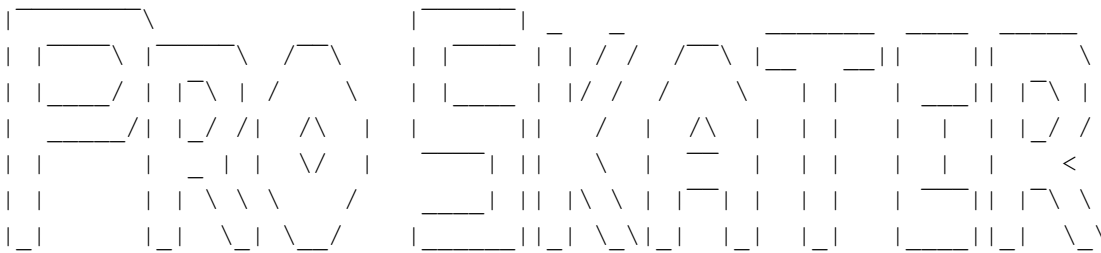
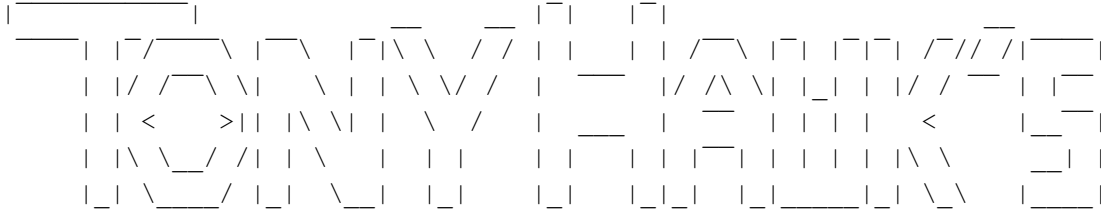


Tony Hawk's Pro Skater Challenges FAQ

by mike tru

Updated to v1.0 on Jan 12, 2002

This walkthrough was originally written for Tony Hawk's Pro Skater on the DC, but the walkthrough is still applicable to the N64 version of the game.



Tony Hawk's Pro Skater 2
CHALLENGES FAQs
Dreamcast
Version 1.0

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ABOUT
FAQS

What is challenge FAQ? Well it is a faq that makes a game a little bit harder by giving the player challenges that are harder than what the game presents, to increase the replay value of the game. First off, I got this idea off the gamefaqs.com message board so technically, this is not an entirely original idea. Second, I don't care if you print it out or post it on another website,

but since it is a copywrited work of Mike Truitt you will need to e-mail me and ask if you can use it. Other than that, I really do not care what you do with it. If you want to give me a challenge to post on here just e-mail me at mat2810@cs.com and I'll try to post it on here. Try not to repeat the same one over and over. If you do send me one, tell which cheats if any you will need to have on to complete your challenge. This Faqs belongs to Mike Truitt, e-mail mat2810@cs.com

VERSION HISTORY

1.0- Started have challenges for everything

Last Updated: Friday, January 11, 2002

TIPS

There are quite a few tips that you will need that will help you out to complete most of the challenges. Here, I will try to get most of them in here.

1. Always, skate around and figure out what exactly you will need to do to finish the challenge
2. Try to get at least one of your skaters stats up to the max that they can be
3. Manualing is the key to everything, you can not get most of the challenges with out being able to manual very well.
4. You should get used to the level that you are going to try the challenge on, if you don't you will have to go through a lot of needless frustration.
5. Try not to go too fast or too slow, both can destroy the attempt.
6. Try the challenges in free skate mode, it would be pointless to do in anything other that free skate.
7. Don't give up too easily, some off the challenges are frustrating at first, and will even take a few hours to do them correctly (not the trick itself, but to finally do it right)
8. Look for a shortcut, some times you think that you have to do the challenge on way but instead, you can do it another, and it makes it extremely easier.
9. Learn how to balance yourself well on grinds, even if it is not a part of the challenge, it will help you rack up you point totals.
10. When ever you are loosing you balance on a manual or a grind to a point when you know that you will fall, jump, pull of a trick, and land in a manual or a grind again, sometimes you will fall, but others, for some reason, will balance you out perfectly.
11. Pay attention to some of the challenges, if you have trouble getting high scores, they might help you to figure out some that work good for you.
12. If you cannot do the challenge, try putting in a cheat like all stats at 13, I could have forgotten to put it in the faqs.
13. Use a skater that you are used to, this way you know how to balance him or her on manuals, and you know just how they will react.
14. If you are trying to get high scors, follow some of the lines for the challenges and add a needless amount of jumps into manuals, and also put in special grinds and special manuals.
15. If you are not good at performing quick tricks, turn on the slow-nic code, it will slow down time while you are performing tricks. This will allow you to pull off tricks that you normally would have

the reaction time for.

- 16. Wall ridding also helps, it can get you to some hard to get places like on top of buildings, or it can get you huge air if you jump at the right time, you can even pull off "The 900" if you jump at the right time
- 17. If you are trying to get a huge combo, and are going too fast, jump up and land into the wall while still in the air, if you can master this, than you can get your combos much higher than what they are right now.

 CHEATS

To unlock the cheats, you will need to get every goal for all of the non-secret stages in the game. The cheats are accessible in this order..

Number of Times Beaten Game:	What Code Is:	What Code Does:
1	Officer Dick	Character
2	Skip to Restart	Lets you start over in a selected part of a level
3	Kid Mode	Stats increase, small people, always land tricks from an ollie
4	Perfect Balance	Can grind and manual and never fall
5	Always Special	You will always be able to pull off a special trick
6	STUD Mode	Max out characters stats
7	Weight Change	Changes weight of skater to desired amount
8	Wire-Frame	Everything is now made of wires
9	Slow-Nic	When you pull off tricks the game becomes slow motion
10	Big Head	Characters have big heads
11	Sim Mode	Spin faster, but can not jump as high
12	Smooth Cheat	Everything is gray do to the lack of texture
13	Moon Physics	Gravity is less with this cheat on
14	Disco Mode	All ramps, tables etc. change colors
15	Level Flip	Mirrored Levels

Codes for the cheats-

Unlock All Cheats, Videos, Spider Man, Officer Dick

In the pause menu, hold down L1 and press AAAXYUDLUXYAYBAYB the screen will shake

Make Skater Fatter

In the pause menu, hold down L1 and press AAAALAAAALAAAAL the screen will shake

Make Skater Thinner

In the pause menu, hold down L1 and press AAAAXAAAAXAAAAX the screen will shake

Toggle Blood

In the pause menu, hold down L1 and press RUXY the screen will shake

Max Out Stats

In the pause menu, hold down L1 and press ATBXYUD the screen will shake

Infinite Special

In the pause menu, hold down L1 and press AYBBULYX the screen will shake

Turbo Mode

In the pause menu, hold down L1 and press DXYRUBDXYRUB the screen will shake

Get 100,000 Points in Competition

In the pause menu, hold down L1 and press XBRXBRXBR the screen will shake

Beat Game with Current Skater

In the pause menu, hold down L1 and press BLURBLURABLURBLUR the screen will shake

Disco Mode

In the pause menu, hold down L1 and press DUXBULUA the screen will shake

Double Moon Physics

In the pause menu, hold down L1 and press LULUDUXYLULUDUXY the screen will shake

Perfect Balance

In the pause menu, hold down L1 and press RULXRUXY the screen will shake

Kid Mode

In the pause menu, hold down L1 and press BUULLCUDX the screen will shake

Level Flip

In the pause menu, hold down L1 and press UDLRYAXBUDLRYAXB the screen will shake

Moon Physics

In the pause menu, hold down L1 and press AXLUDUXY the screen will shake

Sim Mode

In the pause menu, hold down L1 and press BRULYBRUD the screen will shake

Skip to Restart

In the pause menu, hold down L1 and press XYRUDULXYRUDULBULY the screen will shake

Slo-Nic

In the pause menu, hold down L1 and press BUYXAYB the screen will shake

Smooth

In the pause menu, hold down L1 and press DDUXYUR the screen will shake

All Sats at 13

In the pause menu, hold down L1 and press AYBAAAXYUD the screen will shake

Stats at 5

In the pause menu, hold down L1 and press UXTUD the screen will shake

Stats at 6

In the pause menu, hold down L1 and press DXYUD the screen will shake

Stats at 7

In the pause menu, hold down L1 and press LXYUD the screen will shake

Stats at 8

In the pause menu, hold down L1 and press RXYUD the screen will shake

Stats at 9

In the pause menu, hold down L1 and press CXYUD the screen will shake

Unlock All Gaps

In the pause menu, hold down L1 and press DULLBLUYURXXUA the screen will shake

Unlock All Secret Characters

In the pause menu, hold down L1 and press XBRTBRBYRXRUULUX the screen will shake

Unlock All Levels

In the pause menu, hold down L1 and press UYRUXYRULXXUBBUR the screen will shake

Jet Pack Mode

In the pause menu, hold down L1 and press UUUUAXUUUAXUUUU

Controls for Jet Pack Mode-
Y= hover A=Fly Upwards U= move forward while hovering D= move
backwards while hovering
R=move right while hovering L= move left while hovering

CHALLENGES

A L L A R O U N D

Challenge #1

Difficulty 9/10

Secrets Needed- none

What you need to do-

Find any long rail and get your base score above 100,000 points. This can be
acheived on any of the main levels except for Marselle.

Challenge #2

Difficulty 6/10

Secrets Needed- none

What you need to do-

Find a quarter pipe near a rail and pull off a 1080 into a special grind. This
can be done in New York, Venice Beach, Skatestreet, and the Bullring.

Challenge #3

Difficulty 10/10

Secrets Needed- none

What you need to do-

With out using any specials or grinds or ramps, get a score of 100,000 by just
jumping and manualing. There is a trick to doing this, if you can not think of
it check out the All Around High Scores Section.

Challenge #4

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

With out using any specials get a combo of more than 1,000,000.

Challenge #5

Difficulty 9.5/10

Secrets Needed- 2x Moon Physics and Moon Physics

What you need to do-

Jump off of a ramp any where and pull off a full front flip and land it. (not a
special front flip, just keep pressing up).

Challenge #6

Difficulty 9/10

Secrets Needed- none

What you need to do-

In any level get to a part of flat land and start a manual, keep on manualing
until you have a score of over 1000.

M O N T A N A

Challenge #1

Difficulty- 5.5/10

Secret Needed- none

What you need to do-

At the start of the level go down the rollin and turn left, you will see a wall get to the other side of that wall by using the long kicker ramp, if you notice, there is two small wooden kicker ramps on either side of the helicopter. Jump off one of the kicker ramps, it doesn't matter which one and land on a grind on the long kicker ramp next to the plane, and from there, jump up and grind along the wall getting the "Rail Guided Missile" gap.

Challenge #2

Difficulty- 6/10

Secrets Needed- none

What you need to do-

At the start of the level go down the rollin and turn left there will be a long kicker ramp, jump off of it, and land on a grind on one of the light rails that are in the room with the helicopter, when you come to the end of the rail, jump off and land on the light that is parallel to the back wall, when you get at the end of that, jump off and land on a grind on the last rail, so in a sense, you just did a huge U-turn.

Challenge #3

Difficulty 4.5/10

Secrets needed- none

What you need to do-

At the start of the level go down the rollin and turn right, you will see a half pipe and by the wall in the half pipe a propeller, grind the propeller opening up the secret room, go in face the wall that has the door in it, there will be two separate quarter pipes, jump from one of the quarter pipes over the door, getting the "Flying High" gap, and land in a grind on the top of the other quarter pipe.

