

Dave Mirra Freestyle BMX 2 FAQ/Walkthrough

by Mike Compton

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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.

Dave Mirra Freestyle BMX 2 GBA
FAQ/Walkthrough
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1) Intro

Dave Mirra Freestyle BMX 2 is an extreme sports game in almost the exact same vein as Tony Hawk's Pro Skater 2 on the Game Boy Advance. While slightly different, DM2 (as it will henceforth be called) is still a totally fun game with a lot of challenges to be had (and unfortunately, a lot of bugs, too).

Side note: this FAQ page works under the assumption that you can read and that you can learn in an advancing manner, meaning that if you've been to a certain area once, you'll recognize it again and will be able to navigate better to accomplish advanced challenges. Dave Mirra

Freestyle BMX 2 repeats levels several times, so learning the levels and the points of interest is important.

2) Controls

Alright, I have a confession. I bought my copy of the game off of eBay and so all I have is the cart, not any of the manuals or anything like that. So if someone would like to help me out and send me a list of specials that each character can do, I'll give them credit for it. Same goes if someone would like to send a trick list to me. Also, keep in mind that I switched the control scheme to the one that matched THPS2 the closest (control scheme C) so there's no confusion when I make references to controls.

3) Walkthrough

A) Amateur Mode

I. Cloud 9

High Score - 10,000

This is easy. Head to the nearest available ramp (I use the one located to the immediate left of the start point) and just start tricking out. Bunny hopping and then pushing Up + R does a front flip that's worth 1,500 points; Down + R does a back flip worth an even 1,000. Those two tricks linked to my random button mashing to perform various tricks manage to rack up huge points. For even higher scores, hold the grind button (A for me) on your way down. If you stall, jump and stall again. Use this to jack your multiplier through the roof, but watch your balance.

Pro Score - 20,000

Same as above, still pretty easy. Use the ramps to get good air and then use the stall and jump combination to rack up the points. Don't get too fancy at this point, though. Your stats won't be high enough to allow for it and you'll end up eating it if you're not careful.

Sick Trick - 2,000

Sick trick challenges mean racking up a certain number of points in one trick string. This might be challenging except that the combination of the stall/jump multiplier on almost any ramp means you can get all three of the point challenges knocked out your first try around if you're careful.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. Immediately to your right of the start point, in the center of the bowl. Go down into the bowl and grab it. (To get out of the bowl, head for one of the edges and hold Up as you jump out; this little technique will be necessary to complete later challenges.)
2. Immediately behind the start point, between the two quarter pipes which make up the entrance gap. Transfer (jump from one to the other using the ramps) from one to the other to grab it.
3. Head down the Roll-In immediately in front of you and head right; there's another spray can on top of a little platform with two ramps on the side. Ride up one of these ramps and snag it.
4. From the start point, head back down to where the third spray

can is and you'll see several bars in a line to grind on. This is the Cloud 9 line and the fourth spray can is in-between the second and third bars, relative to the bowl near the start position.

5. The final spray can is at the very end of the Cloud 9 Line. Jump up and grab it to complete the challenge.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

M. Relative to the start position, head straight ahead until you see two triangular ramps, one next to the other. At the open end of the second ramp, you'll find the M hovering in the air. Jump up and grab it.

I. From the start, head down and then head left immediately at the bottom of the Roll-in. Go up and jump the ramp at the very end, near the wall and you'll grab the I. Alternately, head left immediately and you can jump up and grab it from the top.

R. Head along the left side of the level, up the little ramp and on to the platform. Follow the platform all the way down until you see the first R. Jump from the platform and snag it in midair.

R. The second R is towards the front side of the level. Go forward until you see a flat platform jutting out of that side of the level; it'll have a quarter pipe on one side with a roll-in at the end. The second R is at the top of the roll-in, ride up and get it.

A. The A is on the right side of the level, near the Cloud 9 line. There'll be two quarter pipes back to back, separated by a platform in the middle. The A will be hovering over one of the quarter pipes; jump up and grab it to complete the objective.

