

Dave Mirra Freestyle BMX 2 FAQ/Walkthrough

by Irving

Updated to v0.9 on Sep 6, 2004

This walkthrough was originally written for Dave Mirra Freestyle BMX 2 on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

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Dave Mirra Freestyle BMX 2
FAQ/Walkthrough
By: Dark Vortex (Quan Jin)
darkvortex0012000@yahoo.com
Version 0.9
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This guide may be found on the following sites:

- [<http://www.gamefaqs.com>]-----[GameFAQs]
- [<http://www.gamespot.com>]-----[GameSpot]
- [<http://faqs.ign.com>]-----[IGN FAQs]
- [<https://www.neoseeker.com>]-----[Neoseeker]
- [<http://www.dlh.net>]-----[Dirty Little Helper]
- [<http://www.cheats.de>]-----[Cheats.de]
- [<http://www.supercheats.com>]-----[SuperCheats]

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=====
-- 1. Introduction ----- [1000] -
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```

I'm quite surprised by the number of guides created for this game. I must admit, this game isn't the best game I have ever played but one could have definitely expected more FAQs than that.

Dave Mirra Freestyle BMX 2 is basically one of those extreme sport games. In the same category is skateboarding, in-line rollerblading, etc. Apparently, there doesn't seem to be a regular Dave Mirra Freestyle BMX 2 (will be called DMFBMX2 from now on), so it surprises me that FullFat would want to start off with a game ending in a sequel number. If there ever was a first, why wouldn't they want to port that one to the Gameboy Advance?

After playing through the game a teensy bit, you can already figure this game is a major ripoff of the classic Tony Hawk. The same camera angle, style of music, style of riders (blocky 3D people), and etc. There's just so much similar. Talk about a cheap way to develop something but I guess whoever makes it creates it. Although I really think Activision's Matt Hoffman series is tremendously better, there are some times I can enjoy some parts of this game (very rare). I just ignore the various bugs and glitches popping up every once in a while. Still, I should avoid getting too bashy and just continue.

Nevertheless, enjoy the guide!

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-- 2. Basics ----- [2000] -
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A brief section on the basics of DMFBMX2 follows below.

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Viewpoint
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DMFBMX2 uses the same camera angle as THPS2. This will mean you'll have a bird's eye view of your character although the camera is angled oddly. Forward will be to the upper left side of the screen where the biker is facing. Holding up will make you go forward in the direction of the biker's front. It may take a while to get used to but if you have played the GBA version of THPS2-4, you should have no trouble getting used to the angle. Since it's a bird's eye view, you'll have to control your character based on their point of view.

Main Menu

Upon starting the game, you are at the main menu...

Proquest - The Career Mode of DMFBMX2. You can start a new game, or continue a saved one. To unlock new maps, you have to unlock them here in this mode.

Continue Game - This option will only be available if you already loaded up a game or started a new one and exited Proquest.

New Game - Starts a new career for you.

Load Game - Load up a game you saved previously.

Session - Start a free session on any map you have already unlocked. You will be given 2:00 to do whatever you want.

Freeride - Starts an unlimited time freeride for you on any map you have already unlocked. You will have no time limit but your points will not accumulate. Great for practice and exploring each map in your free time.

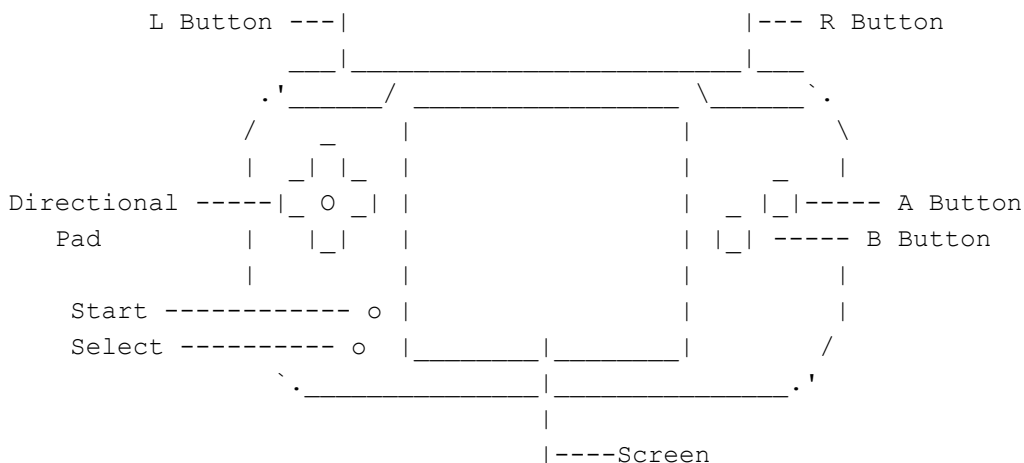
2 Player - You don't need any link cable for this. There are two options.

Full Run - Each player gets two minutes to try to score as much points as they can. Whoever has the most points in the end wins.

Star Collector - Each player gets timed to see how quickly they can collect every star. Whoever has the quickest time wins.

Options - Contains all the technical options of the game including FX sound, music level, credits, kids mode, etc.

Controls



I happen to use control scheme A so the below may not apply if you use either B or C.

Directional Pad

- ~ Move the biker through the course.
- ~ Rotate the biker while holding L.
- ~ Move the selection in menu mode.

A Button

- ~ Hold down to go faster while riding.
- ~ Tap to do a bunnyhop.
- ~ Select in menu mode.

B Button

- ~ Jump onto a rail and grind.
- ~ Decline option in menu mode.

L Button

- ~ Rotate the biker whichever way you choose.
- ~ Hold and press either left or right on the directional pad to do a 180 or higher.
- ~ Hold and press either up or down on the directional pad to do a backflip or frontflip.

R Button

- ~ Seems to hold no use.

Start

- ~ Bring up the in game menu.
- ~ Select in menu mode.

Select

- ~ Seems to hold no use.

Basic Moves

Bunnyhop

An ollie in skateboarding terms. Tap the A Button to execute. The faster you are going, the higher you jump. A bunnyhop is required for most objectives.

Grind

Ollie onto a rail and press the B Button. Hold down and watch the balance meter. Keep the arrow in the green by using the left and right arrow keys to stay balanced. If you lose the balance, you fall off.

180/360/540/720/900/Cool 1080

I think the meter can go higher. I just never got past a 1080(Yes, it's called a Cool 1080 ingame). Anyway, get some air or just bunnyhop and hold L while pressing either right or left on the directional pad. You will have to land straight to get it.

Front Manual/Rear Manual

Bunnyhop into the air or do this while falling from someplace higher. Press either Up+Down(Rear Manual)or Down+Up(Front Manual). Balance yourself the same

way as grinding(watching the arrow and keeping it in the green)and press up and down to balance it.

Frontflip/Backflip

Get some air and hold L and then press either up(frontflip)or down(backflip). It may take a while to understand it wholly. Just remember to get lots of air.

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-- 3. Rider List ----- [3000] -

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All of the below were taken directly from the game. Here's a rundown of all the stats and such.

- Speed: How fast your rider can accelerate
- Spin: How fast your rider can spin to do 180s, etc.
- Balance: How much balance your rider has on rails.
- Bunnyhop: How high your rider can "hop."
- Air: How much your rider can soar into the air.
- Hangtime: How long your rider could stay in the air.

Stats can be increased depending on the bike you're using. Each bike has it's advantages. My favorite would have to be the orange and white bike(the bikes have no names)as it increases your speed and your balance. Two very important stats for you rider.

[----->----- Dave Mirra -----<-----]

Speed: [[]][[]]
Spin: [[]][[]]
Balance: [[]][[]]
Bunnyhop: [[]][[]][[]]
Air: [[]][[]][[]]
Hangtime: [[]][[]][[]]

Hometown: Chittenango
Residence: Greenville
Height: 5' 9"
Weight(lbs): 160
Years Riding: 27
Years Pro: 9

Dave Mirra has some nice balanced stats at first. However, he is only mediocre in every category at first.

[----->----- Ryan Nyquist -----<-----]

Speed: [[]][[]][[]][[]]
Spin: [[]][[]][[]]
Balance: [[]][[]][[]]
Bunnyhop: [[]][[]][[]]
Air: [[]][[]][[]]
Hangtime: [[]][[]][[]][[]]

Hometown: Los Gatos
Residence: Greenville
Height: 5' 6"
Weight(lbs): 150

Years Riding: 10
Years Pro: 5

Ryan starts with a bit of speed at first but his air suffers for that. A good choice however, remember to fill up those air stats first.

[----->----- Mike Laird -----<-----]

Speed: [][][][]
Spin: [][][][]
Balance: [][][
Bunnyhop: [][][
Air: [][][][][
Hangtime: [][][

Hometown: Virginia Beach
Residence: Greenville
Height: 5' 10"
Weight(lbs): 150
Years Riding: 17
Years Pro: 4

Mike Laird has some good air stats and overall balance throughout the rest of them. Being one of my favorite choices, Laird is one of the better choices not to mention an outfit that doesn't look that bad.

[----->----- Kenan Harkin -----<-----]

Speed: [][][
Spin: [][][][][
Balance: [][][][
Bunnyhop: [][][][
Air: [][][
Hangtime: [][][

Hometown: C'ter Moriches
Residence: Woodward
Height: 5' 11"
Weight(lbs): 165
Years Riding: 18
Years Pro: 5

Harkin majors in his balance and spin at first. His speed, air, and hangtime suffers however. It depends on what you would prefer. Would you rather have better 360s at first, by means, choose Harkin.