Challenge #4

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level go down the rollin and turn left, you will see a wall get to the other side of that wall by using the long kicker ramp. On either side of the helicopter is a small wooden kicker ramp. You will need to jump from one of the two kicker ramps and land on a grind on the light rail that is on the opposite side of the room.

Challenge #5

Difficulty 9.5/10

Secrets Needed- none

What you need to do-

Skate down the rollin at the start of the level, there will be a half pipe, jump over it getting the "Halfpipe Hangtime" gap, and land in a manual, then turn to the left you will see an old plane, jump from one side of the plane to the other getting the "Wingtip Hangtime" gap, land in a manual getting the "Instrument Landing" gap, then turn to the right and jump over the wall using the long kicker ramp, on either side of the helicopter is a small wooden kicker ramp. You will need to jump from one of the two kicker ramps and land on the other getting the "Skycrane Hangtime" gap.

Challenge #6

Difficulty 8.5/10

Secrets Needed- none (But you will need the special "The 900" equipped)

What you need to do-

Skate down the rollin at the start of the level, to the right is a quarter pipe, and straight ahead is a ramp that is on the outside of

the half pipe, get some points on the quarter pipe, enough to fill up your special meter, jump off of the ramp, wall ride the wall, and then pull off "The 900" landing it.

Challenge #7

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the rollin and when you come out, go to the left, you will see a wall, get to the other side of the wall by jumping off the long kicker ramp; in the room there is a helicopter, grind one of the helicopters propellers making it fly away, now if you face the back of the room, there is a small wooden quarter pipe, get some air and points off of the middle of the pipe, then when you land you will see another quarter pipe on the other side of the room, jump out of the room from the quarter pipe, and land in a grind on the middle light getting the "Big Light Hopper", continue to grind the rail until you are somewhat close to the end, jump off of the light and land in a grind along the outside of the half pipe that is in the main room.

Challenge #8

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the rollin and when you come out, go to the left, you will see a long kicker ramp, get to the other side of the wall by jumping off the long kicker ramp and grind along one of the helicopters propellers.

Challenge #9

Difficulty 6.5/10

Secrets Needed- Moon Physics

What you need to do-

At the start of the level, go down the rollin and when you come out, turn to your right, there will be a quarter pipe next to the wall; jump from the quarter pipe on the left over the gap getting "Rollin Gap" over the quarter pipe and over the wall getting the "Chopper Hop" gap, and land on the wooden quarter pipe.

Challenge #10

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the rollin and when you come out, turn to your right, there will be a quarter pipe next to the wall; jump from the quarter pipe on the left over the gap getting "Rollin Gap" and land in a grind on one of the high rails above the other quarter pipe.

Challenge #11

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the rollin and when you come out, go to the left, you will see a wall, get to the other side of the wall by jumping off the long kicker ramp; in the room there is a helicopter, grind one of the helicopters propellers making it fly away, now if you face the back of the room, there is a small wooden quarter pipe, get some air and points off of the middle of the pipe, then when you land you will see another quarter pipe on the other side of the room, jump out of the room from the quarter pipe, and land in a lip trick on the

middle light getting the "Big Light Hopper" gap.

Challenge #12

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level skate down the rollin you will see a large ramp on either side of the half pipe, grind along the left edge of the ramp; when you get to the top jump off and land in a grind on the other side getting "Halfpipe Hangtime" and "Halfpipe Grind" gaps.

Challenge #13

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level go down the rollin, jump off of the ramp by the quarter pipe, over the quarter pipe; when you land get to the side closest to the wall, and use the ramp to wall ride the wall above the half pipe, while you are as high as you can, jump off and land in a grind on the rail that is by the billboard, at the end of the rail jump off and land in a grind on the rail that is above the quarter pipe that is left of the rollin, at the end of that jump off and land in a grind on the rail on the other side of the rollin getting the "Rollin Gap" at the end of that rail jump off getting the "Chopper Hop" gap and land in a grind on the quarter pipe getting the "Rail Drop" gap.

Challenge #14

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the rollin and when you come out, go to the left, you will see a wall, get to the other side of the wall by jumping off the long kicker ramp; in the room there is a helicopter, grind one of the helicopters propellers making it fly away, now if you face the back of the room, there is a small wooden quarter pipe, get some air and points off of the middle of the pipe, then when you land you will see another quarter pipe on the other side of the room, jump out of the room from the quarter pipe, and land in a grind on the light getting the "Big Light Hopper" gap, at the end of the light rail, jump off of the rail and land in a grind along one of the rails that go from one side of the half pipe to the other side of the half pipe.

Challenge #15

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the rollin and when you come out, go to the left, you will see a wall, get to the other side of the wall by jumping off the long kicker ramp; in the room there is a helicopter, grind one of the helicopters propellers making it fly away, now if you face the back of the room, there is a small wooden quarter pipe, above the quarter pipe is a billboard that has a rail by it, jump off of the quarter pipe and land in a grind along the rail, as soon as you land, jump off to the left and land in a girnd along the rail that is to the left of the quarter pipe.

Challenge #16

Difficulty 9/10

Secrets Needed- none

What you need to do-

At the start of the level go down the rollin, if you turn left there will be a

wall that separates the two rooms, jump off of the quarter pipe and land in a grind on the wall in the same combo.

Challenge #17

Difficulty 10/10

Secrets Needed- none

What you need to do-

At the start of the go down the rollin, when you reach the bottom there will be a quarter pipe in front of you with rails on top of it, grind one of those rails, and then jump off and land in a grind on a different rail.

Challenge #18

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level go down the rollin and turn right, jump off of the quarter pipe that is by the wall and land in a grind on one of the two rails that is high above the quarter pipe, then at the end jump off of it to the left and grind one of the rails that is on the other wall, when you get to the end of that rail, jump to the left and land in a grind on one of the rails that goes over the top of the quarter pipe.

Challenge #19

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level go down the rollin and turn right, jump off of the quarter pipe that is by the wall and land in a grind on one of the two rails that is high above the quarter pipe, then at the end jump off of it to the left and grind one of the rails that is on the other wall, when you get to the end of that rail, jump to the left and land in a grind on the top of the quarter pipe that is furthest from the rail that you were on.

S C H O O L I I

Challenge #1

Difficulty- 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn right, you will see a kicker ramp, just past the ramp is an opening, go in the opening, when you come out you will see a quarter pipe, get some air and points off of the quarter pipe, when you land, try to get straight and to the right side, when you get to the end of the flat part, you will come to a planter, jump off of the planter on onto the roof getting the "To The Roof" gap, once you are on that roof, jump to the other roof and then get in the Carlbad Area; on the left side of the area is a rail, grind the rail until the end, there will be a kicker ramp, jump off of the kicker ramp and onto the roof on the other side of the wall getting the "Are You Serious" gap from there, land in a manual and manual to the right and jump off and land on TC's roof getting the "Siiiick roof gap" land in a manual, then jump to the other TC roof getting "TC's Roof Gap" then land in a manual and get the "Manualing TC's Roof" gap.

Challenge #2

Difficulty- 8.5/10

Secrets Needed- none

What you need to do-

At the start off the level skate forward until you get to a fence, jump over the fence and keep skating, you will come to an area with an

awning and a rail on either side of it, grind one of the rails toward the awning, then jump off and grind the awning, then jump off of the awning and land in a grind on the other rail.

Challenge #3

Difficulty 9/10

Secrets needed- Kid Mode

What you need to do-

Start off by wall riding and get the gap "Rock the bells" continue wall riding until you grind on the ledge, when on the ledge, jump off to the right and land in a manual, jump out of the window, and get "Drop Out Roof Gap" land in a manual when you come to the end of the roof jump up and grind on the rail jump off of the rail when you get to the end.

Continue to manual and jump off of the roof and get "Crazy Roof Gap", land in a manual, get to the end of that roof and jump off of that roof to get the "Suicidal Roof Gap" once you land on TC's roof, jump to the other TC roof and get "TC's Roof Gap" land in a manual and get "2 Wheelin' TC's Roof"

Challenge #4

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start off the level skate forward until you get to a fence, jump over the fence and keep skating, you will come to an area with an awning and a slope on either side of it, you will need to jump from one of the slopes on either side of the awning and wall ride completely over the awning, without jumping while in the air and land on the other slope.

Challenge #5

Difficulty 4.5/10

Secrets needed- none

What you need to do-

At the start of the level turn right, there will be a kicker ramp, just past the kicker ramp is an opening, go in the opening when you come out, turn to the left, there will be a lot of benches, skate past the benches and through the hall; turn to the left, there will be a set of steps, jump down all of the steps without grinding the rail.

Challenge #6

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start off the level skate forward until you get to a fence, jump over the fence and keep skating, you will come to an area with two buildings turn to the left and you will see a kicker ramp, jump off of the kicker ramp and land on a grind on the rail above it getting the "Gonz Rail" gap, when you get near the end of the rail jump off and try to land on the curved curb if you can't, land a manual then grind it, when you get to the end you will get "Bendy's Curb", then jump at the end of that, jump off and land in a grind along the pole getting the "Pole Stomp" gap, at the end of the pole jump off and grind the planter getting the "Pole 2 Brix" gap; at the end of the ledge, jump off and land in a manual, turn to the right, you will see two buildings with a kicker ramps on either side, use one of the wooden kicker ramps to get on one of the roofs and land in a manual, at the end of the roof jump the other roof and getting "TC's Roof Gap" and land in a manual, manual all the way to the end getting the "Two Wheelin' TC's Roof" gap.

Challenge #7

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn right, there will be a kicker ramp, just past the kicker ramp is an opening, go in the opening when you come out, turn to the left, there will be a lot of benches, grind the first bench, when you get to the end of that bench, jump off and land on the next, you will come to a large gap in the benches, jump from one to the other getting the "Big Rancho Bench Gap", keep repeating the process of jumping then grinding until you get to the last one, there will be a locker set, jump off and grind along the locker, when you get to the end, there will be a rail, jump off and grind the rail getting the "Opensezme" gap.

Challenge #8

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to a fence, jump over the fence and keep skating, you will come to an area with two buildings, if you are looking towards the start point there are two quarter pipes on the wall on the right side, jump from one to the other you will get the "Huge Transfer" gap, but you will need to land in a grind that is on the top of the quarter pipe.

Challenge #9

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to a fence, jump over the fence and keep skating, you will come to an area with two buildings, on the back wall there is a quarter pipe and a planter, if you notice, the planter has a sloped side that is about 135 degrees in relation to the ground, jump from the ground, land in a manual on the sloped side, and continue to manual all the way across the sloped side.

Challenge #10

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level go forward until you get to the rail, then turn left, you will see a platform with a ramp at the end of it; jump over the rail and onto the platform, then jump off of the platform and onto the awning getting the "Balcony 2 Awning" gap, land in a grind on the right edge of the awning, then jump off to the right and land in a manual; manual over to the tables, grind along one and when you get to the end, jump off and land in a grind along the other getting the "Table Transfer" gap, once you are at the end, jump off and land a manual, and go over to the rail, grind the rail up the slope and when you get to the end, jump over to a grind on the other one.

Challenge #11

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to a rail, jump over the rail and skate forward until you get to the opening of the gym; when you get in the door turn right, then turn left and you will see two quarter pipes against the wall, jump from one over the hoop and land in a grind on the

top edge of the other one getting the "3 Point" gap.

Challenge #12

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn right, you will see a kicker ramp, just past the ramp is an opening, go in the opening, when you come out you will see a quarter pipe, get some air and points off of the quarter pipe, when you land, try to get strait and to the right side, when you get to the end of the flat part, you will come to a planter, jump off of the planter on onto the roof getting the "To The Roof" gap, once you are on that roof, jump to the other roof and then get in the Carlbad Area; when you land skate forward and down the steps, there will be a kicker ramp and a pathway leading to the right, follow the pathway, at the end of the pathway is another kicker ramp, jump off of the ramp, over the wall and land on a grind on the rail before the ledge to the left; when you get to a gap in the rails, jump to the other getting the "Rack 'Em Up" gap.