Superstar Challenge

This is probably the hardest challenge in the level. Go down into the bowl to the right of the start position and start going up and down the sides, jumping at the top to grab air and speed. The star is toward the back of the bowl, near the back-left corner. You need a lot of air and a lot of speed to get it since it's extremely high up (22 feet, I believe). Pick a bike with good air/hang time/speed and use your stat point improvements if you need to. Alternately, you can turn around, jump the quarter pipe to the left, behind the start position, grind the line above the pipe and jump when you reach the star. Either way works.

Grind the Cloud 9 Line

The Cloud 9 line is the series of rails in a line that have breaks in-between them. You don't have to grind them all successively; all you need to do is grind them all. Take your time and you can do it easily; grind them all in a row and trick out and you can make some awesome points here.

Grind the Bend

The Bend is the rail next to the Cloud 9 line that has a curve in it. Funny part? You don't even have to really grind it. Grind it or stall on it and you'll easily complete this objective.

Jump the Entrance Gap

The Entrance Gap is the gap between the two quarter pipes behind the start point. Transfer from one to the other to complete the final

objective and get 100% of the objectives for Cloud 9.

II. Local Park

High Score - 15,000

The best place for me to trick out in the Local Park is in the courtyard. Head right from the start point, towards the back of the level and go up some steps. Head left from there and all the way to the end. Two quarter pipes face each other and give you a perfect place to trick out. Remember your front and back flips and the stall/jump technique.

Pro Score - 25,000

Just follow the above advice and trick out at the same location. 25,000 points is just as easy as 15,000, it just might take you a little bit longer.

Sick Trick - 4,000

You can use the same technique of stalling and jumping, or you can use the quarter pipes to come up with some nasty trick combinations with some awesome air. Your choice.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. From the trick out area in the court yard, you'll see a spray can floating in-between two quarter pipes. Transfer between them and grab it.
2. Ride straight from the start point and when you hit the raised platform with four ramps, jump up and grab another spray can.
3. To the left of the second spray can is a ramp, between the ramp and the wall is the third spray can. Jump up and grab it.
4. The fourth spray can is near the empty pool; take the stairs down and go up the quarter pipe that's against the edge of the level to collect the fourth spray can.
5. The final spray can is at the top of the hill, on the front side. Get on the little outcropping wall and ride up to it and jump to grab it.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

M. Head to the immediate left of the start, head up the quarter pipe that's against the edge of the level and jump up to grab the M.

I. The I is to the immediate right of the start; jump the little triangular ramp and grab it.

R. The first R is in the courtyard area; it's above the quarter pipe to the right of the one you used to trick out on. Ride it up and jump to grab it.

R. The second R is at the top of the hill, above the quarter pipe that lines the edge of the level on that side, to the far right. You'll see the shadow as you ride by if you look; go up the quarter pipe and jump up to grab it.

A. The A is above the fountain. Easy enough. Head straight from the start point, going up the hill. When you see the fountain, you'll see the A. Jump to get it.

Superstar Challenge

The Superstar challenge looks difficult because the shadow tricks you into believing the star is in one place and you need to jump off the pool when all you have to do is ride up the side, jump off and grab it. If you didn't notice from my wording, the star is in the pool.

Grind the Fountain Rails

Another easy grind objective. From the start to the fountain, grind every rail. Grind them all and you complete the objective. There should be four rails and you actually need to grind the majority of the rail to get credit for them. Not hard at all.

2 Courtyard Transfers

In the courtyard, transfer twice: once between each of the four quarter pipes at the end of the courtyard area. So transfer from the two quarter pipes you tricked out on to the quarter pipe next to each side. It's easier to do than to explain. Just transfer the two end gaps in the courtyard and you'll see what I mean.

Lifeguard Jump

This is the joke objective for the level. Jump from the kicker ramp on the grass, near the wall that's near the pool and jump into the pool. That simple. Completing this final objective also nets you the points for 100% completion if you've completed everything else.

III. Warehouse

High Score - 20,000

You don't get handed these type of opportunities everyday. The ramp I used to trick off of is right in front of you, literally. Go nuts and use the stall/jump technique to grab your points.

Pro Score - 30,000

Just follow the same basic rules for above and you'll have no problem making the points you need. Just be quick about it. The point totals start jumping from here and you need to be able to start making tons of points quickly to complete these objectives in the next levels.