[----->----- Leigh Ramsdell -----<-----]

Speed: [][][][
Spin: [][][
Balance: [][][][][
Bunnyhop: [][][][
Air: [][][
Hangtime: [][][

Hometown: Havelock
Residence: Chapel Hill
Height: 5' 6"
Weight(lbs): 135
Years Riding: 17

Years Pro: 7

Impressive balance skills and decent speed stats, Ramsdell is a mediocre choice if you don't mind having poor air and hangtime stats at first.

[----->----- Todd Lyons -----<-----]

Speed: [][][]
Spin: [][][][]
Balance: [][][]
Bunnyhop: [][][][]
Air: [][][][]
Hangtime: [][][][]

Hometown: Havelock
Residence: Chapel Hill
Height: 5' 6"
Weight(lbs): 135
Years Riding: 17
Years Pro: 7

One of the greatest riders in history and he only has mediocre stats? Geez, what is up with that?

[----->----- Troy McMurray -----<-----]

Speed: [][][][]
Spin: [][][][]
Balance: [][]
Bunnyhop: [][][][]
Air: [][][]
Hangtime: [][][]

Hometown: Denver
Residence: Hunt'ton Beach
Height: 5' 10"
Weight(lbs): 190
Years Riding: 18
Years Pro: 6

It really depends on what you like in a rider. McMurray has exceptional balance and spin but his air and hangtime suffer as a consequence.

[----->----- Rick Moliterno -----<-----]

Speed: [][][][]
Spin: [][]
Balance: [][][]
Bunnyhop: [][][][]
Air: [][][]
Hangtime: [][][][]

Hometown: Davenport
Residence: Davenport
Height: 6' 2"
Weight(lbs): 205
Years Riding: 29
Years Pro: 20

Ricky here is one of the older pro biker veterans. His stats are perfect if you don't mind a low spin. This rider is a well developed biker for the most

part.

[----->----- Tim Mirra -----<-----]

Speed: [][][]
Spin: [][][][]
Balance: [][][][][]
Bunnyhop: [][][]
Air: [][][][]
Hangtime: [][][]

Hometown: Chittenango
Residence: Raleigh
Height: 6' 1"
Weight(lbs): 170
Years Riding: 18
Years Pro: 3

Tim Mirra is often overshadowed by his better known older brother whom the game was named after. His stats are pretty terrible compared to the others but it's still fun riding. A sturdy biker considering his balance.

[----->----- Scott Wirch -----<-----]

Speed: [][][]
Spin: [][][][][]
Balance: [][
Bunnyhop: [][][][]
Air: [][][][]
Hangtime: [][][][]

Hometown: McHenry
Residence: Greenville
Height: 5' 11"
Weight(lbs): 175
Years Riding: 10
Years Pro: 4

Like Tim Mirra, Scott Wirch is another new pro rider overshadowed by the older, more experienced riders like Lyons and Nyquist. Balanced stats overall and that spin is awesome.

[----->----- Colin Mackay -----<-----]

Speed: [][][][][]
Spin: [][][
Balance: [][][
Bunnyhop: [][][][]
Air: [][][
Hangtime: [][][][]

Hometown: Brisbane
Residence: Greenville
Height: 6' 0"
Weight(lbs): 175
Years Riding: 13
Years Pro: 2

Mackay is definitely the youngest and newest pro in the game. His stats are surprisingly, pretty good!

[----->----- Zach Shaw -----<-----]

Speed: [][][
Spin: [][][]
Balance: [][][]
Bunnyhop: [][]
Air: [][][]
Hangtime: [][]

Hometown: Harlow
Residence: United Kingdom
Height: 5' 10"
Weight(lbs): 150
Years Riding: 21
Years Pro: 12

Ah, Zach Shaw, the british rider in the crowd. Great stats and a great reputation to boot as well. Yeah!

=====

-- 4. Walkthrough ----- [4000] -

=====

Welcome to the walkthrough. I will try to be as descriptive as possible. If you are having trouble, head over to Options and turn on Kids Mode. The game will turn considerably easier. I strongly suggest you consult the (not so well done) ASCII maps before playing the objectives so you can understand my directions (ie. north, south, east, west).

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-----{ 4.1. Amateur Mode }----- [4100] -

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--- Cloud 9 ---
--- Location - Woodward ---
--- Discipline - Vert/Skate Park ---

=====

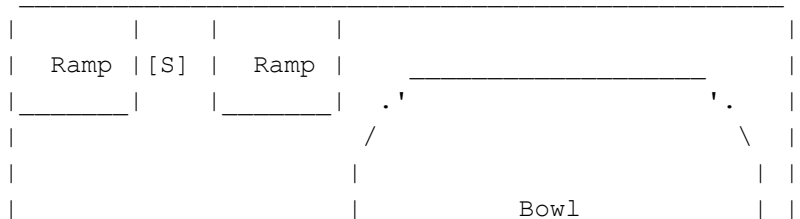
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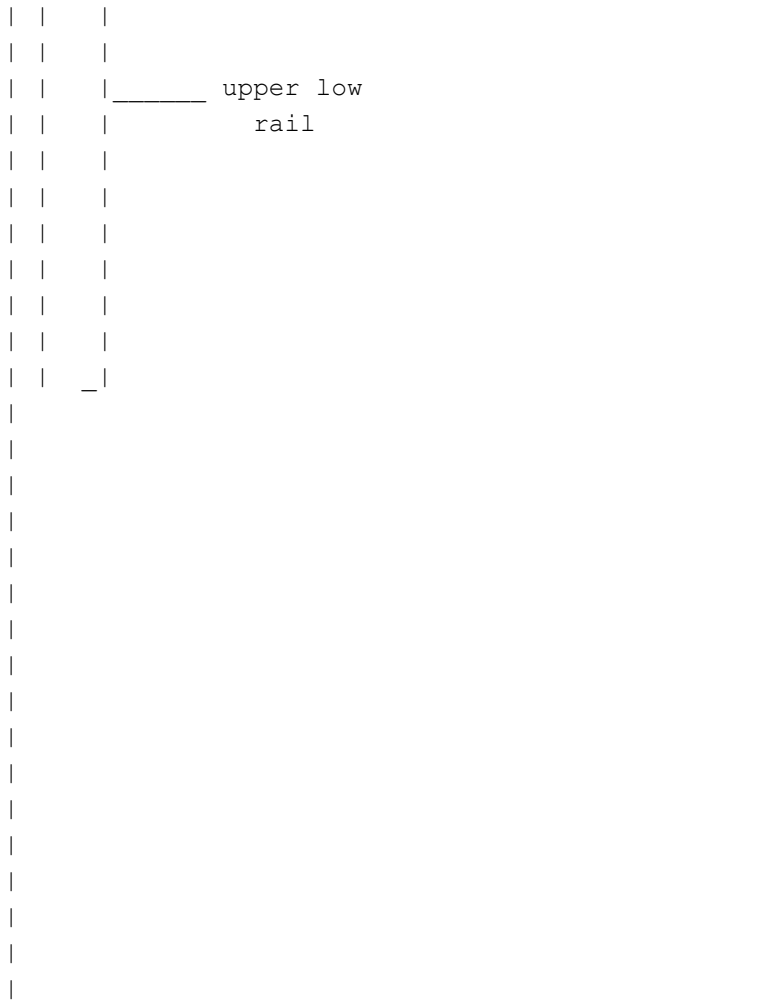
Map 1 --- Ramps and Ground Level Rails

Below is the basic shape of Cloud 9 on the bottom level.
This includes all the verts and a few ground level rails.

[-----]

- Legend ~~~~~\
- [S] -----[Spraycan]
- [M] -----[Letter M]
- [I] -----[Letter I]
- [R] -----[Letter R]
- [A] -----[Letter A]
- [*] -----[Star]





[-----]

High Score - 10,000 ~

Easy enough to pull off. You should have no trouble getting the 10,000. You can use the ramps behind you or trick out in the large bowl near your current location. You should get 10,000 in no time. Try out backflips and frontflips (read the basics section) and use grinds and stalls to bring up your multiplier. If you have 500 points off a trick, you can multiply that at your leisure by pressing B as soon as you get onto the rail to stall. Keep jumping and stalling to get the points you need.

Pro Score - 20,000 ~

Use the same strategy as before. You can try out new tricks and larger trick strings if you want to. Keep in mind that you will not be able to do too many tricks as you have extremely no stats as of now. It should be slightly harder to get the points at first but it isn't too difficult and you would probably get it with a few tries.

Sick Trick - 2,000 ~

You basically need a single trick string over 2,000 points. It should not be difficult if you know what you are doing. Use stalls, grinds, and spins to bring up your multiplier.

Spray Can Challenge ~

For more exact locations, consult the map located at the top. (note: you can collect these in any order. The one I've listed is the one I would consider the fastest route.)

Spraycan #1 --- From the start, turn around and head into the large bowl. The first spraycan is located there.

Spraycan #2 --- From the bowl, exit and head towards the left side of the map (still behind your starting position) and notice the two ramps. In between them is an opening that you can access later in the game. Transfer from one ramp to the other to get it (you can also get the 'Jump the Entrance Gap' objective this way).

Spraycan #3 --- Head towards the roll in ramp (it was in front of you when you started) and continue down. Turn a little to the left (the biker's left) and jump on the second rail. Jump at the end to snag it.

Spraycan #4 --- Continue along the rail and jump across them. At the end of the last rail, jump to get this can.

Spraycan #5 --- Along the right side of the area, there are two funboxes. Obvious seen on the most northern of the two, just ride over it to pick it up.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- Head straight down the roll in and grind on the first rail. It will bend to the right and you can jump for the M. You may also get the 'Ride the Bend' objective here.

Letter I --- Head to the ramp west of the starting point and jump up for the I.

Letter R --- Towards the southern part of the level, there are two quarter pipes facing each other on the left area. The farthest left ramp has the R floating above it. (it's best to consult the map for this one.)