Challenge #13

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Start off by wall riding and get the gap "Rock the bells" continue wall riding until you grind on the ledge, when on the ledge, jump off to the right and jump out of the window, and get "Drop Out Roof Gap" when you come to the end of the roof jump up and grind on the rail jump off of the rail when you get to the end; continue and jump off of the roof and get "Crazy Roof Gap", when you get to the end of that roof grind the end going to the right, at the end of the roof jump off and land on a grind on the rail that is on the other side of the slope.

Challenge #15

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn right, you will see a kicker ramp, jump off of the kicker ramp and wallride the wall then jump up and grind the rail, then jump off to the right, when you land turn and face the left, there will be a kicker ramp, jump off of the right side of the kicker ramp and land along the blue awning, as soon as you land stop then turn to the right, and fall off of the awning, you will land on a ledge, get on one end of the ledge and manual from one end of the edge around the corner and all the way to the other end.

Challenge #16

Difficulty 8.5/10

Secrets Needed- Kid Mode

What you need to do-

Grind all of the "Roll Call" rails in one long combo. Note that it is all in the order that you should do them, if you get it down right then it will make it much easier than some other ways.

Challenge #17

Difficulty 9/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to a rail, jump over the rail getting the "Leap of Faith" gap, from there you will see two tables that are in front of you. Grind the outer edge of one of those tables, then jump off and grind the next closer rail on the same table, then jump off and land in a

grind on the edge of the top of the table on the same table, once you are on that rail, jump off and land in a grind on the outer edge that is nearest where you are on that same table.

Challenge #18

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

Use the skip to restart option in the option menu and go to the Carlsbad Area, when you get in there, look to the left, you will see an awning, get on top of the awning and skate towards the opening to the area where you get all of the roof gaps, jump off of the end and land in a grind on the top of the bike rails.

M A R S E L L E

Challenge #1

Difficulty- 6.75/10

Secret Needed- none

What you need to do-

You will need to go all the way on the other side of the park from where you start. You will need to start off getting the "Ledge 2 Rail" gap then when you get to the end get the "2 the Box" gap. Land in a manual ride over to the table and get the "Table Pop" gap, land in a manual and ride to the rails that were behind you when you started and get the "Rail 2 Rail" gap jump off at the very end land in a manual get to the wall and wall ride, then grind on the top off the wall jump off and get the "Dumpster Stomp" gap, from here jump off in a manual then finally get the "Shorty Dumpster Pop" gap.

Challenge #2

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn left, you will see an area where there are two quarter pipes separated by a large gap, jump from one of the quarter pipes over the gap getting the "Huge Mouth" gap, and land on a grind on the other quarter pipe.

Challenge #3

Difficulty 7/10

Secrets Needed- Moon Physics

What you need to do-

Skate to where the entrance of the secret area is, on one side there is a table, start off by getting "Shorty Table Pop", and land on a grind on the curving rail, at the end of the rail, jump up to the lamp and get the "Lamp Stomp" gap, at the end of the lamp, jump off and land on a grind on the other curved rail, at the end of the rail, jump up and get the "Lamp Stomp" gap, at the end of the lamp, jump off and land on the crossbar, at the other end of the crossbar is a lamp, jump on that and get the "Lamp Stomp".

Challenge #4

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

If you skate forward, there are two half pipes with a quarter pipe connecting to the ends, go to the one that is furthest from you, and skate left, if you jump off the quarter pipe over the table and land on

the other side you will get the "Over the Table" gap, and if you jump over the crossbar in the same manner, you will get the "Over the Crossbar" gap, try to get both "Over the Table" gap and "Over the Crossbar" gap in the same jump.

Challenge #5

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Turn to your left and jump off of the fun box that is to your left, wall ride the wall, jump and grind the building, when you get to the end of the building, jump off to your right and grind on the dumpster to get "Dumpster Stomp" gap, quickly jump off and land in a manual, turn around, and jump off the fun box, and wall ride the wall then jump off and grind the top of the building, when you get to the end of the building, jump off to your left and grind the rail to get the "Kink Stomp" gap.

Challenge #6

Difficulty 9/10

Secrets Needed- none

What you need to do-

Skate forward into either one of the two half pipes, get some air on the outside edges of either one of them, then when you get to the inside edge, jump out of the pipe and land in a grind on the outside edge of the other pipe.

Challenge #7

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the beginning of the level go forward until you get to the opposite side of the park, there is a planter platform, get up there and go to the light post, there is a board next to it; run into the board opening the secret area, then go in, once you are in, skate down the slope to the left, when you are at the bottom turn left and skate up the thin slope, when there is a gap in the path, wall ride from one side to the other getting the "Wall Crawler" gap, when you land, land in a manual, manual over to the other gap in the path, then wall ride over that gap getting the "Wall Crawler" gap again.

Challenge #8

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward and a little to the right there will be a set of two off-set dumpsters, jump over both of the dumpster without using any special jumping methods i.e. boneless, no comply, nollie, fakie.

Challenge #9

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level turn around you will see two rails with a gap in between them, grind one of the rails, then when you get to the top of it jump to the other one getting the "Rail to Rail" gap, then when you get to the bottom, land in a manual and turn around and grind the rail that you just came off, then jump over the gap and grind the other rail getting the "Rail to Rail" gap again.

Challenge #10

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward to the other side of the level, there will be a ledge, grind the ledge to the right at the end jump off of the ledge and land in a grind along the curved rail getting the "Ledge to Rail" gap, at the end of the rail jump off and land in a manual, then turn around and grind the curved rail again, at the end of the rail jump off and land in a grind along the rail getting the "Rail to Ledge" gap.

Challenge #11

Difficulty 9/10

Secrets Needed- none

What you need to do-

At the start of the level turn left, then keep on skating until you get to the back of the area where there are two bowls and rails going around them, get into the bowl and jump out of it and pull a liptrick on the rails that go around the outside of the bowls.

N E W Y O R K

Challenge #1

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn left, there will be two walls, grind the left wall, and when you get to the gap, jump over it and land in a grind on the second wall getting the "Park Entrance Gap", continue to grind until you get close to the area where the wall bends, jump off to the left and grind the left side of the wall getting the "Corner Cut" gap, keep grinding the wall until you get near the end, there will be a rail to the left, jump off and grind that rail, once you are on that rail, you will see a bench on the other side of the path, jump off of the rail and grind along the bench getting "The Path Less Traveled" gap.

Challenge #2

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

Skate down to the end of the subway rails, grind on the left side going up (opposite of "Subway Rail" gap) keep grinding until you get to the end, at the end of them, jump off and wall ride the building and jump off and land on a grind on the edge of the awning.

Challenge #3

Difficulty 5/10

Secrets Needed- none

What you need to do-

At the start of the level, turn left you will see a gap in the wall, skate through that gap, and skate down to where the lake is, there will be a rail by the lake, grind along the rail, going to the right, when you get to the end, jump off and grind along the counter getting the "Your Next in Line" gap, jump off of the counter and land in a grind along the bench getting the "Grab a Snack and Go" gap, at the end of the bench jump off and grind the rail and get the "Burp! Now Go Skate" gap.

Challenge #4

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

Skate forward at the start of the level, then turn right before you get to the street, at the end, there is a quarter pipe, on the right side of the quarter pipe there is a rail, grind along the rail, jump off to the left and grind along the rail that is closest to you that goes down to Joey's Area.

Challenge #5

Difficulty 9.5/10

Secrets Needed- none

What you need to do-

Skate forward and to the right until you get to the opening of the subway. If you manual all the way down the slope, you will get "Going Down?", but instead try to manual all the way up the slope that you manual down to get "Going Down?"

Challenge #6

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level turn around follow the street until there is a rail with warning tape under it, starting at the far right of the taped rail, grind it going to the left, continue grinding the rail until you get the "The Hard Way" gap, then quickly jump off to the left, and land in a manual, then starting with the left of the rail, grind all the way to the right and get the "The Easy Way" gap.

Challenge #7

Difficulty 8/10

Secret Needed- none

What you need to do-

At the start of the level go straight, then at the intersection, turn right, when the street dead ends, turn right, you will see a platform that is high above the area that contains Joey's Sculpture, wall ride the wall and grind the wall, continue grinding until you get to the end and get "Across the Pit", then jump off and land in a manual, when you get close to the street, jump up and land in a manual, and grind the long taped rail, from the far left all the way to the right getting the "The Easy Way" gap.

Challenge #8

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level, turn right, you should see a rail, and opening, and a platform, go in the opening, when you do you will begin to skate down hill, grind the rail that is to your left, at the bottom of the rail is a piece of shrubbery, grind the rail until you get to the bottom, then jump completely over the shrubbery, if you do not jump all the way over the shrubbery, you will here a noise.

Challenge #9

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level turn around follow the street until there is a rail with warning tape under it, starting at the far right of the taped rail, grind it going to the left, continue grinding the rail until you get the "The Hard Way" gap, then quickly jump off to the left, and land in a manual, then manual across the street, you will see

a platform that is high above the area that contains Joey's Sculpture, jump over the rail and wall ride the wall and jump up to a grind on the platform, continue grinding until you get to the end and get "Across the Pit".

Challenge #10

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level, turn right, you should see a rail, and opening, and a platform, go in the opening, when you do you will begin to skate down hill, you will see three quarter pipes with awnings between them, jump from the far right quarter pipe, over the first awning getting "Awning Air" over the middle pipe and over the second awning getting the "Awning Air" gap.

Challenge #11

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level turn left, you will see a wall, simply jump over the wall with a regular jump, that means no No Complies, Boneless', Nollies, and so on.

Challenge #12

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level go strait, then at the intersection, turn right, when the street dead ends, turn right, you will see a platform that is high above the area that contains Joey's Sculpture, wall ride the wall and grind the wall, once you are there, jump off to the side with the wall, so you land on the platform; skate all the way to the end, then stop and stay on the platform, and turn around so you can see all of the platform, then manual all the way across in one continuous manual.

Challenge #13

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to the opening of the subway rails, go up the slope and then grind the left wall when you first get out of the opening; at the end of the wall jump off to the left and land in a grind on the edge of the awning to the left getting the "Sidewalk Bomb" gap, when you near the end of the awning jump off to the left and land in a manual, manual over to the area where you can see Joey's Statue, there will be a rail at the end, jump over the rail and grind the platform above the awnings until you get to the end getting the "Across the Pit" gap.

Challenge #14

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Skate forward at the start of the level until you get to where the road splits, there will be a rail that is leaning up against the wall, grind that rail going up and at the end jump off and land on a grind on the subway rails.

Challenge #15

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to the opening of the subway rails, go up the slope and when you get out turn right, you will see the subway rails, grind all the way down them until you get to the end, and jump off into the secret area; skate to the end of the area, there will be three pillars to the left hand side of the track in between two of the pillars (which also double as quarter pipes) is a rail, jump off of the pillar at the right angle and land a lip trick on the rail.

Challenge #16

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to the opening of the subway rails, go up the slope and when you get out there will be a wall to your left, go to the end of the wall and grind towards the area where you entered, then jump off of the wall to the right and land in a grind along Joey's Sculpture.