Sick Trick - 6,000

This is good practice. If you can sick trick 6,000 points and keep doing it, especially if you can link it to stalls and jumps, you'll be able to sick trick and high/pro score any level in the game. Go to it.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. To the immediate right of the start, go up the quarter pipe and jump up near the box wall to grab the first spray can.
2. The second spray can is at the bottom of the level. Grind the curved cargo rail down into the ditch on the right side, near the box wall and jump at the end to grab it.
3. The third spray can is on the wall above the ditch, above where the second spray can is. Ride up and jump to grab it.
4. The fourth spray can is immediately to the left of the start point on a small raised and ramped platform, ride up and grab it. Easy.
5. The final spray can is a little challenging. Get on top of the box wall and head towards the far end, where you'll see a rail to grind on. Grind off the end and jump at the very end of the

rail to jump up and grab the final spray can.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is right in front of you on the quarter pipe when the level starts. Jump up and grab it.
- I. The I is right behind you on the quarter pipe that's on the side of the truck. Jump up and snag it.
- R. The third R is at the beginning of the cargo rail you grinded to grab the second spray can. Jump up and grab it. Easy.
- R. The second R is on top of the box wall, sitting on the ground. Ride over it to pick it up.
- A. The A is on the box wall as well. Go to the back of the box wall and it's on the top of the triangular ramp. Jump off the ramp to grab it.

Superstar Challenge

Another challenging star. From the beginning, get speed and jump the quarter pipe and grind the high rail over to the boxes stacked on top of each other; opposite direction of the box wall. Jump off at the end and you'll land on the top box, collecting the star. Challenging because you need some decent speed and balance to get the jump needed for the star.

Jump the Truck Gap

The truck gap is challenging for one reason only: the gap will only be detected if you land on the dark area. Go up the ramp at the grill of the truck, land on the trailer, and then jump early. If you overshoot the darker area which is also tilted, you won't get credit for the gap.

Transfer Over the Truck

To transfer the truck, get some speed and hit the quarter pipe perpendicular to the truck (broad side it). When you go up the quarter pipe and jump, hold Up as you do. You'll jump over the truck. Land on the other side's quarter pipe and you've transferred the truck and completed the objective.

Ride The Cargo Rails

The three cargo rails are found on top of the box wall and the two on either side of the ditch on the side of the level, where you found the spray can. You've probably grinded two of them to get the spray cans, grind the final one to complete the objective and get 100% completion for the level.

B) Pro Mode

I. Cloud 9

High Score - 30,000

Although the score is a lot higher this time around, the game remains the same. The only additional help you'll get is the extra thirty seconds which have been added to the clock for Pro Mode. Trick out, stall/jump when you can, use the same place you did last time.

Pro Score - 50,000

Same as above, just a little harder to do. If you can land a 2,000 point trick and then stall/jump repeatedly, you can actually manage to

get just under half of the points with no problem at all.

Sick Trick - 4,000

Again, just trick out. By this time, you should have a little more hang of the games physics and your rider, so you shouldn't have too much of a problem making 4,000 points in one trick string.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. Head left of the start point immediately and jump off the ramp just before you jump off the wall (about a floor panel length away). You'll grab the first spray can.
2. Head down the roll-in from the start point and head left at the bottom; go up the ramp and jump off in-between the first and second triangular ramps to get the second spray can.
3. The third spray can is on the platform that juts out from the front side of the level; ride up the quarter pipe and jump to grab it. It was easiest for me to do jumping at an angle.
4. Also in the area of the same platform, there's a spray can sitting on the platform area that lines the back of the quarter pipe next to it in the right front corner of the level. Ride over it to grab it.
5. The final spray can for the level is found on the platform between the two quarter pipes on the left side of the level, near where you found the A the first time you were here. Transfer up on to the platform and grab it.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is found between the third and fourth rails for the Cloud 9 line, relative to the bowl near the beginning. Grind the rail, jump and grab it.
- I. The I is on the platform with the ramp that's right in front of the quarter pipe you tricked out on. Keep going on it all the way to the end and you'll see the I. Grab it.
- R. The first R is found right behind the start point, over the quarter pipe that is nearest to the wall. Jump up and snag it.
- R. The second R is challenging to get; you need to transfer either into or out of the bowl and grab it on your way in or out. Not terribly hard, but aiming for it is a bit challenging and it's time consuming if you miss.
- A. The A is found where the Star was originally for this level. Get it the same way you got the star originally.