Letter R --- By the other R, there is a small roll in ramp farther south. It will head in the opposite direction of the wall. Just ride up this ramp to get to it quickly.

Letter A --- By the eastern wall, there is a pair of ramps between two funboxes. Above one quarter pipe is the A.

Superstar Challenge ~

The star is right behind you from the starting point. Notice the two ramps by the left side. Jump up one of them at an angle so you can grind on the higher rail to the east. It may take a while but you will eventually get on the rail and start moving. Stay balanced for a little while until you see the star and the break in the rail. Jump and collect it falling down into the bowl. You can also collect it by jumping up the side of the bowl closest to the star but this

is harder to do in my opinion.

Grind The Cloud 9 Line ~

In the main lower area, there is a line of four rails. Since this place is small, you should be able to find it easily. You may have already gotten this before but if you haven't grind all of them. You don't have to grind them consecutively, you will just have to grind at least a portion. Simple isn't it?

Grind the Bend ~

Just as easy as the last one. There is a bent rail to the left of the Cloud 9 line. Grind any part of that and you'll get the objective. You probably got it already collecting the M(if you followed my directions).

Jump the Entrance Gap ~

Towards the northern side of the area, there are two ramps. You will recall these as you used them to collect a spraycan and jump for the star. You simply need to transfer from one side to the other. It should not be a hard thing to do.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

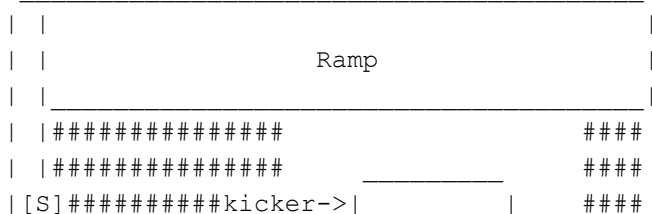
By now, you have unlocked the Local Park level and have collected 3 experience points. I would suggest boosting your speed or air. Nothing else right now.

--- Local Park ---
--- Location - Brooklyn ---
--- Discipline - Park/Dirt ---

Map 1 --- Everything on Left Half

This will include the left half of the map. Local Park is a larger map so it will need to be split up.

- Legend ~~~~~\
- [S] -----[Spraycan]
- [M] -----[Letter M]
- [I] -----[Letter I]
- [R] -----[Letter R]
- [A] -----[Letter A]
- [*] -----[Star]
- [#] -----[Grass]



This objective should not be hard either. You just need to pace yourself and avoid messing up too much. Keep in mind that stalling and 180s will multiply your score so use that to your advantage. The best place to get the 25,000 in my opinion would definitely be the large quarterpipe towards the back of the area.

Sick Trick - 4,000 ~

This is not hard. You should be able to get 4,000 without even stalling or grinding to multiply the score. Just use your best combo without overdoing. You only need 4,000 points. Wait until later on. :P

Spray Can Challenge ~

For more exact locations, consult the map located at the top. (note: you can collect these in any order. The one I've listed is the one I would consider the fastest route.)

Spraycan #1 --- Head straight from the start point and jump onto the rails and jump up when you reach the center of the funbox following closely.

Spraycan #2 --- From the first spraycan, turn left immediately towards the pool area. Jump the kicker and pick up the spraycan and fall into the pool to finish the 'Lifeguard Jump' as well.

Spraycan #3 --- There's a ramp north of the pool after you jump in. Ride it up and pick up the spraycan as you sail up.

Spraycan #4 --- Ride up the staircase (or better yet, grind the rail instead) after picking up spraycan #3. You should see a small brick rise along the left wall. The fourth spraycan is on this outcropping farther ahead.

Spraycan #5 --- The final spraycan is in the courtyard area or the eastern area with the four quarter pipes. The spraycan is floating across one of the gaps in between.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- As you start it up, head to the left and ride up the ramp along the invisible barrier to get the first easy letter.

Letter I --- Head back down the quarterpipe and continue to the right of the start location. The I is floating above a mogul. Just ride over the top to collect it easily.

Letter R --- Continue right in the same direction up the steps to reach the courtyard area. The R is hovering above the second ramp to your immediate right. Easy to collect as you just need to jump for it.

Letter R --- Along the long quarterpipe bordering the top of the level, the R is hovering above. It's more biased towards the eastern side

so jump for it when you see it's shadow.

Letter A --- It's obvious to the eye. It's hovering directly above the fountain. If you don't know where it is, it's towards the northern edge of the level. It's in front of the set of fountain rails.

Superstar Challenge ~

There is this winding rail towards the western area by the pool known as the 'Snake Rail.' It leads down two sets of stairs and ends at the pool. Ride down it from the top. Jump off at the end without moving left or right. Continue to the other end of the pool and jump up high enough to grab the star quickly. It would be easy to do otherwise however I didn't feel like describing anything in detail. Nevertheless, if you still can't get it, improve your speed and air stats and try later. This is one of the more easier star objectives.

Grind the Fountain Rails ~

There are four rails that lead from the start to the fountain at the opposite end. You simply need to head straight from the starting point and grind every rail. You can easily get each rail and the entire objective finished in one pass.

2 Courtyard Transfers ~

The four quarterpipes facing each other at the east end of the level are in a special area called the courtyard. You will need to transfer(jump from one ramp to the other)two of the gaps. The gap between the two ramps farthest north are the smallest so you might want to try those if you can't get the larger ones. This objective is difficult at first but you will get it eventually.

Lifeguard Jump ~

Exactly left of the funbox in the middle of the level is a kicker that leads into the pool. Jump from that brown kicker into the pool to get the 'Lifeguard Jump.' Extremely easy objective that you should have no trouble with.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

The final level of Amateur Mode is next and that is the Warehouse. Improve your air, speed, and hangtime stats with the extra three experience points you collected for unlocking the Warehouse.

=====
--- Warehouse ---
--- Location - Texas ---
--- Discipline - Stree ---
=====

[-----]

Map 1 --- The Warehouse

This will include the entire Warehouse including the upper level. I did not depict the higher rails

Pro Score - 30,000 ~

A slight bit difficult but simple to get anyway. If you can't get it after five tries, you are in trouble.

Sick Trick - 6,000 ~

If you can't get this, I laugh at you. No seriously, this should take a few seconds to finish. You just need to combo up and use trick multipliers like stalls, grinds, and 180s.

Spray Can Challenge ~

For more exact locations, consult the map located at the top. (note: you can collect these in any order. The one I've listed is the one I would consider the fastest route.)

Spraycan #1 --- It's to the left of the ramp ahead of you when you start the level.

Spraycan #2 --- From the first spraycan, head back right along the ramp until you reach the wall. Ride up the side of the quarterpipe as if you were trying to get to the higher level and jump to pick up the can.

Spraycan #3 --- Towards the east part of the level on the lower ground. It's floating ahead of one of the cargo rails. Jump to get it.

Spraycan #4 --- This is along the dark barrier separating the lower platform to the east to the other part with the truck in it's centre.

Spraycan #5 --- First of all, you need to get on to the higher area. Either jump the truck gap or transfer from the lower quarterpipe near the wall. There is only one rail on this platform and the spray can is by it. Grind it until you reach the edge where the rail disappears. Jump to pick off the last spray can.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- Directly ahead of you is a quarterpipe with the M floating somewhere above it.

Letter I --- The I is floating directly across from the M. Just ride up the edge of the truck and jump to pick it off.

Letter R --- This letter is hovering by one of the 'cargo rails' on the lower level. It's close to the wall and it'll be obvious when you see it.

Letter R --- It's on the ground of the upper level plain in sight. Just ride over it to get it.

Letter A --- Hanging around the upper border of the level, the A, like the other letters is easy to collect. Ride up the mogul and pick it up. Done.

Superstar Challenge ~

The rail you must jump onto is not portrayed in the map. The rail is directly above the ramp in front of you when you begin the level. Jump at it from an angle so you slide towards the stack of crates away from the upper ledge area above the wall. Jump as soon as the rail ends and you should hopefully pick up the star. It may be challenging and will probably take a while to get it correct.

Jump the Truck Gap ~

On the truck in the center of the level is a kicker that jumps to the higher ledge. Ride up the little ramp at the front of the truck and head straight onto it's back. Ride forward and hop when you reach the apex of the kicker. If you fly over the tilted part, you won't get it. Try to jump earlier or something. Land in that little area to collect the objective.

Transfer Over the Truck ~

This is a pretty easy objective. You just have to know how to jump over the truck. Hold accelerate(A Button for me)and ride up either ramp to the side of the truck. Just as you hit the apex of the jump, hold Up and jump to sail over the truck and get it.

Ride The Cargo Rails ~

This is an obvious objective. There are only three rails in this section of the Warehouse anyway. Two are by the jutting wall on the lower level to the east. The last is on the ledge that you used to get the fifth spraycan. You just need to grind them.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

Congratulations! You have officially completed Amateur Mode. Beware, the next mode is a trifle difficult. Nevertheless, you shouldn't have that much trouble on most of the objectives. You will now have 2:30 to complete objectives.

-----{ 4.2. Pro Mode }----- [4200] -----

--- Cloud 9 ---
--- Location - Woodward ---
--- Discipline - Vert/Skate Park ---

Map 1 --- Ramps and Ground Level Rails

Below is the basic shape of Cloud 9 on the bottom level.

You should know about the physics and the tricks by now. Take into account that grind and stall combos are effective just as much as air combos if not a bit better.

Sick Trick - 4,000 ~

I swear, this must be the easiest objective from this point on. Getting the Sick Trick is so simple that it should be a piece of cake just getting it on the first trick. If you truly are having trouble, you need more practice and/or more stats (remember that you should have added if you haven't already).

Spray Can Challenge ~

For more exact locations, consult the map located at the top. (note: you can collect these in any order. The one I've listed is the one I would consider the fastest route.)