Challenge #17

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to the opening of the subway rails, go up the slope and when you get out there will be a wall at the back, grind the wall in the direction of the corner of the two walls, when you get to the end, jump off to the right and land in a grind along the awning getting the "Sidewalk Bomb"

Challenge #18

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to the opening of the subway rails, go up the slope and then grind the left wall when you first get out of the opening; at the end of the wall jump off to the left and land in a grind on the edge of the awning to the left getting the "Sidewalk Bomb" gap, then jump off to the right so you land on the awning, then grind the end of the awning the opposite direction of when you landed, at the end of the awning, jump off and land on a grind on the wall, then jump over the gap in the wall getting the "Park Entrance Gap"

Challenge #19

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to the opening of the subway rails, on either side of the slope is a rail, grind one of the rails and transfer into a grind on the other rail.

Challenge #20

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you get to a fork in the road. When you get there turn to the left, at the end of the road is a quarter pipe, jump off of the quarter pipe and when you land there should be a kicker ramp that is in front of you. Jump off of the kicker ramp and land in a grind on the circular base that is around the base of the sculpture.

Challenge #21

Difficulty 6/10

Secrets Needed- none

What you need to do-

At the start of the level there should be an opening in the wall around the park, inside the park is a bridge, grind one of the rails that is on the bridge, then jump off and land in a grind on the wall on the other side of the bridge.

Challenge #22

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level go through the opening in the wall, then go down to the area with a statue inside of it. At the base of that statue is a large circular base, in one continuous grind, grind around the circular base.

Challenge #23

Difficulty 10/10

Secrets Needed- none

What you need to do-

Use the skip to restart option and go to subway south, then wait for a train to come along, then jump on top of it getting a train plant, then go through the opening of the tracks and land on a cab getting a car plant.

V E N I C E B E A C H

Challenge #1

Difficulty 7/10

Secrets Needed- Moon Physics

What you need to do-

At the start of the level there will be a building to your left, skate forward and wall ride the wall, when you get to the top of the wall ride, wallie and grind the side of the building, then quickly jump off onto the building, there will be another building level with this area jump onto it, then jump off of that roof, you will land in the secret area, in one end of the area, there is a small wooden kicker ramp that transfers you to the area where you can get one of the spray cans and there was the bum the second time around. You will need to jump from the wooden kicker ramp to the rail, and in one non-stop grind, grind all the way up the rail and get the "Seaside Handrail Gap"

Challenge #2

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the steps that are right in front of you, there will be a covering over a low platform, go through the platform, to the right is a wooden quarter pipe, and straight ahead is a rail that if you grind all the way down you get "Seaside Handrail" there is a quarter pipe at the end, transfer from the quarter pipe to the roof that is on the left of the quarter pipe.

Challenge #3

Difficulty 8.75/10

Secrets Needed- none

What you need to do-

At the start of the level there will be a building to your left, skate forward and wall ride the wall, when you get to the top of the wall ride, wallie

and grind the side of the building, then quickly jump off onto the building, turn to the left and jump into a grind on the beginning of the small wooden quarter pipe and grind all the way around it to the right and get the "Round the Horn" gap.

Challenge #4

Difficulty 8.5

Secrets Needed- none

What you need to do-

At the start of the level there will be a building to your left, skate forward and wall ride the wall, when you get to the top of the wall ride, wallie and grind the side of the building, then quickly jump off onto the building, there will be another building level with this area jump onto it, all along the outside of the is a quarter pipe, grind the top of the quarter pipe going to the right, when you get to the end, jump off and land on the rail, getting the "Seaside Handrail" gap.

Challenge #5

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

Turn to the right at the start of the level skate all the way until you get to three quarter pipes, jump from one of the outside quarter pipes get the "VB Huge Transfer" gap and land in a grind on the other outside quarter pipes.

Challenge #6

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

Directly in front of you when you start is a fence, jump up and grind along the fence to the right, at the end of the fence is a building, jump up onto the building, there is a vent to the left of where you landed; go to the other side of the vent and there is a platform that is lower than the rest of the roof, get on the platform, jump off of the platform and land in a grind along the right side of the T-shaped bench, at the end of the bench, jump off to your right, and grind along the bench, quickly hop over to a grind on the other bench getting the "Ledge 2 Ledge" gap, then once again, quickly jump off and land in a manual, manual forward and a little to the left there is another bench, jump up and grind that, quickly jump off and land in a grind along the next bench getting the "Bench Trippin'" gap, at the end, jump off to your left and land in a grind on that bench getting the "Bench Trippin" gap.

Challenge #8

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the steps that are right in front of you, there will be a covering over a low platform, go through the platform, to the right is a wooden quarter pipe, and straight ahead is a rail that if you grind all the way down you get "Seaside Handrail", jump from the wooden quarter pipe over the corner of the building, and onto a grind on the rail, and get the "Seaside Handrail" gap.

Challenge #9

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level turn right, go all the way down until you get to a wooden quarter pipe, get some air and points off of the pipe, then when you

come down there will be a planter in front of you, jump before you get to the planter and land in a manual on the other side getting the "Planter Pop" gap, manual strait ahead, and do the same to that planter, and then to the next, finally after you are still manualing, jump all the way down the steps that are directly in front of you getting the "Big Double 5 Set" gap, land in a manual, and turn slightly to your left, there will be the start of a wooden quarter pipe, grind the pipe from the beginning all the way around until you get the "Round the Horn!!!" gap.

Challenge #10

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the steps that are right in front of you, there will be a covering over a low platform, go through the platform, to the right is a wooden quarter pipe; jump from the quarter pipe onto the roof, when you land, turn to the right you will see a vent, if you get air off of the vent and land on the other roof, you will get the "Vent 2 Roof" gap, but instead of jumping off of the vent, jump off of the roof itself and land on the other roof.

Challenge #11

Difficulty 9.5/10

Secrets Needed- none

What you need to do-

Directly in front of you when you start is a fence, jump up and grind along the fence to the right, at the end of the fence is a building, jump up onto the building, then turn to the left and keep on skating until you come to the very end of all of the roofs, grind the edge of the roof going to the right, at the end of the roof, you should begin to grind along a wall, then you will get to a turn, soon there will be a fence, jump up and grind the fence, at the end, jump off and grind the wall again, you will come to another fence and do what you did before, but this time make sure that you land on the right side of the wall, at the end of the wall there will be three quarter pipes, as soon as you land manual, then jump from the quater pipe that you land on ovet the middle one getting the "Tight Landing Transfer", and onto the one that is to the far right getting the "VB! Huge Transfer!!!"

Challenge #12

Difficulty 7/10

Secrets Needed- 2x Moon Physics

What you need to do-

At the start of the level there will be a building to your left, skate forward and wall ride the wall, when you get to the top of the wall ride, wallie and grind the side of the building, then quickly jump off onto the building, from here turn to the right and there will be a roof that is higher than the one that you are on, jump up there; in the corner that is by the area with all the tables is a metal kicker ramp, jump from the kicker ramp over the whole area and onto the roof that is by the quarter pipe where you get the "Up!, UP!! And Away!!!" gaps.

Challenge #13

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the steps that are right in front of you, there will be a covering over a low platform, go through the platform, to the right is a wooden quarter pipe, and strait ahead is a rail that if you grind all the way down you get "Seaside Handrail", go to the left down the slopping side, at the bottom is a quarter pipe, jump off of the

quarter pipe over the wall and onto a grind on the planter in the secret area.

Challenge #14

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward until you come to a set of tables with plywood by them, when you get there turn to the right and you will see a small wooded kicker ramp, jump from the kicker ramp and over the wall that the kicker is facing.

Challenge #15

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level there is a fence in front of you, grind the fence to the left, at the end of the fence is a building, jump from the fence to a grind along the roof of the building.

Challenge #16

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level, go down the steps that are right in front of you, there will be a covering over a low platform, go through the platform, to the right is a wooden quarter pipe; jump from the quarter pipe onto the roof, when you land, turn to the right you will see a vent, if you get air off of the vent and land on the other roof, you will get the "Vent 2 Roof" gap, but instead of landing on the next roof land on the other side of the next roof.

Challenge #17

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level there will be a building to your left, skate forward and wall ride the wall, when you get to the top of the wall ride, wallie and grind the side of the building, then quickly jump off onto the building, there will be another building level with this area jump onto it, then jump off of that roof, you will land in the secret area, in one end of the area there is a set of steps, jump from to the top of the steps from the bottom of the steps.

Challenge #18

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

In front of you when you start the level is a wall, grind the top of the wall to the right, once you are there jump off to the left and land in a grind on the top wooden step, when you land jump off to the left again and land in a grind on the bottom wooden step.

Challenge #19

Difficulty 8/10

Secrets Needed- none

What you need to do-

Directly in front of you when you start is a fence, jump up and grind along the fence to the right, at the end of the fence is a building, jump up onto the building, there is a vent to the left of where you landed; go to the other side of the vent and there is a platform that is lower than the rest

of the roof, get on the platform, jump off of the platform and land in a grind along the right side of the T-shaped bench, at the end of the bench, jump off to your right and wall ride the wall and land in a grind on the top of the wall.

S K A T E S T R E E T

Challenge #1

Difficulty- 6.75/10

Secrets Needed- Moon Physics

What you need to do-

At the start of the level turn right, then skate forward and turn right again, you will see a half pipe, get in the half pipe, jump from the pipe that is by the wall where you get the "High Sticker" gap, to the right, and land on the small quarter pipe that is near the bowl.

Challenge #2

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Skate forward to the giant quarter pipe that has the wave on it; Start to grind on it from the right side going to the left, get the gap "Surfin' USA" continue to grind until you get to the end of the grind, and jump off and land in a grind on the rail that is hanging to get the gap "Wave Wall Mini-Gap" and "Rail Secret Area Key", jump off at the end of the ledge and grind on the rail on the ground, jump off when you land on the rail, and land in a manual, go forward and grind to the left on the half pipe, when you get to where the wall is jump off to the left and land in a manual, then go into the half pipe and grind to the left and get the "Van Secret Area Key" gap.

Challenge #3

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

Turn to right when you start the level, then to the right again, you should see a rail with a wall on either side of it, skate to the other side of it and there will be a quarter pipe that is extended off of the wall, transfer from the quarter pipe to the inside of the bowl.

Challenge #4

Difficulty 7/10

Secrets Needed- none

What you need to do-

Turn to the right when you start the level, there will be a funbox, if you jump over it, if you jump over it, you will get the "Hexbox Gap", land in a manual, and manual from one side of it to the other and you will get "Funbox Wheelie"

Challenge #5

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn around and get into the half pipe, get a little bit of air off the side that is opposite the pool, then jump out of the pipe and onto a grind on the elevated part of the pool, then jump off and land in a grind on the pool itself getting the "Extension Transfer" gap, then grind your way all along the outside of the bowl getting the "Circle the Bowl" gap.

Challenge #6

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn to your left, you will see three quarter pipes, a wall and one long quarter pipe, go to the long quarter pipe, and jump over the platform behind it getting the "Gimme Gap Redux", you will have landed in a small half pipe; jump out of the half pipe on the side of the wall and turn to your left, there will be a set of steps there, wall ride the wall next to the steps, then jump to the top of the steps.

Challenge #7

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level turn around and get into the pool, get a small amount of air on the side with the extension, then jump out of the pool, and land in a grind along the wall that has a rail before for it going to the left, then jump off of the wall to the left, and grind the rail getting the "Rail 2 Rail" gap.

Challenge #8

Difficulty 6/10

Secrets Needed- none

What you need to do-

Turn right at the start of the level, you will see and open door that leads you outside, when you get outside there is a quarter pipe to the left get a fair amount of air off of the quarter pipe, when you land there will be a kicker ramp in front of you; manual, then when you get to the ramp, jump onto the van roof and land in a manual, then jump off of the roof and land in a manual on the other kicker ramp.