Superstar Challenge

To get the star, turn around from the start point and head for the quarter pipe away from the wall. You'll need to approach it at a slight angle with a lot of speed. Jump up and grind the High Rail all the way around to the left, towards the wall. When you get to the gap, jump and grind the next High Rail. When you reach the star, jump and grab it.

Pull a Crazy Transfer

The crazy transfer is a little tricky. From the start point, turn around and head towards the quarter pipe away from the wall. Transfer

off of that into the bowl to complete the objective.

High Rail Grind

To complete this objective, turn around from the start point and head for the quarter pipe away from the wall. Approach it at an angle and jump up and grind the High Rail towards the wall. The first one will get you the first High Rail. Jump the gap towards the star and grind that High Rail as well to complete the objective.

Do the Long Jump

This is the joke objective for the level. Head towards the kicker ramps to your immediate left when you start, jump off of them and over the ramp that leads to the platform by the wall and land on the platform. Easy, and completion of this objective will complete the level.

II. Local Park

High Score - 40,000

Head back to the same area where you made your score last time and use the extra thirty seconds on the clock to trick out. Remember that you can use the L button to modify your tricks and add points to them so that when you stall/jump, you can get a really high score.

Pro Score - 60,000

Use the same technique as above. Realistically, if you do your tricks right and you stall/jump, the difference between a High Score and a Pro Score for this level will be a single trick string with a series of stall/jumps at the end.

Sick Trick - 6,000

If you trick right on the above two, you'll get this with no problem. Just remember to stall/jump whenever possible.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. Head right from your start point and grind the rail that goes up the stairs. The first spray can will be just above the rail.
2. The second spray can is over the quarter pipe away from the edge of the level in the courtyard at the very end, where you tricked out to get your High and Pro Scores.
3. The third spray can is near the center of the level, between two wall pieces, just to the up and right of the brown center piece. Jump up and grab it.
4. The fourth spray can is near the start point. Head to your left, past the triangular ramp, and up the quarter pipe and grab it on your jump.
5. The final spray can is at the top of the hill, high over the quarter pipe, to the left of the fountain. It's hard to see the shadow, so watch for it.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is in the courtyard, between the first and second quarter pipes against the edge of the level. Transfer from one to the other to grab the letter.

I. The I is almost directly across from the M. Transfer from one quarter pipe to the other on the direct opposite side to grab it.

R. To get the first R, head up the hill and to the kicker ramp nearest to where the courtyard is. Jump off of the kicker ramp from the top of the hill and grab the first R.

R. The second R is gotten almost the same way, just on the kicker on the top of the hill that's farthest away from the courtyard. Jump off the ramp near the center at a straight angle and you'll grab it.

A. The A is in the pool. Go up one side at a slight angle and grab it as you pass by it. Probably the easiest of all the letters to get.

Superstar Challenge

Possibly the easiest Superstar Challenge in the game. Go to the first quarter pipe nearest the start point in the courtyard and throw your rider off of the side that's nearest to the rail. If you have enough speed and the right angle, you'll grab it. Easier done than said, really.

Complete the Court

This is probably the most challenging objective for the level. To complete the court, you have to transfer all the gaps between all of the quarter pipes, four in all. The easiest way I found to do it was to transfer all of the ones you could normally and then the more difficult longer ones, try to transfer with low jumps so you don't end up jumping behind where you need to land. It may take some repeated tries, but it is possible.

Top the Fountain

You might think this has something to do with that fountainhead, but it doesn't. All you have to do is jump from the kicker behind the fountain over to the rail. Easier said than done, but there is a trick to it. Grind the rail up the steps to the fountain, jump the fountain and kicker, go up the ramp and don't do anything, just let your rider turn. When you turn around, jump off the kicker and grind the rail back down to top the fountain.