Spraycan #1 --- Head to your biker's right and jump off the kicker sailing towards the west-most ledge. If you're lucky, you will get it on the first try. You may not get it the first attempt but you should have seen it anyway.

Spraycan #2 --- On the lower level in between the double moguls is the second spraycan. You just need to jump for it.

Spraycan #3 --- Towards the east side of the level (refer to the map if necessary), there is a platform with ramps on two sides. The spray can is floating around at the top. Ride up and run over it.

Spraycan #4 --- It's hard for me to describe the location of this spray can so you might want to consult the map to check it out. Apparently, it's floating above a quarterpipe towards the back of the level. It's one of the ramps by the single mogul in the middle.

Spraycan #5 --- The last one is hovering above a thin ledge led to by a ramp towards the south on the east side. Ride up and get it.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- The M is between two of the Cloud 9 rails. It's right there plain as day. All you really need to do is ride one of the rails and jump when you reach the end. Easy letter.

Letter I --- Along the western wall of the level, there is a ledge that starts with a ramp by the start point. Ride along this ledge until you reach the end where the I resides.

Letter R --- Behind and too the left of the start point, there are two small ramps. The R is floating very high above the left one. You will need to jump pretty high to get the letter.

Letter R --- It's hovering pretty high above the tiny strip of land in

between the pool and the ramp. You can transfer from the pool to the ramp or from the ramp to the pool. Do this by pressing up as you jump. I find it easier with the latter. It seems the R is closer to the quarterpipe.

Letter A --- Right in the gap in between the rails where the star originally was, you should still have little to no trouble at all getting it. You should have reached the point where you can get it just by jumping from the pool edge. If you still can't get it that way, just grind the rail like you did before.

Superstar Challenge ~

To get to this slightly difficult star, ride out to the double ramps with the mogul in the centre. Ride up the westernmost one and grind the rail towards the north end of the level by riding up at an angle. Continue grinding keeping balance until you reach the star. Jump for it.

Pull a Crazy Transfer ~

It would be a bit hard to find out what this objective means without this walkthrough. Anyway, turn around and head towards the right quarterpipe. Ride up and position your rider so he falls into the pool. You have to land perfectly onto the pools lip and ride in to get it.

High Rail Grind ~

In map 2, I portray the two higher rails. All you have to do is grind both rails. To get to the first one, ride up the ramp behind the starting point and grind that. The other one is the same one you used to get the star. Ride up the quarterpipe that are facing each other and grind the upper rail. You got it!

Do the Long Jump ~

It's easier than it actually sounds. The gap you are supposed to jump is barely anything. All you have to do is jump from the large kicker to the biker's right at the start of the stage to the ledge. If you land on the ramp leading up to the ledge, you won't get it. You will have to get onto the actual flat piece. Again, it's not hard.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

With the finish of Cloud 9, we continue to the Local Park.

=====
--- Local Park ---
--- Location - Brooklyn ---
--- Discipline - Park/Dirt ---
=====

Map 1 --- Everything on Left Half

This will include the left half of the map. Local Park is a larger map so it will need to be split up.

Just jump from one to the other.

Letter I --- Across from the letter M is the I right there. Catch it the same way you collected the M.

Letter R --- The first R is a bit difficult to get although it sounds easy enough. Head to the kicker that is overlooking the large hill and the monkey bars. Our objective isn't the bars (yet) but the R. Jump with moderate speed straight from the kicker to get the R. It may take a few tries but you'll get it eventually.

Letter R --- The second letter is collected in pretty much the same way except at a different kicker to the immediate left of the fountain. I have no idea why but this one seems considerably easier than the last. Oh well.

Letter A --- You will have to get to the pool for this one. The side of the pool closest to the edge of the level has the A floating above it. You just need to jump up the side of the pool to get. Easy enough.

Superstar Challenge ~

Pretty easy really. The star is floating pretty high above the rail leading into the courtyard and the ramp nearest the rail. Just ride up the side of the quarterpipe and jump at an angle that you calculate would work. You would have probably snagged the star but you also would have bailed unless you landed on the rail. Anyway, there's always a consequence. ;)

Complete the Court ~

You know those ramps in the courtyard I keep talking about? Well, there are six of them and you will have to transfer from each quarterpipe to the other so let's do the math. That's four transfers right? You already can do the two transfers from past experience but what about the other two larger gaps. It may take a while but you will get it... eventually.

Top the Fountain ~

What you will have to do for this one is jump from the kicker behind the fountaintop and somehow grind the rail. It might take a while but if you jump straight from the kicker, you should be able to grind the rail. Oh, by the way, don't forget to press B to grind the rail just as you set on it.

Pool 2 Turf Jump ~

This objective must be done from the pool. It's a bit hard to explain but it's really easy to get. On one of the sides of the pool is a brick wall shortly ahead of it with a kicker by it. What you have to do is jump by holding forward while jumping from the side of the pool to the grass on the other side. It is like the Lifeguard Jump objective except you don't have to land on the ramp.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

[-----]

High Score - 50,000 ~

An easy objective for real. The best place to get this would probably be the ramp to the west of the truck. If you vault up and perform a few trick strings, you should get this in about five combos.

Pro Score - 70,000 ~

Just 20,000 more points. If you want to have some fun, head to the highest cargo rail on the higher level and launch yourself off of it and try to get the 20,000 that way... you know, for practice later on. I doubt you could but you should get about 10,000 if you really try. Anyway, just trick out and go crazy but avoid bails of course.

Sick Score - 8,000 ~

Do I really need to describe it? I like getting the 8,000 from the cargo rail I was talking about before. In my opinion, the most fun way of getting it.

Spray Can Challenge ~

For more exact locations, consult the map located at the top. (note: you can collect these in any order. The one I've listed is the one I would consider the fastest route.)

Spraycan #1 --- East of the truck is a quarterpipe against a wall. Vault up the ramp to collect it.

Spraycan #2 --- Directly in back of the truck up the jump to the upper level is another ramp on the ledge. The spraycan is right above it so jump to get that one.

Spraycan #3 --- This is opposite and a little to the east of the second one. It's above the ramp but you might need twist your rider a bit and jump quite high to actually touch it.

Spraycan #4 --- Head to the train station area and turn north from the entrance. Jump up the ramp and collect spray can numero cuatro.

Spraycan #5 --- Easy one. One the most northeastern box platform. Simply ride up the ramp and just ride over it.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- This one is simple. It's right there plain in sight on top of the truck. Just ride up the kicker in front of it and just ride over it to pick it up.

Letter I --- If you stay on top of the truck and ride off the kicker, you might be able to snag this one easily. If not, you'll need to get up to those two quarterpipes on the edge of the ledge and transfer from one to the other and hopefully get it.

Letter R --- On the same level is a ramp placed in a niche in the wall to the west of the level on the ledge. The R is directly above this and a jump is required to get it.

Letter R --- In the train station area, the second R is on the western most central box platform. Simply ride over it.

Letter A --- With the help of the kicker nearby, jump onto the top of the train and ride over it the best you can. Not as hard as it sounds. Pretty easy for the most part.

Superstar Challenge ~

What you will have to do this time around is get on top of the train and start riding east towards the other side of the level. It might take a while to land straight keep in mind. At the end, you'll see the star. Bunnyhop quickly without being too slow and you should get it with no problem. If you miss it the first few times, position yourself differently and try it that way. It always takes me a few tries at least.

Transfer the Upper Gap ~

On the box wall area, there are two ramps that would have been on either side of the I. Transfer from one to the other. It shouldn't be hard but if you miss, you will probably fall down and have to get back up again.

Docking Maneuver ~

Really, really easy objective here. On either side of the train are two kickers. All you need to do is hop from one kicker to the other side to get one "Docking Maneuver." Do the same to the other side to get the other one and complete the objective.

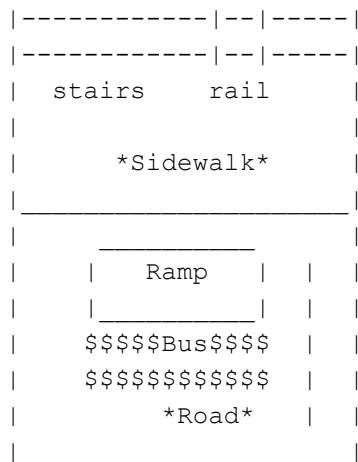
Do the Box Jumps ~

In the train station area, there are boxes of course. The first three platforms with rails connecting them are the objectives. Jump from one to the other (there should be two gaps in all) and finish it.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

This level shouldn't have been too hard. The High School is our newest level and I bet you're itching to check it out (if you haven't already).

=====
--- High School ---
--- Location - Illinois ---
--- Discipline - Park/Street ---
=====



[-----]

High Score - 60,000 ~

This is easy to get... if you know what you're doing of course. You just have to find a good place to trick out. There are many quarterpipes throughout this large area that you can perform tricks on.

Pro Score - 80,000 ~

Just trick out. It's easy enough. Also, the many rails can provide a bunch of points as well. One particular example would be the eastern-most pair of rails near the farthest east bus. Grind one of them and jump and grind the two planters and jump again to the other rail heading up the steps. You can end it there at the wall but if you tap the B Button, you can perform a Wall Tap and flip back onto the rail leading back to the south end of the screen. You can easily get 10,000 for a combo like that.

Sick Trick - 10,000 ~

This should be easy enough by now. If you have trouble, read the Pro Score description about the rail combo. I'm sure you can get the 10,000 that way.

Spray Can Challenge ~

For more exact locations, consult the map located at the top. (note: you can collect these in any order. The one I've listed is the one I would consider the fastest route.)

Spraycan #1 --- The first spraycan is easy to snag. From the start, head forward without turning at all and jump from the kicker to the first bus. Continue to the end of the first bus and jump as if you were trying to get from the first bus to the other. You will get the spray can on your way down.