Challenge #9

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn to your left, you will see three quarter pipes, a wall and one long quarter pipe, go to the three quarter pipes, when you get there, turn left, you will see a long hall; at the end of the hall is a quarter pipe jump off of the left side of the quarter pipe angling just a bit to the left, and do a liptrick on the rail that is on the platform by the quarter pipe. Note: This my sound and even seem impossible when you think about it, but it is possible, I was trying to do something else when I did it, then I did it again, so I knew it was not a fluke.

Challenge #10

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn to your left, you will see three quarter pipes, a wall and one long quarter pipe, to to the long quarter pipe and face the wall that you were looking at when you started, there is a door there, go in the door, all the way on the right wall are two quarter pipes with a gap in between them, jump from one of the quarter pipes, over the gap and land in a grind on the same combo getting the "Shoot the Gap" gap.

Challenge #11

Difficulty 6/10

Secrets Needed- none

What you need to do-

At the start of the level turn around and go into the half pipe, get up

onto the platform of the half pipe that is furthest from you, there is a rail on the back side of it, grind the rail to the right until you get to the end of the rail, once you are there, jump off and land in a grind along the rail that is in between the two small quarter pipes that are to the left of you when you start.

Challenge #12

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Turn right at the start of the level, you will see and open door that leads you outside, when you get outside there is a van, on one side of the van is a quarter pipe and a kicker ramp, get some air off of the quarter pipe, jump off of the kicker ramp and land in a grind on the quarter pipe on the far side of the area.

Challenge #13

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward, you will see a giant wall with a wave in it, to the right of the wall is a rail hanging on the wall, perform a liptrick on the rail that is on the wall.

Challenge #14

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level turn around and get into the half pipe, get on the far side of the pipe and get onto the platform, there will be a bridge like structure on either side of the bridge is a rail, grind the rail on one side of the bridge and transfer into grind on the other rail.

Challenge #15

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level skate down the rollin and turn left and skate forward, you will see a little half pipe, get into the half pipe, set some air and points off of the end nearest the wall then jump out of the right side of the quarter pipe and land in a grind along the rail that is between the walls that is just to the left of where you start.

Challenge #16

Difficulty 8/10

Secrets Needed- none

What you need to do-

Turn right at the start of the level, you will see and open door that leads you outside, when you get outside there is a van, on one side of the van is a quarter pipe and a kicker ramp that is in a concave area, jump off of the kicker ramp and pull a lip trick on the van.

Challenge #17

Difficulty 9/10

Secrets Needed- none

What you need to do-

Turn right at the start of the level, you will see and open door that leads you outside, when you get outside there is a van, on one part of the level is a quarter pipe and a couple of rails, get on top of the platform that is above the quarter pipe and land in a grind along one of the two angled rails

Challenge #18

Difficulty 7/10

Secrets Needed- none

What you need to do-

Turn right at the start of the level, you will see and open door that leads you outside, when you get outside there is a van, with out jumping off of a kicker ramp or a special jump, jump and fly completely over the van.

P H I L A D E L P H I A

Challenge #1

Difficulty 9/10

Secrets Needed- none

What you need to do-

Turn about 90 degrees to your left, grind on the first bench on your left, to the right, jump at the end of it to get the "Bench Gap", continue getting "Bench Gaps" until you get to the last one at the end of it all, jump off and land a manual and move towards the Phillyside Area, before you get to the street, jump and land in a manual, grind along the rail that is in the very beginning, when you get to the end, jump into the half pipe and land in a manual, then at the end, land a lip trick on the half pipe.

Challenge #2

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

In front of you at the start of the level is a kicker ramp, grind the top of it, while grinding, jump off and pull a kickflip and land in a grind, then at the end, just land then jump off the green ramp to the other ramp getting the "World's Most Obvious Gap" and land in a manual, you should fall down all the steps getting the "Stair Set" gap, then just land, use the slopping planter in front of you to launch on the balcony, once on the balcony, grind the fence to the left and at the end, jump off to the right and land on a grind on the telephone wires getting the "Telephone Co." gap, keep grinding the wire until you get to the end, once near the end, jump off to the right and land on the other wire in a grind, keep on grinding until you get to the end.

Challenge #3

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Skate forward and get to the right side of the pool, turn around and begin grinding along the step where you get the "Long Stair" gap, jump off to your left and land on the step where you get "Medium Stair" gap, jump off and grind the step where you get "Short Stair" gap, at the end of the stair, jump off and grind along the wall, if you can't get to the wall, grind the bench, then the wall, keep grinding the wall, and at the end of it jump off and land in a grind along the wire.

Challenge #4

Difficulty 9/10

Secrets needed- none

What you need to do-

Turn to the right when you start off, at the end of the flat land where you are is a set of steps where you get "Stair Set" gap, once you do that turn around and jump up all the steps without wall riding either one of the walls to the right or left, or grinding one of the rails.

Challenge #5

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level, turn a little to the left and skate straight forward, you will come to a set of four steps, jump down them, when you land, there will be a wall to your right, wall ride the wall, then wallie up to a grind on the edge continue to grind until you get to the wire, keep grinding up the wire until you can get to the top, once you are on the wall, wait for a bus to come by, jump off of the building, and land on the bus.

Challenge #6

Difficulty 6/10

Secrets Needed- none

What you need to do-

Turn right at the start of the level jump down the steps and get the "Stair Set" gap, when you land, turn left and jump up to the grassy area, grind along the strait edge, to the left, when you land, turn around and grind back on the strait rail, when you get close to the building, jump off to you left and land in a manual, manual over to your left, wall ride the wall, and grind the rail all the way to the end getting the "Little Corner Grind"

Challenge #7

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn a little to the left, and skate straight forward, you will come to a set of four steps, jump down them, when you land turn to the left and go across the street, you will see a kicker ramp, jump off of the ramp and through the gap in the wall getting the "Phillyside Hop" gap, turn around when you land and grind the top of the wall on either side of the gap in it, then when you get near the gap and transfer in a grind on the other side.

Challenge #8

Difficulty 8/10

Secrets Needed- none

What you need to do-

Turn about 90 degrees to your left grind on the last bench on your left to the left jump at the end of it and land on a grind on the next bench to get the "Bench Gap", continue getting "Bench Gaps" until you get to the last one at the end of it all, jump off and land in a manual and move towards the planter, grind the right side of the planter and when you get to the end, jump off and land in a grind on the other planter getting the "Planter Transfer" gap.

Challenge #9

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Turn about 90 degrees to your left grind on the last bench on the right to the left, jump at the end of it and land on a grind on the next bench to get the "Bench Gap", continue getting "Bench Gaps" until you get to the last one at the end of it all, jump off and land in a manual and move towards the planter, grind the left side of the planter, and when you get to the end, jump off and land on a grind on the next wall getting the "Bench Gap" keep repeating this until you get ot the end.

Challenge #10

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Skate forward and get to the right side of the fountain turn around and begin grinding along the bottom step and get the "Long Stair" gap at the end jump off and land in a manual and turn around, grind the next step up and get the "Medium Stair" gap, at the end jump off and land in a manual and turn around, grind the next step up and get the "Short Stair" gap.

Challenge #11

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward and a little to the right, you will see a fountain, skate past the fountain and you should see two curved kicker ramps, grind along the back end (the side with out a slope) and jump onto a grind on the other curved kicker ramp.

Challenge #12

Difficulty 9/10

Secrets Needed- none

What you need to do-

Turn to the right when you start off, at the end of the flat land where you are is a set of steps where you get "Stair Set" gap, jump down the steps and turn around, there will be a rail next to the wall on the left, grind that rail; when you get to the top you will get the "Grind up Dem Steps" gap, jump off of the rail and land in a grind on the platform, at the end of that jump the bench getting the "Bench Gap", keep doing this until you get to the end, at the end jump off and land in a manual and turn to the other side of the platform by the street, grind it to the end at the end jump off and land in a grind on the next planter getting the "Planter Transfer" gap.

Challenge #13

Difficulty 9/10

Secrets Needed- none

What you need to do-

In front of you when you start the level is a fountain, get inside the fountain, all around the inside is a ledge that you can grind, grind all the way around that ledge circling the fountain in one long grind.

Challenge #14

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level get some points by grinding the kicker ramp that is in front of you, then jump off of the big green kicker ramp and land in a manual, then jump down the steps and land. From there jump off of the planter and land in a grind on the edge of the balcony getting the "Chillin on the Balcony" gap, then when you get to the end jump off and grind the telephone wire.

Challenge #15

Difficulty 8/10

Secrets Needed- none

What you need to do-

Use the skip to restart option and go to the Visitors Center. In front of you is a slope going down with a rail on wither side of it, grind along one of the rails then transfer over to the other one.

M E X I C O

Challenge #1

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn to the left, you will see a pipe, on the other side of the pipe is a quarter pipe, get some air on the quarter pipe, when you land you should have decent speed, when you get close to the pipe manual, keep on manualing until you get to the top of the pipe and get the "Way to Go Gringo" gap.

Challenge #2

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

Start off by turning to your right when you start off the level, when you get out of the half pipe turn left and there will be a banana rail, grind the edge that is nearest the outside of the rink, when you come to the end of the rail jump off to your left and grind on the rail that is the ending part of the "Rail Flat Gap".

Challenge #3

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

Start off by turning to your right when you start off the level, when you get out of the half pipe turn left and there will be a banana rail, grind it going in the direction of the half pipe, but when you get to the end of the rail jump off to your left and grind along the rail that is the ending part of the "Ramp Rail to Rail" gap.

Challenge #4

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

If you turn around when you start off the level, there should be two humps, you will want jump off of the one that is closest to the huge rollin' and land in a grind on the rail that is the ending part of the "Ramp Rail to Rail" gap.

Challenge #5

Difficulty 8/10

Secrets Needed- none

What you need to do-

Turn around at the start of the level, you will see a gate, get up to that gate, there is a quarter pipe and a rollin, get some air on the quarter pipe, and jump from the rollin land in a grind on the rail that is between the two quarter pipes that you can get the "Air Toro" and "Threadin the Needle" gaps.

Challenge #6

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

Above you at any time are two rails that go from one side of the course to the other perform a liptrick on one of the rails that are high above the rails.

Challenge #7

Difficulty 7.5/10

Secret Needed- none

What you need to do-

At the start of the level turn right and skate out of the half pipe, then turn around, at each end of the half pipe is a thin quarter pipe, transfer from one of the quarter pipes, over the opening of the half pipe and onto the other quarter pipe.

Challenge #8

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level turn around you will see a wire that has some flags hanging from it that is high above the ground, skate down to the small quarter pipes that are all along the outside of the level, jump off of the small quarter pipe and pull a lip trick on the wire.

Challenge #9

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

Any where around the outside of the track is a quarter pipe, do a lip trick on the outside quarter pipe.

Challenge #10

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward and get some air on the half pipe, when you land go into a manual and manual up the rollin, at the top of the pipe jump off and land in a manual on the other large rollin getting the "Tight Landing" gap,

Challenge #11

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level keep getting air and points in the half pipe, then jump out of the quarter pipe and land in a grind on one of the top wires.

Challenge #12

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level turn around you will see a wire that has some flags hanging from it that is high above the ground, skate down to the small quarter pipes that are all along the outside of the level, jump off of the small quarter pipe and land in a grind, when the bull starts to come close, jump off and land on the bull.

H A W A I I

Challenge #1

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Skate down to the big rollin, when you get to the top, skate down, as you get to the kicker ramp go into a manual and jump to the dock and get the "70 80 90 feet" gaps in a manual.

Challenge #2

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward, when you get to the top of the half pipe jump out and land a lip trick on one of the rails where you get the Potato Gaps.

Challenge #3

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the start of the level keep getting air and points on the half pipe, then jump off of the half pipe by the kicker ramp and land on the dock getting the "70 Feet" gap.