Pool 2 Turf Jump

This is easy to do, but a little tricky to set up. You need to jump from the pool, transfer over the wall and land either on or in-between the kicker ramp and the wall. It's easy to do, but just transferring out of the pool and up onto the grass doesn't seem to complete the objective.

III. Warehouse

High Score - 50,000

You start this level in a different place, but the area to do your tricking out in is still the same. Just make sure that if you plan to use the side of the truck as a half pipe that you line up your jumps well. Well lined up jumps lead to the ability to do stall/jumps and continuing tricks as you go back and forth between the quarter pipes. Screwed up jumps lead to flying out into nowhere and eating it and wasting time.

Pro Score - 70,000

Same technique applies here as it does above. 70,000 points seems like a lot, but the reality of the situation is that by this point, you should have tricking down and knock out those first three point values (Sick Trick, High Score, Pro Score) your first time around.

Sick Trick - 8,000

Slightly harder than last time, but only by a little bit. If you can manage to get a trick string worth 2,000 points or more, stall/jumping will get you the rest easily.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. The first spray can is on the quarter pipe opposite the truck, nearest to where the ditch in the side of the level is. Go up the quarter pipe, jump, and snag it.
2. The second spray can is on top of the box wall. Go up the right quarter pipe of the two that make up the Upper Gap and jump up to get it. A little hard because if you miss, you'll more than likely go off the wall and have to get back on it.
3. The third spray can is also on the box wall. Get on top of it and head towards the back. There'll be a ditch that's behind a boxed in quarter pipe. Jump up the quarter pipe and grab the third spray can.
4. The fourth spray can is in the second area with the trains. Next to the box jump boxes, there are two ramps that you use to jump from one to the other. Head from the second area start point to your left. As soon as you get to the ramp for the box jumps, turn, but go past it. Take the next ramp with the railing on the side and jump to the next ramp. The spray can will be there for you to ride up to and grab.
5. The final spray can is over the quarter pipe nearest to the train tunnel while still staying on the side of the tracks you started on. Jump up and grab it.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is on top of the truck in the first area. Use either a quarter pipe on the side of the truck or the ramp near the truck's grill to get on the trailer and grab the M.
- I. The I is hovering above the truck gap, in-between the box wall and the truck. Get on top of the box wall and jump off between the two quarter pipes that make up the Upper Gap to grab it. Don't use the quarter pipes, just ride between them and jump and aim to snag the I.
- R. The first R is on top of the box wall in the first area. Get on top of the box wall, and then go to the quarter pipe that's in the indentation in the wall near where you vaulted up. Jump up and grab it.
- R. The second R is in the second area where the boxes and trains are. To get it, head left immediately from the entrance into the second area and as soon as you reach the end of the boxes and see a ramp up onto them, go up the ramp. Grind across the bars in-between the boxes and snag it on the first box you come to after grinding.
- A. The A is on top of the train, on top of the car nearest to the tunnel. Jump off the kicker ramp and grab it as you sail by.

Superstar Challenge

The star in this level is pretty easy to get. In the second area, get on top of the train and head to the last car at the end, away from the tunnel. Jump off of it and snag the star as you jump.

Transfer the Upper Gap

To complete this objective, get on top of the box wall in the first area and transfer from one quarter pipe to the other, using the quarter pipes that are facing away from the truck. It's kind of a long gap, so be sure to have a decent amount of speed.

Docking Maneuver

To complete this objective, go to the second area with the train. Jump the kicker ramps on both sides of the train and land on the other side on the ground to complete this objective.

Do the Box Jumps

Doing the box jumps in the second area with the train is really weird, yet really easy. To do the box jumps, simply grind from box to box and go across every box that's connected by a grind rail. I don't know why it records this as box jumping because there's no jumping involved, but whatever.

IV. High School

High Score - 60,000

New level, new place to trick out. The best place I found was a nice neat area with a nice long quarter pipe. At the start point, head immediately to your left, towards the stairs and head up them. Eventually, you'll reach an area with a very, very long quarter pipe. Go to town here and you'll rack up your high and pro scores here easily.