Spraycan #2 --- The second spraycan can be found on top of the bus that isn't on the road. It has a kicker to its front as well as ramps on the side of it. The spray can is atop that school bus.

Spraycan #3 --- On the western-most edge of the level are two quarterpipes facing each other. The most-northern ramp holds the spray

can just above. Jump to pick it off.

Spraycan #4 --- This spraycan can be found on the gray funbox near the eastern side of the level. Grind the rail leading up to it and jump for this easy snag.

Spraycan #5 --- Towards the northern end of the level is this really, really long ramp. It's somewhere around. When you see the shadow, ride up the quarterpipe and jump to pick this one up for the objective.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- This letter is pretty immediate. Upon starting the level, head a little bit too the left onto the sidewalk. Grind the rail and jump for the M when it pops up in front of you over a gap in the rail.

Letter I --- Towards the back of the level are stairs leading up to a ledge-like area. Ride along this ledge west and turning when the ledge turns. Jump over the mogul and ride up the ramp at the end to pick up letter I.

Letter R --- Near the ramp where you collected the third spraycan are three, short ramps in line with each other. These are the "Grade B" ramps. The R is above the middle one. Ride up and collect it.

Letter R --- Opposite the long ramp where you picked up the fifth spraycan are two smaller quarterpipes. They are separated by a gap in the wall. The second R is floating above this gap. Transfer from one ramp to the other and pick it up.

Letter A --- The letter A can be found in-between two kickers towards the north end of the level on the ledge. In fact, if you ride the rail that leads from the funbox to the ledge, you can jump and snag it.

Superstar Challenge ~

To get the star for this level, you will need to use the kicker on the ledge. Notice the ramp that is farther east from the two kickers. It's the easternmost area on the map in fact. Ride up and then ride back down to pick up speed and jump off the easternmost kicker, wall ride, and then jump on the high rail immediately to get onto it. Keep riding until you reach the end in which you should jump to grab the star for this objective.

Score 2 Touchdowns ~

There's really no easy to describe this objective. This will test your eye coordination and ability to slow down in air. To get the touchdowns, you have to head to the western-most area with the two quarterpipes facing each other. There are also two platforms on the ground in-between the two. To get the objective, you have to jump from one ramp (on either side of the two platforms) to the other ramp on the same platform. It isn't as easy as it sounds as you will probably over jump it constantly. To do this, you can either jump into the

wall to slow down the rider or jump really early. I prefer to jump early. Get 2 touchdowns and the objective will be yours.

Hall Pass Transfer ~

This a fairly easy objective. You should remember the three "Grade B" ramps that we got the letter R on. Well, ride up the middle one and hold forward while in the air to sail over the brick wall and land on the incline directly in back of the ramp we just jumped off. Believe me, it's a lot easier done than said. :)

Get All 'B' Averages ~

You should already know what the "Grade B" ramps are by now. You know, those three, identical ramps next to each other. Well, to get the first one, transfer from the one closest to the road to the middle one, then from the middle one to the last one. The third transfer is rather strange. Transfer from the middle ramp to the first one we went on (closest to the road). That should get you the objective. There are other ways to do the third transfer (transfer from the third ramp to the first) but this is the easiest.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

Nice job here! We should have unlocked the next level, Titanic if you completed every level thus far. The High School wasn't too hard now was it? The same goes for the Titanic, not too hard... if you know what you're doing!

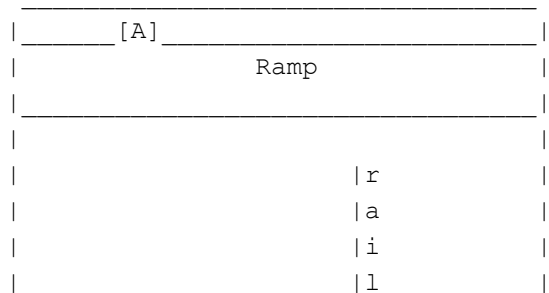
=====
--- Titanic ---
--- Location - Woodward ---
--- Discipline - Vert/Skate Park ---
=====

[-----]
Map 1 --- The Left Side Titanic

Contains the entire left portion of the level not including the giant half-pipe.

[-----]

- Legend ~~~~~\
- [S] -----[Spraycan]
 - [M] -----[Letter M]
 - [I] -----[Letter I]
 - [R] -----[Letter R]
 - [A] -----[Letter A]
 - [*] -----[Star]



can jump for it by riding to the top of the half-pipe, it is really unobtainable that way. Instead, head to the other side and ride up the quarterpipe along the side of the half-pipe.

Spraycan #2 --- Find this one on the long house to the north of the giant half-pipe. The kicker leading on top of the house is on its east flank. Ride up and try to land in the direct center to get this spraycan.

Spraycan #3 --- East of the long house where spraycan #2 was are some ramps that are built along the border of the level. Look for a shadow and jump to snag it off.

Spraycan #4 --- This spraycan is almost to the exact opposite of your current position. Begin heading south and then ride up along one side of the quarterpipe to pick up this spraycan.

Spraycan #5 --- This spraycan can be found resting on top of a rail towards the west side of the level. Grind all the rails until you find it. Bunnyhop off the rail to get it.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- To the east of the gigantic half-pipe are two kickers that are facing each other. The letter M is floating in between them. Transfer from one kicker to the other. Along the way, you will pick up the M.

Letter I --- A little bit to the south of the half-pipe are two funboxes. The letter I in this level is floating in the center of the easternmost one.

Letter R --- This one is rather difficult. It's along the west side of half-pipe. Get your Rush meter full and then pick up speed. Ride up the side and try to get as high as you can. If you don't get the R the first time, you should at least locate its position. Keep working until it's done.

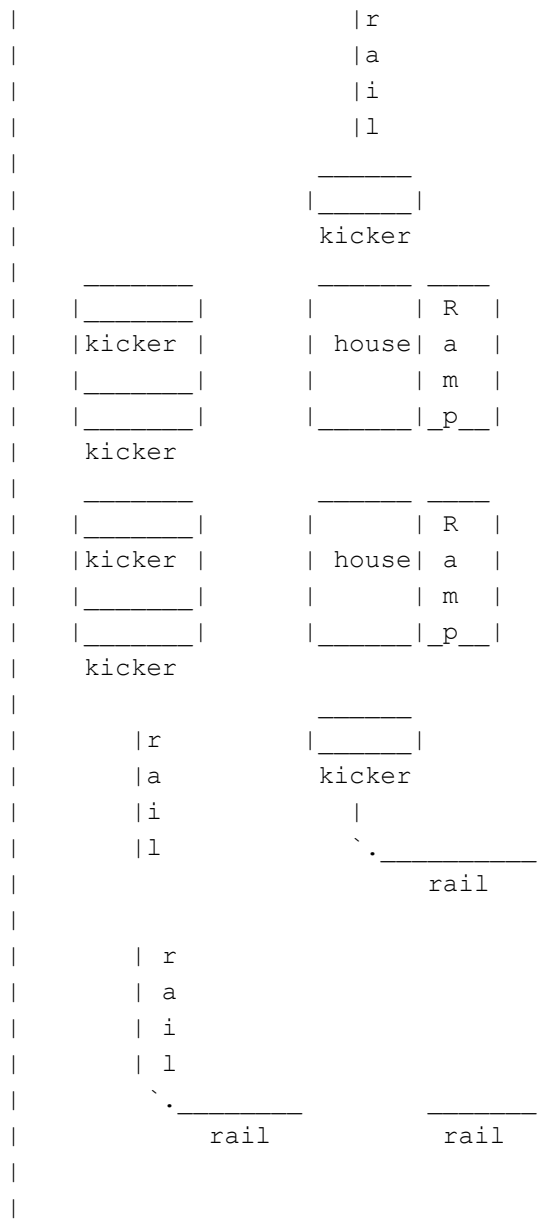
Letter R --- It's inbetween the two houses to the west of the half-pipe. Use the rail to line yourself up and jump up. Grind the house and hop at the end to pick up the second R.

Letter A --- Easy to find and get. It's above a quarterpipe in the northwest corner of the level.

Superstar Challenge ~

The star in this level is really pretty easy to get. Ride up the right side of the giant half-pipe and ride onto the platform at the upper end. Now head to the left end and then begin riding as fast as you could until you reach the end of the platform. Jump to get it. Easy.

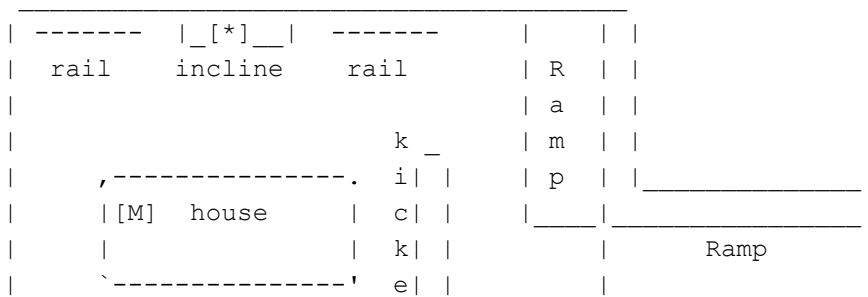
Find the House Party ~



Map 4 --- Titanic Connection Right

Connected to Cloud 9 through the entrance near the northeastern ramps, you can reach Titanic. Right side with half-pipe.

- Legend ~~~~~\
- [S] -----[Spraycan]
 - [M] -----[Letter M]
 - [I] -----[Letter I]
 - [R] -----[Letter R]
 - [A] -----[Letter A]
 - [*] -----[Star]



fastest route.)