Challenge #4

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level go into the half pipe, then get onto the platform above the half pipe by the kicker ramp, jump and land on the dock.

S K A T E H E A V E N

Challenge #1

Difficulty 8/10

Secrets Needed- none

What you need to do-

Turn around at the beginning of the level on the right side of the level on the right side of the track, there is a rail, at the bottom of the rail there are two kicker ramps, grind down the rail, when you land, jump off of the kicker rail and land on the rail, getting then at the end of the rail, jump off to the left, and land on the bench, getting the "Rail to Kicker to Rail to Bench" gap, jump off of the bench and land in a manual, manual over to the left to the area where there are 6 benches in a row, grind along one of the benches, then land in a grind on another getting the "Bench Gap Series" gap.

Challenge #2

Difficulty 7/10

Secrets needed- none

What you need to do-

At the beginning of the level, skate through the rad ramp past the benches there is a snake run that you can grind on either side of it, begin a grind at the beginning, and make it all the way to the end of it where it meets the giant pipe.

Challenge #3

Difficulty 8.5/10

Secrets Needed- All stats at 13

What you need to do-

At the beginning of the level, skate through the rad ramp and turn to the left, there will be a bowl to your right, at one end of the bowl, you can see a 2 half pipes, jump down to that area getting the "Down to Tony's Island", when you land skate to the left, there will be a building with ten steps, jump down the steps to get "San Dieguito Ten Set", turn around and jump up the ten steps.

Challenge #4

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the beginning of the level, skate through the rad ramp and turn to the left, there will be a bowl to your right, at one end of the bowl, you can see a 2 half pipes, jump down to that area getting the "Down to Tony's Island", when you land skate to the left, there will be a building with ten steps and three rails, grind along one of the rails, and jump and land in a grind on one of the other rails.

Challenge #5

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

Turn around at the beginning of the level, skate down the wallows until you get to the area where three paths meet, go on the right path that is past the area where you get the "San Dieguito Ten Set", there will be two benches on the right side, go to the far one and grind along it, jump off at the end and land in a grind along the other bench getting "Bench Gap", at the end of that bench, jump off and land in a manual to the right, do whatever you can to get to the area where there are 6 benches in a row, grind along one of the benches, jump off and land in a grind on another bench getting "Bench Gap Series".

Challenge #6

Difficulty 8/10

Secrets Needed- none

What you need to do-

Turn around at the beginning of the level, skate down the wallows until you get to the area where three paths meet, just before that area there is a kicker ramp with a sign behind it, jump off of the ramp and land a lip trick on the sign.

Challenge #7

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the beginning of the level, skate through the rad ramp and turn to the left, there will be a bowl to your right, at one end of the bowl, you can see a 2 half pipes, jump down to that area getting the "Down to Tony's Island", skate over to the far half pipe and get on Tony's Roof, grind along the rail in the direction of the giant pipe, when you are near the pipe, jump and get on top of it, get as close as you can to either end of it, and manual to the other end, staying on top of the pipe.

Challenge #8

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Turn around at the beginning of the level, skate down the wallows until you get to the area where three paths meet, go on the left path, keep skating until you get to a set of six benches, grind along the first bench, then when you get to the end, transfer to the next bench getting the "Bench Gap Series" gap, continue doing this until you get to the end bench, at the end of that jump off and land in a manual turn around and get all of the gaps again.

Challenge #9

Difficulty 6/10

Secrets Needed- none

What you need to do-

At the beginning of the level, skate through the rad ramp and turn to the left, there will be a bowl to your right, at one end of the bowl, you can see

a 2 half pipes, jump down to that area getting the "Down to Tony's Island", skate over to the far half pipe, and get on top of the platform on the far side of the half pipes, there is a rail, grind the rail in either direction, there will be a roof on your side, jump off and grind along the rail that acts as a gutter Tony's Roof.

Challenge #10

Difficulty 9/10

Secrets Needed- none

What you need to do-

At the start of the level skate forward and into the sneake run, there is one part of the snake run that is close to Tony's Island, jump from that part of the snake run and land in Tony's Island.

Challenge #11

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the beginning of the level, skate through the rad ramp and turn to the left, there will be a bowl to your right, at one end of the bowl, you can see a 2 half pipes, jump down to that area getting the "Down to Tony's Island", when you land skate to the left, there will be a building with ten steps; before you get to the steps manual and without jumping, land at the bottom of the steps in a manual getting the "San Dieguito Ten Set" gap.

Challenge #12

Difficulty 8/10

Secrets Needed- none

What you need to do-

Turn around at the beginning of the level, skate down the wallows until you get to the area where three paths meet, go on the left path, keep skating until you get to a set of six benches, grind along the first bench, then when you get to the end, transfer to the next bench getting the "Bench Gap Series" gap, continue doing this until you get to the end bench, at the end of that jump off and land in a manual and keep on manuailling past the back end of the Badlands; to your left will be two benches with a gap between them, grind along one bench and jump to the other getting the "Bench Gap"

Challenge #13

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the start of the level is a half pipe, grind along the left edge of the pipe as you look at it when you start, in the direction of where you started, and when you get to the end, jump off to the left and land in a grind along the platform that is below the fence.

Challenge #14

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

At the beginning of the level, skate through the rad ramp and turn to the left, there will be a bowl to your right, at one end of the bowl, you can see a 2 half pipes, jump down to that area getting the "Down to Tony's Island", skate over to the far half pipe get some air on the side furthest from Tony's Roof and then jump from the far end of the quarter pipe to the right and land in a grind along the rail going from the roof and connecting to the pipe.

Challenge #15

Difficulty 9.5/10

Secrets Needed- none

What you need to do-

At the beginning of the level, skate through the rad ramp and turn to the left, there will be a bowl to your right, at one end of the bowl, you can see a 2 half pipes, jump down to that area getting the "Down to Tony's Island", skate over to the wall by the steps, wall ride the wall ride the wall on the outside, then jump and land in a manual on the out side edge getting the "Wooohooo Oh He Yeee Heee" gap, jump an land on the ground in the area with the wallows sign.

Challenge #16

Difficulty 8.5/10

Secrets Needed- none

What you need to do-

Turn around at the beginning of the level, skate down the wallows until you get to the area where three paths meet, you will see a path with a wall on either side of it, grind the right wall towards the direction you came, then at the end jump off and land in a grind along the ledge that is near the steps.

Challenge #17

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the beginning of the level, skate through the rad ramp and turn to the left, there will be a bowl to your right, at one end of the bowl, you can see a 2 half pipes, jump down to that area getting the "Down to Tony's Island", get some air and points on the nearest half pipe, get some air on the nearest quarter pipe, then on the far side jump out and land in a grind along the top edge of the quarter pipe of the far edge of the half pipe.

P R E - M A D E P A R K S

Course- Radlands

Challenge #1

Difficulty 9/10

Secrets Needed- none

What you need to do-

At the beginning of the level, turn around, there are seven steps, when you jump down, you will get the "Seven Stair" gap, there will be a quarter pipe in front of you, get some air and points on the quarter pipe, then jump up all seven of the steps.

Challenge #2

Difficulty 6/10

Secrets Needed- none

What you need to do-

Turn left at the start of the level, there will be two quarter pipes with a semi-large gap in between them, grind along the top of one of the two, jump over the gap getting "Big Pipe Gap", then land in a grind on the other quarter pipe.

Course- Pungee Gardens

Challenge #1

Difficulty- 9.5/10

Secrets Needed- none

What you need to do-

At the beginning of the level, there is a kicker ramp, jump off of it getting the "Statue of Fungitude" when you land, turn to your right until you get to a quarter pipe at which time you turn to your left, you will see three quarter pipes, transfer from the far right one over the middle one getting the "Monkey Salad" gap, onto the one on the far left getting the "Fluffie Pie" gap.

Course- Shisky

Challenge #1

Difficulty- 8/10

Secrets Needed- none

What you need to do-

At the start of the level, jump over the gap getting the "Biggy Gap" continue going forward, land in a grind, jump over the table to get "Spell Me" gap turn to the right to the other side of the course, grind up the steps, when you get to the end of the rail, jump to the other rail getting the "Top Off" gap, land in a grind at the end of the rail, there will be a ramp, jump off of that ramp and land in a grind on the wall part of the fun box, at the end of the rail, jump off and land in a grind in one of the rails that go up the ramp.

Course- Teotihuacan

Challenge #1

Difficulty 7/10

Secrets Needed- none

What you need to do-

At the start of the level, there is a huge set of steps, jump down all of the steps.

Challenge #2

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level, there is a huge sets of steps, on the steps, there are two rails, grind one of the rails, and then land in a grind on the other rail.

Course- Pouncer's House

Challenge #1

Difficulty 7.5/10

Secrets Needed- Moon Physics

What you need to do-

At the beginning of the level, there is a kicker ramp to your right leading up to an elevated half pipe, on the other side of the half pipe is another kicker ramp, jump from one of the kicker ramps, over the quarter pipe, and onto the other kicker ramp.

Course- Hanger 19

Challenge #1

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

At the beginning of the level, there is a huge ramp leading up to a quarter pipe, on either side of the ramp is a quarter pipe, jump from one of the quarter pipes over the ramp and onto the other quarter pipe.

Course- Lee Contest

Challenge #1

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level, there are three quarter pipes, jump from the quarter pipe on the far left, over the middle pipe, and onto the one on the far right quarter pipe.

Challenge #2

Difficulty 7/10

What you need to do-

At the start of the level, you can see three quarter pipes, to the left of the far left quarter pipe is a set of steps jump up all of the steps

Course- Hopngrind

Challenge #1

Difficulty 7.5/10

What you need to do-

There are about five to seven benches all near each other, grind all of them in one combo connected by manuals, if you need to.

Course- Props

Challenge #1

Difficulty 6.5/10

Secrets Needed- none

What you need to do-

At the start of the level, turn left, there will be a quarter pipe; above the quarter pipe is a rail with a sign behind it, grind along the rail, starting by the wall going left, at the end of the rail, jump off to your right and land in a grind along the rail that leads to the opposite wall in which you started.

Course- Moat

Challenge #1

Difficulty 7/10

Secrets Needed- Moon Physics

What you need to do-

When you first start off the level, you are in a bowl that is elevated high above the rest of the level, jump from somewhere in the bowl that is next to the platform in which the bowl is located and get back into the bowl.

Course- Metalhdz Park

Challenge #1

Difficulty 7.5/10

Secrets Needed- none

What you need to do-

To the right and to the left of where you start are bowls, jump from one of the bowls, over the area where you started, and into the other bowl.

Course- Hard Ten

Challenge #1

Difficulty 8/10

Secrets Needed- none

What you need to do-

At the start of the level there are four rails grind along the far left one, jump off to the right and land in a grind along the second to the left rail then jump from that rail to the second to the right rail jump from that rail to the rail that is all the way to the right.

Course- Hall of Pipes

Challenge #1

Difficulty 6/10

Secrets Needed- Moon Physics

What you need to do-

At either end of the park are half pipes, and in the middle is an elevated half pipe, jump from one of the lower half pipes, over the middle half pipe, and into the elevated half pipe.

High Scores Challenges

There are a few ways to get high scores. There are two parts of your score, a base score and a multiplier. The base score is the score before the multiplication sign and the multiplier is the number after the multiplication sign. If this is confusing here is a diagram

Base Score	8564 * 12	Multiplier	8564 is the base score and 12 is the multiplier. To figure out the score of your combo the game figures out 8564*12
			If this was the score of your combo then you would get a score of 102,768. Some people have a hard time getting the base score while others have a hard time getting the multiplier up. If you have trouble with one then you can still get decent combos, but if you have problems with both then you will not get anything over 100,000 with the average combo. To get a high base score is hard to do at first until you figure out the secrets of it (You don't think that it is just the line that you take did you?). The first thing that you will need is a long rail or quarter pipe to grind. But just grinding will not help, you need to have your skater equipped with an expensive special grind that you can balance easily, most people find that Heelflip Darkslide is the easiest. Instead of just using a special grind to a huge spin into the grind, and here is why...