Spraycan #1 --- Notice that all the Spray Cans in this level are only floating in the regular Cloud 9 part of the level. That sure makes life easier for us. However, not THAT easy. The first is rather difficult to get. First, turn left into the bowl and transfer from the south side towards the main part of the level. If you have enough speed, you should be able to fly far enough to get the Spray Can there.

Spraycan #2 --- The second one is also a bit difficult to get. Get onto the upper platform and head as far west as possible. Then begin riding south and jump off the ramp jutting off. Try not to jump too late or too early. Don't overjump the Spray Can and don't underjump it. It's a bit tough.

Spraycan #3 --- This one is easy to get. On the east side of the level is a block sticking out of the ground with two ramps on its sides. To the north and south of it are two platforms with kickers on its sides. On one of them, ride up the side farthest from the center and jump to pick it up.

Spraycan #4 --- Do the exact same thing except that this Spray Can can be found on the other side.

Spraycan #5 --- Along the south wall is a platform that juts out in the center. If you ride along that jutting-out platform and jump at the end, you will see the last Spray Can. Another way to get it (much simpler) would be to transfer off the nearest ramp toward it.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- To north of the level, there is this long house where you found a Spray Can on previously. At the other end of the house is the M. Stay on the house balanced until you ride over it.

Letter I --- It's above a ramp in the northwest section of the level. Ride along the long ramp there until you see a shadow. Simply jump for it.

Letter R --- In the southern part of the level, there's an R above a house just south of the giant half-pipe. Use the Super Rail (the rail that goes like ___/) to get up there and grind for the first R.

Letter R --- Also south of the giant half-pipe are two platforms similar to those in Cloud 9. You can find the R in-between them.

Letter A --- This letter might indeed be the hardest letter you have been assigned to collect thus far. For starters, it can be found on the left side of the giant half-pipe. It can be collected by jumping straight up. However, the letter A itself rest at more than 20 feet so getting up there won't be easy. The best way to do this would be to get your Rush meter up and jump up there as far as you can. Eventually, you will collect it.

Superstar Challenge ~

While the M-I-R-R-A Challenge is nearly impossible, the Superstar Challenge is incredibly easy. Probably the easiest to collect thus far (kind of ironic once you think about it). It's right in-between the two Super Rail at the top of the level. Just ride up one Super Rail and jump to get it. What was the point of that?

Transfer the Roll-In Gap ~

This is another difficult objective. As you start the level, ride down the roll-in. The gap we have to transfer is from one side of the roll-in to the other. Believe me, it's much easier said than done. Try your best to keep your angle straight and fly as far as you can. If you get lucky, you will snag this objective. There's no trick to this. In the end, nerves of steel (And of course, a high Air stat level obviously) will get you this very hard objective.

Link the Bingo Ramps ~

Do you remember those small platforms with kickers on the sides when we collected the R? Well, those are two of the Bingo ramps. The other two are west of the two houses right next to each other. The objective here is to ride up one side of the Bingo ramp and land on the same side on the other Bingo ramp. With that, you will need to control your speed and attempt to make a small jump. It isn't that difficult if you know how to control your bike but if you are a reckless rider, this might prove slightly and a trifle difficult.

Hop on the Big House ~

You might have got this objective when you collected the M. Hop on that long house just north of the giant-halfpipe in the Titanic area to get this (easy) objective.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

If you thought even Cloud 9 was difficult in Hardcore Mode, you are going to be in for quite a surprise. Wait until the next level, Local Park, or even the next-next level, the Warehouse. Enjoy your little victory while you can. From this point on, you are going to be in for one helluva ride. :)

=====
--- Local Park ---
--- Location - Brooklyn ---
--- Discipline - Park/Dirt ---
=====

Map 1 --- Everything on Left Half

This will include the left half of the map. Local Park is a larger map so it will need to be split up.

[-----]

High Score - 90,000 ~

The High Score is quite a bit higher than the Pro Mode High Score and when compared to Amateur Mode, WHOA! But still, 90,000 shouldn't be hard for you. I enjoy riding on the rails and making combos after jumping off.

Pro Score - 130,000 ~

For some people, this might cause some problems. Unlike Cloud 9 where there are ramps everywhere, the Local Park doesn't have to many places to trick out. However, there is one place you can head to if you feel that you simply can't get those 130,000 points. The rear end of the level is basically a giant quarterpipe which you can trick off to your liking. When you are up in the air, you can mash any buttons (Just make sure you make the landing) and you should win it.

Sick Trick - 8,000 ~

This objective still is, and will always be easy. Even a simple ramp combo could get you more than 8,000 points. Even so, I prefer to use the "ramp to manual to rail" combo. Those are always the most fun.

Spray Can Challenge ~

For more exact locations, consult the map located at the top. (note: you can collect these in any order. The one I've listed is the one I would consider the fastest route.)

Spraycan #1 --- This first Spray Can is to your rider's immediate left. It is floating above the ramp. It needs some air but by this point, your rider should be able to get it easily.

Spraycan #2 --- The second is by the pool area. In front of the pool, there is a small ramp alongside a brick wall. Ride up it and jump to get this (also very easy) Spray Can.

Spraycan #3 --- Now head to the opposite side of the Local Park known as the courtyard area. It has four quarterpipes, all facing each other. You will locate the Spray Can between closest and next-to closest ramps along the level border.

Spraycan #4 --- As you might already be aware, there is a long ramp jutting alongside the north portion of this level. In the past, you have collected Spray Cans and M-I-R-R-A letters along this quarterpipe so it shouldn't be anything new. The fourth Spray Can is along it at some point. Look for its shadow and jump up.

Spraycan #5 --- If you head to the fountain at the north end of the level and head a little bit to its southwest, you will locate a small, brown kicker. The Spray Can here is in the same location as the R in the previous Pro Mode. Again, you need

to bunnyhop off that kicker and sail through the air. Getting this Spray Can requires timing a little bit of luck. Don't jump too late or else you will fly right past it.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- Locate the fountain at the top of this level. By now, you should know where it is. Use the kicker that's placed north of the fountain and jump to grab the letter M.

Letter I --- Head straight from the starting point until you clear the first set of stairs. Turn right and then jump onto the long kicker. The I is right in front of it so jump off the kicker and sail a little to get this easy letter.

Letter R --- There is a kicker towards the top end of this level right before the hill starts going down. If you head directly east from the fountain, you should locate it. The R is hovering in-between this kicker and the two monkey bars. Maintain little speed and jump off early to get it. For some reason, many people have trouble with this. Jump off at a straight angle and hopefully, get it.

Letter R --- The second R is a lot easier to collect. Head to the pool. Near the pool is a set of steps. Along those steps is a twisting rail known as the 'Snake Rail.' Start at the top and begin riding down. At the end, right before it ends into the pool, jump up and get this R. While doing this, try to get the "Ride the Snake" objective as well.

Letter A --- The A is easy. It is found in the exact same location as the star in the same level of the Pro Mode. Locate it, and ride off the nearest quarterpipe towards it and you will get it... as well as getting a nice bail.

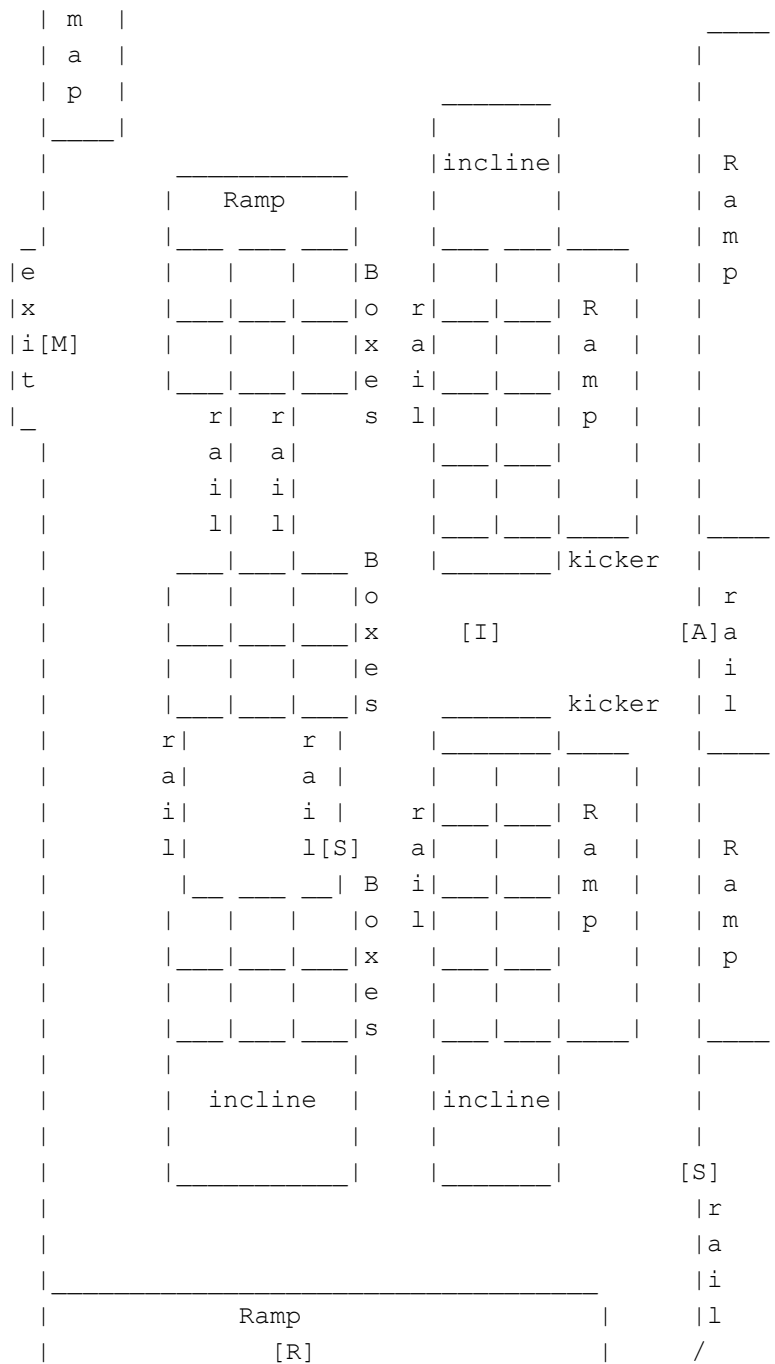
Superstar Challenge ~

The Superstar Challenge (for once) is actually pretty difficult. To get it, you are going to have to grind the two Monkey Bars to the south of the kicker you used to get the first R. In fact, the only way you can get it would probably be, by completing the Cheeky Monkey objective. You need a lot of speed to get onto those Monkey Bars to snag the star here.

Cheeky Monkey ~

The two Monkey Bars that I talked about for the Superstar Challenge are the objectives here. This is a very difficult one. You will probably need a full Rush bar as well as a bunch of speed. Angle yourself so that you are directly in line with the Monkey Bars and jump off the kicker as far as you can. If you go straight, you will grind the first. Quickly jump and grind the second for this objective. This is really difficult so don't get depressed because of a few messups. Make sure you get the star just as well.

Jump The Wall Gaps ~



-----]

Map 3 --- Train Station Rail Set

In the train station section of the level, there is a small set of rails above the area. Like the Cloud 9 level Map 2, this will only showcase the upper rail sets. The train has been left to indicate location. Also, the bottom half of the level will be cut off.

-----]

- Legend ~~~~~\
- [S] -----[Spraycan]
 - [M] -----[Letter M]
 - [I] -----[Letter I]
 - [R] -----[Letter R]
 - [A] -----[Letter A]
 - [*] -----[Star]
 - [=] -----[Train Track]
 - [!] -----[Train]

-----|

yours.

Spraycan #3 --- Make your way to the train area. The third Spray Can is on the first box jumps closest to the entrance. It is floating on a rail which is easily grinded and collected.

Spraycan #4 --- In the very southeastern corner of the train area is a rail above the ground. Spray Can number 4 is on that rail. To reach it, grind along the lip of the nearby ramp and when it looks like a transition is about to be made, jump up and grind the rail to the Spray Can.

Spraycan #5 --- The last of the Spray Cans is easy. Just jump onto the train and pick it up while on the top of it. It shouldn't take you more than three tries.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- When you enter the train area, you might noticed a shadow on the ground. Yes, the Letter M is hovering right above you. To reach it, use the nearby ramp to transfer off and hopefully collect the M. This might take a few tries.

Letter I --- The second set of box jumps farthest from the entrance has a ramp in the middle that can be used as a jump. In-between these two sections of box is a Letter I. Pick it up by jumping from one platform to the other.

Letter R --- You will find this letter in the first room that you start off in. Near the box wall ledge is a cargo rail (No, not the one ON the ledge) which can be grinded. The first Letter R is found a few inches off the ground near this locale. You can grind for it or simply jump for it.

Letter R --- In the train area again, head to the southern wall. You will locate a long ramp with the second Letter R floating above it. Now you have probably done this a thousand times, but ride up the rail and jump to snag it.

Letter A --- Along the east wall are ramps. Keep riding along until you note the Letter A floating somewhere. Jump up the ramp and ride to get it.

Superstar Challenge ~

The Star for the Hardcore Warehouse is slightly difficult, but nothing which should cause you too much trouble. Anyhow, in the train area is a tunnel. Behind the train on the upper wall is a rail known as the Tunnel Rail. Not only is this an objective, but it is also the location of the Star. The rail directly above the train rails is the Tunnel Rail, but it is impossible to get there without the help of a higher rail to its right. Jump up to that higher rail and jump at the end to snag to Star easily.

Grind the Tunnel Rail ~

The rail holding the Star is the Tunnel Rail. Just grind at least half of it to hopefully get the objective. Piece of cake.

Box Grinds ~

In the train area are boxes which you should already be aware of. Previously, one of the objectives was to jump the box gaps. This time, you have to grind the box rails. Anyhow, the first four rails are on the first set of boxes closest to the entrance. They link the two boxes and once all four are grinded, you will have completed more than half the sets. The last two are on the next set of boxes. They run along the side of the boxes right before they lead up into the ramp.

Transfer the Gomez Gaps ~

Of course, the last objective is with no doubt, the hardest. All of the objectives so far were just child's play. Anyhow, the Gomez Gaps are very, very difficult gaps with three in all. The first is in the train area along the second box set (farthest away from the entrance). Along those boxes are two quarterpipes which are separated by a large gap. That Gomez Gap is achieved by transferring that gap obviously. The second is found directly across from the first with another large gap in the middle. Transfer that one for another one. The final one is directly below the Tunnel Rail. The two quarterpipes which are separated by the train rail. This is considerably the largest gap and of course, the toughest. Good luck jumping as no more strategy can be given. It's all about skill here. Anyhow, complete it eventually to get this objective and the next level.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

The Gomez Gaps might be one of the hardest objectives, if not the hardest in the game. Luckily, the difficulty tones down a bit for the High School and the Titanic stages.

=====
--- High School ---
--- Location - Illinois ---
--- Discipline - Park/Street ---
=====

[-----]
Map 1 --- The Left Side High School

Contains the entire left portion of the level including only two of the buses. One on the road and the other by the Grade B ramps.

[-----]

- Legend ~~~~~\
- [S] -----[Spraycan]
 - [M] -----[Letter M]
 - [I] -----[Letter I]
 - [R] -----[Letter R]
 - [A] -----[Letter A]
 - [*] -----[Star]
 - [\$] -----[Bus]

As stated before, the absolute best place to trick out and get this objective in the least amount of time is the long quarterpipe towards the rear end of the level. You will know you are at it as it is the longest ramp in the level. Trick out here to easily get this objective.

Pro Score - 150,000 ~

If you had accomplished the High Score challenge, the Pro Score should be just as easy. Only a mere 4,000 points more, you should have trouble bridging that gap within a single air trick. Easily get this objective with some crazy trick strings and combos.

Sick Trick - 12,000 ~

There are a bunch of ramps and rails you can get the 12,000. You can even go as far as to use manuals to link up rails and ramps to easily collect this easy score.

Spray Can Challenge ~

For more exact locations, consult the map located at the top. (note: you can collect these in any order. The one I've listed is the one I would consider the fastest route.)

Spraycan #1 --- Head forward from the start and turn left towards the main part of the level. The first Spray Can is in-between the two ramps which you should immediately pass.

Spraycan #2 --- Do you remember the "Score 2 Touchdowns" objective of the previous Pro Mode? The second Spray Can is near that area hovering in-between those two kicker ramps. Jump from one and pick it off as you sail through the air.

Spraycan #3 --- There are two stairs leading into the area with the Touchdown platforms. You probably entered it from the closest stairs to the entrance. The other set of stairs is north of that on the opposite side. The third Spray Can is hovering above. Easily jump from the platform to it and you should have it as well as possibly getting yourself a heavy fall.

Spraycan #4 --- Near the set of many set of stairs at the east part of the level is a quarterpipe. This ramp is more to the west of them. Find the shadow representing the Spray Can and jump up the ramp to pick this one off easily.

Spraycan #5 --- The last of the Spray Cans is very easy to collect. At the south end of the level are two buses which would normally appear directly in front of you at the start of the level. North of the second one from the start point is the fifth and final Spray Can.

M-I-R-R-A Challenge ~

For more exact locations, consult the map located at the top.

Letter M --- The letter M is above the second bus straight ahead from the start point. Either jump to it from the first bus, or ride up the nearby ramp to get atop the bus and snag the first letter.

Letter I --- The second letter is also atop a bus. This time, it's the third bus that has all the ramps and the kicker in front of it. Find some way to get on top of that bus, and stay balanced enough to get this next letter.

Letter R --- Do you remember the Star of the Pro Mode? To get this next letter, you need to do the same thing. Jump onto the ramp going to the above Graduate Rail, and let yourself fall off the end to pick up this low-flying Letter R.

Letter R --- As you already know, at the top of the stairs to the east of the level is a ledge. Ride up the stairs and head left following the ledge. Pass a mogul and you will reach a quarterpipe. From here, ride up and jump off towards the left. You will reach a Letter R, but you also will probably take a nice bruise along with it.

Letter A --- If you already collected the Spray Can, you should be able to find the Letter A with ease. It is above the other set of stairs leading into the Touchdown ramp area. Just ride off the nearby ramp to ride over it and of course, collect it.

Superstar Challenge ~

The Star for this level is easily collected. In fact, if you want to reach it, you are going to have to use the same strategy to reach the Star last time. Once again, jump off the kicker after ascending the beginning steps to the above Graduate Rail in the opposite direction. That's right, you are not riding west, but east. The Star is right there after a quick drop-off.

Straight 'A's ~

Last time, you did the Grade 'B' objective. Now, we jump the Grade 'A' gaps. The first of these is near the area where you did the "Hall Pass Transfer." In fact, this gap has to deal with the incline ramp! The gap is behind the Grade 'B' ramps. You are to jump from one quarterpipe to the other over the "Hall Pass Transfer" ramp for one 'A' gap. The other is near the long quarterpipe which I told you to trick out on. You will find it on the opposite side. The ramp on the other side has a break in the middle with a door. Jump over this gap for the last 'A' gap.

Catch The Bus ~

This is quite possibly one of the easiest objectives. To get this, you have to ride atop each of the three buses. The first is easy enough. From the start, ride forward and jump the kicker to the first bus. The next bus is a short jump away from the first bus. In about 10 seconds, you have two buses down. The final bus is where the Letter I was. However, to activate the last bus, you have to transfer over it. Do it the same way as you did the truck in the Warehouse level. Use the ramps on the sides and press forward while jumping to sail over and get the objective.