Degree of Spin	Times your score is higher	The more that you spin, the more the trick will be worth. The increase is shown on the left. So if you do a 360 Heelflip Darkslide for 5 seconds it will be 2x the score if you did just Heelflip Darkslide. So the more spinning you do the higher the
180	1.5	
360	2	
540	3	
720	4	
900	6	
1080	8	
1260	10	

base score will be. Often times people ask "How do you get such huge spins into a grind?" Well it is hard, I can only do the 1260 once every blue moon and the 1080 is still a freak the 900 is easier to do. To do them you will need to do one of three things: do a quick wall ride then a spin into a grind, or jump off of a building into a grind, or jump off of the side of a quarter pipe into a rail. This is one of the hardest part of getting the huge score is the spinning. Instead of just spinning while you are going into a grind, do a special grab that is quick to pull off and also easy to spin with, the best one to do this with is the Pogo Air. Once you get this down you will have a huge base score. Getting your multiplier up is a little bit easier once you know

what to do. After your grind you won't have much grinding balance so you will have to get your multiplier up another way. This way is easy. The easiest way and most obvious way to do it is jump kick trick then manual the repeat as much as necessary. The other way will get your multiplier up faster but you have to be a little bit more careful. You have to wall ride and jump off, while you are in the air you can pull off two to three kickflips before you land into another manual, and if you wallride in a corner you can get some serious air, while doing this it is easier to do a grab trick and get a little bit higher. Be careful when going into the corner because often times you will get a Big Drop and you could fall. Once you have a high base score and a high multiplier (the highest possible is 28.5 so try to be at around 20-25) you need to do something to finish it off. The easiest way to do this is by jumping off of a quarter pipe. While you are in the air you have to options to finish it off, one is to do one long grab trick while spinning to get the base score a little bit higher, and the other one is to do a few fast grab tricks to get you multiplier up a bit more. When you land there is only one way to land and that is perfect. There are quite a few people who have problems with this, the easiest trick to do that helps you land perfect is the Benihanna, it pretty much just points the direction in which you are going to land. Landing perfect will in some cases over double your score. When you start to use the same move multiple times in one move (or one run if you are in Career Mode or single Sesson) the score you will get for that trick will go down. As you can tell from the chart that I made the first time

		that you do the trick you will get 100% what the
1st time-	100%	trick is worth, then the second time that you do
2nd time-	75%	the same trick you will get 75%, then the third
3rd time-	50%	time you do that same trick you will get 50% of
4th time-	25%	what the trick is worth, and the fourt time you
5th + time-	10%	will get 25% of what the trick is worth, and every

after that you will get 10% of what the original trick was worth. If you use this corectly, espesially in a run where you are trying to get in the 10 million range this will help you out. If you know the first time you do a special grind it will be worth a certain amount, then after you use it again it is worth less, you might want to find a couple of special grinds that you are good at to get a huge run, instead of using the same one over and over again.

Mullet Falls, Montana

An abandoned military base hidden in the deep forest of Montana, it has been known to have such celebrities of Ted Kazinski (The Unibomber) to make cameos. If you build the combos they will come.

Line #1
Difficulty 6/10
Score ~ 2 000 000
What you need to do-

At the start of the level wall ride the wall to your right and do a couple kickflips then land. When you get to the half pipe do a 360 or 540 special grab and land in a manual. When you get to the quarter pipe jump up and grind the top rail when you get to the end jump off and do a 540 Pogo Air and land in a special grind, right as you are about to fall off jump off and land in a manual, jump and manual to where the wall that separates the two rooms jump up and grind the rail and quickly jump off or else you will fall, then jump off and land in a manual continue to manual and jump until you get to the quarter pipe on the furthest wall and jump off and land perfect.

Line #2

Difficulty 6/10

Score ~ 2 000 000

What you need to do-

Get you special up and go into the room with the helicopter. Jump off of the wood quarter pipe with the rails above it. Grind the top rail to the right, and at the end jump off to a 540 Pogo Air and land in a special grind, right as you are about to fall jump off land in a manual and jump and manual until you get to the quarter pipe, jump off of the ramp and pull off a couple of tricks, land in a manual and go over to the area where the wall meets the quarter pipe, at the top quickly grind and jump off and land in a manual, get to the quarter pipe where you started and jump off and land perfect

Line #3

Difficulty 8/10

Score ~ 3 000 000

What you need to do-

At the start of the level get your special up and turn right. To the right is a quarter pipe with two sets of rails above it. Jump up to the top one and grind it to the right, at the end jump off and do a 540 Pogo Air into a special grind, keep on grinding as far as you can, then jump off to the left and manual and then do a wall ride and do a few kickflips and manual keep on going until you get into the room with the half pipe, jump over the halfpipe doing a few tricks then land in a manual and go over to the area where the wall meets the quarter pipe, at the top quickly grind and jump off and land in a manual, get to the quarter pipe where you started and jump off and land perfect.

School II, Southern California

The School has come back with a vengeance, huge combos open space, a wall riders heaven. Tear it up.

Line #1

Difficulty 7/10

Score ~ 1 500 000

What you need to do-

Get your limit up, and do a 360 special grind on the long end of the planter that is in front of you, when you get off manual to the left and wall ride the wall, jump off the wall doing a 900 Pogo Air and land in a manual, go over to the tables and special grind one, jump off and special grind the other, jump off and manual over to the furthest building, wall ride and grind the top edge of the building, land and do a couple of tricks then land in a manual then jump off the quarter pipe on the wall and land perfect.

Line #2

Difficulty 6/10

Score ~ 1 250 000

What you need to do-

At the start of the level go forward and turn to the right and go through the hallway that is on the right. When you come out wall ride the far right wall and land on the awning. Wall ride the right wall and do a 540 Pogo Air and land in a special grind, go as far as you can the jump off of the awning, land in a manual and go over to the Opensezme Rail, wall ride the wall to the right of it, then manual down to the building and grind the building, quickly jump off and land in a manual, go over to the quarter pipe by the wall and land perfect.

Line #3

Difficulty 10/10

Score ~ 4 000 000

What you need to do-

At the start of the level go forward and turn to the right and go through the hallway that is on the right. When you come out wall ride the far right wall and land on the awning, then skate to the other end of the awning, to the left is a little corridor. Go into the corridor, there will be a ramp on one end, jump off of the ramp and wall ride the wall, then do a 720 Pogo Air and land in a special grind on the awning. Grind until you cannot stop and jump off to the left, manual and jump all the way around the raised area, and through the hallway, go up the ramp and wall ride the wall, do a few tricks, and land in a manual go all the way down to the building and wall ride that, go all the way to the quarter pipe and land perfect.

Line #4

Difficulty 5/10

Score ~ 1 000 000

What you need to do-

Use the Skip to Restart option and go to the Roof Gaps. Get your special up then jump out of the roof and do a few tricks, land in a manual, then jump off of the ramp that is in front of you and do a 720 Pogo Air and land in a special grind, jump off at the end and land a manual, go to the next roof and do tricks through it, then jump off of the roof and land in a manual, jump off of the quarter pipe and land perfect.

Marseille, France

Marseille is a rough course if you are trying to get huge scores, with high combo only in the upper hundred thousands, it has been killing egos and destroying high score boards and has been accused of breaking hundreds off controllers.

Line #1

Difficulty 4/10

Score ~ 750 000

What you need to do-

At the start of the level go forward, there will be a large quarter pipe next to a regular one, grind the top one and do a 360 special grind the lower one, keep on going until you get to the rounded part of that quarter pipe, then jump off and land in a manual, go through the gate and to one of the back bowls and do a few tricks and land perfect.

Line #1

Difficulty 9/10

Score ~ 3 500 000

What you need to do-

At the start of the level skate forward, and turn a little to the left, you should see three pools in the back of the level, get in the one that is in the front left as you are looking at the bowls from the start of the level. Jump off of the edge that is by the opening to the left and do a 900 Pogo Air and land in a special grind on the edge of the bowl on the other side. Continue to grind for as long as you can, then jump off to the right and manual. Keep on manualing and jumping all across the level and make your way around until you start to loose your balance, then jump off of a quarter pipe and do a couple of tricks and land special.

New York, New York

New York is a haven of high scores, you can pull off thousands of huge combos faster than a New York minute. All around one of the most fun courses in the game.

Line # 1

Difficulty 7/10

Score ~ 1 500 000

What you need to do-

At the start of the level get up to subway, this part is a bit difficult but you will need to get above the entrance, (you will need to come UP the subway rails and jump off to the left. From there jump off and do a 540 Pogo Air and land in a special grind on the subway rails, keep grinding for as long as you can, once you can not go any longer, jump off and manual keep on going until you get into the Brooklyn Banks, from here keep on going until you get to the very end of that area, and jump off of the furthest quarter pipe and land perfect.

Line #2

Difficulty 7/10

Score ~ 3 000 000

What you need to do-

Use the Skip to Restart option and go to the Subway South. Once there get your special up and then grind the wall forward as you were looking at it when you first started. At the end of the wall jump off while doing a 720 Pogo Air into a special grind on the wall at the bottom, keep on going until you can not go any more then jump off and land in a manual, keep going and jump off of the kicker ramp and do a couple of tricks and land in a manual, keep on going along the out side of the park area, go past the giant quarter pipe wall and across the street, keep on going over the platform that is next to the area by Joey's Sculpture, at the other end of that area is a quarter pipe, jump off of that quarter pipe and land perfect.

Line #3

Difficulty 6/10

Score ~ 2 000 000

What you need to do-

Get up to the subway area, get your special up, grind the wall that is right next to you when you get out, near the end of the wall jump off to your left while doing a 720 Pogo Air and then land in a special grind on the yellow tape, keep on grinding it until you get to the end of the rail and jump off to the left, keep on manualing and jumping along the street, when you get to the intersection turn left and keep on going until you get to the quarter pipe on the wall, jump off of the quarter pipe and land perfect.

Line #4

Difficulty 7.5/10

Score ~ 2 500 000

What you need to do-

At the start of the level go through the park entrance, turn to the right and there will be a large quarter pipe as a wall. Get your special up and jump off of the right part of the wall while doing a 900 Pogo Air, then land in a grind on the wall that surrounds the park, keep on grinding the wall until you get to the end of it, jump off the wall to the right, follow the path, and at the intersection go right, keep on going until you meet the street, across the street is a quarter pipe, jump off of the pipe and land perfect.

Venice Beach, California

Ah, good old Venice Beach, wide open for your pleasure. Many believe that this is without a doubt the most mediocre course in the whole game. With a few good lines and spots it leaves much to be desired.

Line #1

Difficulty 6.5/10

Score ~ 1 250 000

What you need to do-

At the start of the level get your special up. Right in front of you is a rock, do a 540 Pogo Air off of the rock and land in a special grind on the fence, keep on grinding until you get to the end, then jump off to the right, manual around the corner to the left, keep on going until you get to an area where there are two quarter pipes that are separated by a gap, jump off either one of these quarter pipes and pull off a couple of tricks and land perfect.

Line #2

Difficulty 8/10

Score ~ 3 000 000

What you need to do-

At the start of the level there will be a building to your left, get on top of the building, then build your special up, from there jump off of the building while doing a 540 Pogo Air and land in a grind along the long wooden quarter pipe, keep on grinding for as long as possible, then jump off and manual, go back up to the area where you started and jump off the first planter and pull off a few tricks, then do the same until you get to the end of the planter series, there will be a quarter pipe in front of you, jump off of the quarter pipe, do a couple of tricks and land perfect.