Senior Rail Ride ~

Yet another ultra-easy objective; riding the Senior Rails is an easy matter. The first two both meet at the gray funbox. Ride both of them to get two. The next two are on the stairs leading to the upper ledge at the east side of the level. There are another two rails which also lead up the stairs, and the last two are along the upper ledge that act as handrails.

~ ~ ~ 1 0 0 % C O M P L E T E ~ ~ ~

That shouldn't have been very difficult. The next level is Titanic followed by the soon-to-be-unlocked, Car Park.

=====

-- 5. FAQ ----- [5000] -

=====

+-----+

[Q] It's so hard doing tricks. How do I improve?

[A] If you want to, you can simply switch on Kids Mode in the options menu. The only way you can really get better is to have experience. A few choice strategies would be to land straight, not to overdo tricks, and avoid too many spins while going down.

+-----+

[Q] Who's the best rider at first?

[A] I would have to say Ryan Nyquist but it's completely your opinion.

+-----+

[Q] How do you manual?

[A] Bunnyhop (or you can connect it from an another combo) and press Up+Down (Manual) or Down+Up (Rear Manual).

+-----+

[Q] How do you grind?

[A] Jump on a rail or anything that looks grindable and press B.

+-----+

[Q] What are those two levels on the back of the box that don't appear in the game?

[A] I think they are the construction site and the sewer. Apparently, they weren't implemented into the game for some unknown reason.

+-----+

Many people complained about the amount of bugs and glitches in the game so I felt this section was necessary. You have any bugs/glitches not here? Submit them!

~~~~~  
Game Erasing Bug  
~~~~~

This glitch is extremely annoying especially when you're extremely far in the game. This has happened to me at least three times in a six month period. It's very frequent but I just try to ignore it the best I can. It basically erases your game.

~~~~~  
No Save Bug  
~~~~~

At times, you may save a game and the game doesn't actually record the data. Either that or a message pops up after clicking on 'Save Game' saying it could not save the game. This is very rare and definitely not as frequent as the last. Not as annoying but you won't be able to save unless you turn off the Gameboy Advance and lose all that you did.

~~~~~  
Backflip While Grinding  
~~~~~

It is possible to do a backflip while grinding. First of all, you have to be doing an Ice Pick Grind(down+grind button)and you'll also have to be on a rail. Not a lip of a quarterpipe or the edge of a ledge. This will only work on a rail. Anyway, while doing the Ice Pick Grind, continue holding the grind button and press L button+down to do a backflip while grinding. Cool to look at. I think it's possible to do other moves while grinding this way. I'll get back to it as soon as I find out.

~~~~~  
Floating Biker  
~~~~~

This is a fairly common glitch for my game. Occasionally, when you touch a wall and then bunnyhop immediately, your biker will float up. You still have control but all you can do are spins. It's a pretty funny glitch to watch though. But you'll have to exit out eventually.

~~~~~  
Music Glitch  
~~~~~

As we all know, it's possible to set the music in each level. However, there is a very minor glitch involving this. However, it's hard to duplicate because you can't really expect the glitched music. You will probably have to get it by accident one day although it's barely noticable. This only happened to me once by the way. Anyway, I set the game music to 'Mirra On the Walls' and instead of it playing, there was this strange static sound for about 10 seconds. After that brief moment, the next track (Hostility) played. As I said before, just a minor glitch.


~~~~~  
Trick glitch  
~~~~~

Whenever the words at the bottom of the screen depicting your tricks turns red, you can always expect the biker to fall off. However, sometimes you will get the red without falling. You get the points but the red letters will stay there until you do another trick. Strange glitch but not irritating at least.

~~~~~  
Star Collector Problem  
~~~~~

Sometime at the end of the round where your friend chooses his rider, the time that is listed is completely different from the time you actually got. One time, I was unfortunate enough for the glitch to occur and the time listed was 3000:32. That's an annoying glitch and my friend had over 50 hours to get all the stars... :P

=====
-- 7. Music List ----- [7000] -
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As you should already know, DMFBMX2 took the Tony Hawk GBA game's approach. Instead of music from real artists, this game features little tunes of rock mixed with some other instruments that you can't really figure. Anyway, this section is kind of useless. Just a list of the music track and my opinions. Keep in mind that these are just opinions so don't get angry. In fact, don't read them if you wish.

Hopefully, I can get some creative kudos for this. :)

Vert Beats

This track isn't one of my favorites for good reason. It starts off kind of slow and quiet but after some time, it gets louder. After that, it's just a simple rock beat that constantly repeats itself.

Skate Free Zone

A good one. It's fast and keeps a beat. It's basically a rock solo with some drums in the background. One of the better tracks.

Busted

Basically the same thing as 'Skate Free Zone' although it seems to have a bass as the lead instrument. It changes later into the track but it still similar. Okay in my opinion.

1970's Groove Machine

As soon as you hear that title, what do you expect? Something strange and retro right? The song sounds different from the others as the guitar in it seems to

use a different string. Nevertheless, it's okay I guess...

Mirra on the Wall

The best track in my opinion out of all the other decent ones. The music is most like a real rock band would make. I can actually stand this song but it sometimes gets annoying.

Hostility

The electric guitar in this one is really something. However, like the first one listed, this one also repeats the same thing over and over again so it gets boring.

Catchin' Air

Decent enough for me. Not too bad and definitely not that good. Hmmm...

Sludgfeast - Ain't No Use

One of my favorites as well. Loud like 'Mirra on the Wall' and the beat is awesome. Guitar riffs are perfectly done and it's one of the best to listen to actually.

Dirt Trackin'

What's with all these stupid track names. This song is similar to 'Busted' with a deeper bass. Okay to say the best but repetitive and exasperating at times.

Sludgfeast - Daredevil

The worser of the two Sludgfeasts. Repeats too much and just stupid to hear. Reminds me of some of those annoying 80's rock bands that were popular one second and just faded out the next second.

No Sleep 4 BMX

If that name doesn't sound stupid enough, the toon will. It's the annoying one that plays at the main menu so you should be sick of it by now. You would think they could choose a different one. Meh.

=====
-- 8. Version History ----- [8000] -
=====

Version 0.2 - Finished up the music list and some of the other sections. Expect half of Pro Mode and the rest of the Biker List done by next update.

Version 0.4 - Well, Local Park (Pro Mode) is completed and I added another rider to the listing. Sorry about the lack of update but I have other projects and school is really getting it on. I promise the Biker List to be finished by next update.

Version 0.5 - Completed Pro Mode up to the Warehouse and finally finished the character listing. All that needs to be done is the walkthrough and I still have a long way to go.

Version 0.6 - Sorry about not updating in a long time. I lost the game and guess what, I FOUND IT AGAIN! I completed the High School portion of Pro Mode. I might finish this guide in another three or four updates. Look sharp.

Version 0.7 - Completed Pro Mode. Hardcore Mode is next.

Version 0.8 - Hardcore Mode is completed up to the Warehouse. Also note the format change in a few of the level areas.

Version 0.9 - Hardcore Mode is now completed up to the High School level. The guide should be finished within the next update.

=====

-- 9. Legal Disclaimers ----- [9000] -

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- [<http://www.cheatcc.com>]-----[Cheat Code Central]
- [<http://cheatindex.com>]-----[Cheat Index]
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- [<http://cheatsearch.com>]-----[Cheat Search]
- [<http://www.panstudio.com/cheatstop/>]-----[Cheat Stop]
- [<http://games.netscape.com/Faqs/>]-----[CNET Gamecenter]
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- [<http://www.flatbedexpress.com>]-----[Ultimate System]
- [<http://www.videogaming.net/>]-----[VideoGaming.Net]

Keep in mind that this list is not permanent. It will change every once in a while when action is taken.

=====

-- 10. Closing and Credits ----- [10000] -

=====

This FAQ has been dedicated to GameFAQs' most prominent contributor, Kao Megura (or Chris MacDonald). You may be gone but you will always

be in our hearts. ~ RIP ~

"Seize the day, I heard him say. Life may not always be this way."

~ Dream Theater (A Change of Seasons)

GameFAQs - The largest FAQ archive on the net. Thanks to CJayC for accepting this piece of work. He hasn't failed us yet.

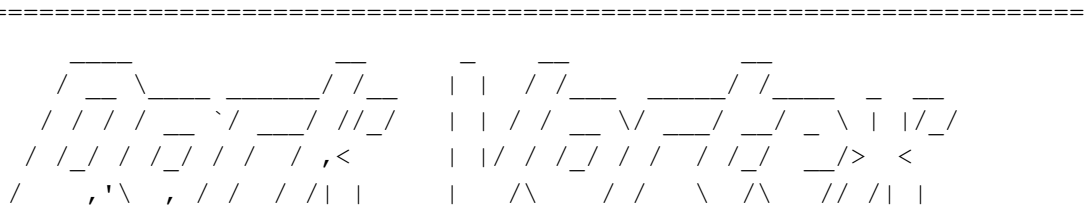
scurty - Creator of the ASCII you now see at the top. Great job man!

Gold Mage - Creator of some ASCII I turned down. Thanks for the attempt!

Y.T.W.S.R. - Only a few selected people might know what I'm talking about here. Since I'm not one to give it away, I would still like to thank this group for their support and motivation throughout the lifespan of this entire FAQ.

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers. Some examples being; Crazyreyn, Psycho Penguin, Gbness, Karpah, SinirothX, Meowthnum1, Guitarfreak86, Joni Philips, War Doc, Merca, and last but definitely not least, Gobicame11. You all rock!

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--Game On Forever--

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