Line #3

Difficulty 9.5/10

Score ~ 4 000 000

What you need to do-

Use the skip to restart option and go to West Side Roof, grind along the vent to get your special up, then go towards the area where the bum is the first time that you ollie him (or her), jump off of the quarter pipe where you get the Fatty Transfer while doing a 900 Pogo Air and land in a grind between the two quarter pipes, keep on grinding until you can not any more, then jump off of the vent that can be used as a kicker ramp to a higher roof, once there, jump off of that roof towards where you first started, land in a manual and make your way over to the left where the three quarter pipes are, jump off of the one on the far right and land perfect.

Line #4

Difficulty 8.5/10

Score ~ 3 000 000

What you need to do-

At the start of the level turn right and build your speed up until you get to the three quarter pipes. When you get there jump off of the right edge of the far right one and pull a 900 Pogo Air and land on a grind on the wall on the outside of the level. Grind the wall until you get to the fence, then jump off of the wall to the right, manual and jump over the fence that is in front of you when you start the level, and make your way to the cove area in the back of the main area. Jump into the wall to slow down, then turn around and get to the Up!, Up!!!, and Away!!!! gaps and land perfect.

Skatestreet, Ventura

Skatestreet is a purely vert skaters land, few rails and many quarter pipes,

perfecting the art of big air as well as crashing a restaurant, can all be yours if The Price is Right!!!!

Line #1

Difficulty 6/10

Score ~ 2 250 000

What you need to do-

At the start of the level go down the rollin and turn left, you will see two quarter pipes with a rail between them, build you special up and be sure to get some speed and do a 1080 or 900 Pogo Air into a special grind on the rail that is in between them, keep on grinding until the end at which time you should jump off to the right and land in a manual, keep on going into the secret area, in the back left of this area is a quarter pipe, jump off of this quarter pipe and land perfect.

Line #2

Difficulty 7/10

Score ~ 2 000 000

What you need to do-

At the start of the level go down the rollin and go towards the door to the secret area with the van. There is a slope to the left of the door. Jump off of the slope to the right and pull off a 540 Pogo Air and land in a grind on the long rail that is by the wall. Grind the rail until it gets near the end. If you did this right you should have been going slow and have started to go back on the rail that you just went up. At the end of the rail, jump off and pull a couple of tricks, then keep on manualing and jumping until you get into the large half pipe. Jump off of one of the quarter pipes and land perfect.

Philadelphia, Pennsylvania

The City of Brotherly Love has thrown it all at you, a vert park, a street park, a truly magnificent skating palace. Huge Combos await thee.

Line #1

Difficulty 5.5/10

Score ~ 1 000 000

What you need to do-

At the start of the level build your special up, then jump off of the kicker ramp while doing a 540 Pogo Air, after landing in a manual go over to the huge planter type thing and do a 180 special grind along the left side, once you are at the end jump off and land in a manual, go over to the left and across the street, keep on building your multiplier up then go into the half pipe, pull off a couple of tricks and land perfect.

Line #2

Difficulty 7.5/10

Score ~ 2 500 000

What you need to do-

Skate down to the area here the fountain once was, near the awning will be two kicker ramps, jump off the end, (not the front and not the back) while doing a 540 Pogo Air, and land in a special grind on the inside of the fountain, keep on grinding until you get all the way around the fountain, then jump off of the rail and manual, keep on building your multiplier by going across the street again and finishing in the half pipe and don't forget to land perfect.

Line #3

Difficulty 7/10

Score ~ 1 750 000

What you need to do-

Turn around when you first start the level, follow the road down to the corner, there will be a rail that goes all the way around the corner, wall ride the wall before the rail, do a 540 Pogo Air and land in a special grind, grind until the end of the rail, once you are there wall ride the wall and pull off a few kickflips, land in a manual and do the same, keep on doing this until you get to a gap between two planter type things, go through there and keep on going until you get to the end of the building, turn right and there will be a quarter pipe in the corner, pull off a couple of tricks and land perfect.

Line #4

Difficulty 8/10

Score ~ 2 500 000

What you need to do-

In front of you when you start the level is a kicker ramp, grind the top of that ramp to the right, jump off of the next kicker ramp and land in a manual, go down the steps, land then get on top off the balcony, when you are on the balcony, wall ride the wall and grind the top of the building, then jump onto the roof, stop then grind the roof to the left, lump off of the roof while doing a 540 Pogo Air and land in a special grind along the end of the planter, jump off of the planter at the end, turn to the right and wall ride the wall, you should still have some special left, so wall ride and do a 360 special grab, for as long as you still have some special left, once you run out, just build up your multiplier, and go around the corner, go on the right side of the wall and to the end of the planter, wall ride that then quickly grind the top then jump off to the right, land in a manual and go over to the kicker ramp where you first started jump off and land perfect.

Bullring, Mexico

Unlike some Raging Bulls, you don't need to gain 50 pounds to get in here. Not too good for getting huge scores, it still can be a fun course if you like that sort of thing.

Line #1

Difficulty 7/10

Score ~ 2 000 000

What you need to do-

At the start of the level build your special up on each side of the half pipe, then jump off of the quarter pipe that is across from the loop to the right and do a 900 Pogo Air and land on the rail in a special grind, at the end of the rail jump off to the right and go around the quarter pipe and do the same thing as you just did, when you jump off this time, go to the quarter pipe that surrounds the track, pull off a few tricks and land perfect.

Chopper Drop

Line #1

Difficulty 7/10

Score ~ 1 250 000

What you need to do-

Get your special up and then go off of the giant rollin. As you are going up the rollin, jump off to the right doing a 900 Pogo Air, and land in a special grind on the back edge of the half pipe. Keep on grinding until you get near the end of the half pipe. Then jump into the half pipe and ride back towards the rollin. Jump off of the rollin, at a pretty low angle and land in a manual

on the top of the quarter pipe. Continue manaualling and jumping in this same circle until you are loosing balance, then jump off of the half pipe and land special.

Skate Heaven

The Mecca of all that is good in skating. Only the best of the best will be able to get here.

There is one really good spot that is not hard to pull off high scores. There is an area with sex benches in a row by the Sadlands area. In between each one of the benches is a gap that is worth 5000 points. Just go back and forth one time then make your way to a quarter pipe and land perfect. These can get you up to 4 000 000 before you actually start LOOSING points.

WARNING!!!!!!!!!! Read this to help you out!

If you do not beleive me about the loosing points, put on perfect balance and go back and forth until you get your multiplier up to 28.5, then jump off and manual around the more you jump the lower your base score will be, so be careful when doing these lines.

I am currently working on two lines, but I am lending out my game to a friend so I can work on the line. If you would like to help me out, E-Mail me and I will tell you the line and you can tell me what kind of scores you are getting.

Glitches

There are quite a few glitches in this game that will help out your score....

- In Mexico, go to the end of the loop that is by the dirt, but stay on the wood. Here, just skate in small circles but keep a good pace going, then whenever you are ready, just go through the loop. I have gotten a (Can't remember real number, so I will make one up that was close) 16,400 Way To Go Gringo. Every time your skater goes in a circle it is 360 added on.

- In Skate Heaven the same type thing just with the Tunnel of Luvin gap

- DAO (Degree Added On) What this does is adds all of the spins from the total combo to the front, so if you did the combo above it would be a 1980 spin. This is not an extreamly prdictable glitch, but it is fairly easy to pull off once you figure it out. The easiest way that I have found is doing a 180 No Comply then land in a grind, then jump and do a 180 then grind again, if you did it correctly the 180 No Comply will become a 360 No Comply. Other then that there are no predictable glitches, just the usual floating skater and so on.

Freaquently Asked Questions

There are many questions that people asks, here I hope to answer some of them.

1. How do you open up the gym in School II?

This needs to be done in either career mode or single session, both for one player. At the start of the level turn right, there will be a kicker ramp, just past the kicker ramp is an opening, go in the opening when you come out, turn to the left, there will be a lot of benches, skate past the benches and through the hall; turn to the left, there will be a rail, grind that rail, you need to start grinding that rail before the clock hits 1:41.

2. How do I open up the secret areas in Skatesreet?

Turn around at the start of the level, to your right is a half pipe with a rail that connects each side of it, grind around it and you will get the "Van Secret Area Key" gap, this will open up the fence that is along the same wall as the bowl and half pipe.

Skate forward to the giant quarter pipe that has the wave on it. Start to grind on it from the right side going to the left, get the gap "Surfin' USA" continue to grind until you get to the end of the grind, and jump off and land in a grind on the rail that is hanging to get the gap "Wave Wall Mini-Gap" and "Rail Secret Area Key" gaps this will open the fence that is to the right of where you are.

3. How do I get into Chopper Drop?

You need to go into career mode with all characters (except Private Career) and get a gold medal in all three competitions with every character. Doing this will access the secret course Chopper Drop.

4. How do I get into Skate Heaven?

You need to get into career mode and with every character (except Private Career) and get 100% for every course with each person.

5. Are there any Secret Characters?

Officer Dick, who you get by beating the game for the first time, Spider-Man, who you get by beating the game with a created character, and Private Career, who you get by getting all the gaps in the non-secret levels, McSqueeb, 80's Tony Hawk, who you get by beating the game with Tony, it is his third outfit.

There are more people that you can get by holding L1 at the Main Menu screen and press U,X,X,Y,R,U,B,Y the screen will shake in confirmation, then go to create a skater and enter these names...

- | | |
|---------------------|-------------------|
| 01. Aaron Cammarata | 02. |
| Chris Rausch | 03. Connor |
| Jewett | 04. Darren Thorne |
| | 05. Gary Jesdanun |
| | 06. Jason Uyeda |
| | 07. Joel Jewett |
| | 08. Johnny Ow |
| | 09. Junki Saita |
| | 10. Mick West |
| 11. Noel Hines | |
| 12. Nolan Nelson | |
| 13. Ralph D'Amato | |
| 14. Ryan McMahon | |
| 15. Scott Pease | |

16. Edwin Fong
17. Jeremy Andersen
18. Hudson
19. Kage
20. Nggdynln
21. Robert Earl
22. The Pouncer

Other than that, there are none that I know of, if you know of any, e-mail me and notify me.

6. How do I get _____ goal (or money or gap) in _____ level?

Since I can not answer every question in this FAQ, if you have a question just e-mail me and I'll be more than happy to tell you.

7. What do you mean by beating the game 100%?

You will need to get every goal and all the money in each level, that is how you beat the game 100%, that is also how you open up new cheats in the option screen.

THANKS

First off, I would like to thank everyone at the gamefaqs.com message board who posted their challenges, (kunaak, bladium 18, THayes, Rise of Ash, Industrial Rock Monster, Agent Dangerbalde, burnquist86 chococid), so thank you to all of you. I would also like to thank CJayJ the webmaster at gamefaqs.com for posting my faqs, and _Jed_ for having one of the best THPS sites on the internet, as well as all of the peoples whos lines I have used from their videos. The cheats were borrowed by GameSages.com (however I did fix a mistake in the "Jet Pack Mode" cheat)

NOTES

This is a copywrited work for Mike Truitt , any usage of this faq not noted by its author is banned, if you want to have it on you site, just e-mail me at mat2810@cs.com and I'll be more than happy to allow you to have it on your site, but you MUST ask.

Some of the challenges might not be well described, or may not be completable due to the fact that you may need a code in and I put none, so if you have any questions of comments on any of the challenges or of the faq itself, please e-mail me, and if you have any ideas for challenges, e-mail me and I'll try to post them on my next update.

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