Pro Score - 80,000

See above statement. Just make sure you don't cut yourself too short on time to grab that last 20,000 points by doing other things in the level.

Sick Trick - 10,000

This is somewhat difficult, but again, stall/jumps work. Just make sure to keep your line up on the quarter pipe as straight as possible so you can easily land into a stall.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. The first spray can is easily snagged. Head straight from the start point and when you see a kicker ramp in front of a bus, use it to jump on top of the bus. Jump from the top of the bus off the back and grab the spray can on your way down.
2. The second spray can is also easily gotten. From the buses, head up the stairs and you'll see a little concrete bump, just like the one in the local park level that was brown. This one'll be gray, though. Anyway, the spray can will be at the end of a rail. It's easier just to jump up and grab it.
3. The third spray can is on top of the bus that's sitting in the middle of the intersection by where the quarter pipes and 'B' gaps are. It's got three ramps on it: one at the grill and two quarter pipes on the sides. All you have to do is get on top of the bus and grab the third spray can.
4. The fourth spray can is over the quarter pipe you tricked out on to get your high/pro/sick trick scores. Just jump up and get it.

5. The final spray can is above a quarter pipe behind the 'B' averages. Just head down the stairs next to the 'B' average quarter pipes, and you'll run into a quarter pipe that's on the edge of the level. Go up it and jump to grab the final spray can.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. Found near the beginning of the level. Turn slightly and grind the rail down towards the buses. You'll see the M floating above a gap in the rail; jump and grab it.
- I. The I is found on the walk way that's towards the back and left side of the level. Head left from the buses, go all the way to the wall. Turn left from there and then down the walk way. You'll reach a turn that goes right, follow it. You'll go over a triangular ramp and then up a quarter pipe, where the I is. Jump and grab it.
- R. The first R is found above the middle quarter pipe of the 'B' Averages. Just go up the quarter pipe and jump to grab it.
- R. The second R isn't far from where you found the I. Take the same steps to get to the I, but instead of going past the triangular ramp in the path, stop. You'll see the R floating in the middle of the air, jump for it.
- A. To get the A, go back up to the path where the I is. On the path way in the opposite direction of the I are two kicker ramps with the A in the air between them. Jump from one to the other and snag it on your way.

Superstar Challenge

To grab the star, jump from the kicker ramp that's farthest away from the I on the pathway. Jump up and grind in mid air on a rail. If you have good speed, you'll grind it quickly. When you hit the end, jump off and you'll grab the star on the way down.

Score 2 Touchdowns

The first time I did this objective, it seemed really easy, but when I sat down to do it to write this FAQ, it took me three restarts. In any case, the touchdowns are found behind the 'B' Averages quarter pipes in the form of two small platforms with two ramps on each. All you have to do is jump from one ramp on one side of the platform to the other ramp on the same platform. Easy enough, eh? It's not. Because of the size of the platform, the only way I could find to do it was like this: go fairly slow at an angle towards a ramp and jump at the edge of the level. Hit the wall and basically let it drop you down. If you do it right, the wall will act like a foil and prevent you from over jumping. Do it once for each platform and you're done.

Hall Pass Transfer

This took a while to figure out, but thanks to the Dave Mirra 2 GBA board on GameFAQs, I figured out how. It's easy: all you have to do is go up the middle quarter pipe of the 'B' Averages quarter pipes and transfer onto the ramp behind it. Easy.

Get All 'B' Averages

The objective that seems to give everyone fits. The 'B' Average quarter pipes are three quarter pipes side by side with gaps in-between. They're right next to the area you tricked out on earlier. To complete the first two 'B' Averages, just transfer from each gap in-

between the quarter pipes. The third one is kind of strange. Start on one end and grind down to the other; for whatever reason, when you grind across all of them successively, you get the third 'B' Average. I think the actual final 'B' Average might be transferring from the first quarter pipe to the third or vice versa. I'm not sure, though. But forget about the planters in the level that say Grade 'B' Average; they have nothing to do with the objective.

V. Titanic

High Score - 70,000

New level, which starts you out in the middle of the biggest half-pipe yet. Take advantage of the fact that you can get some massive air and trick out into some nice stall/jump patterns. It's not uncommon to make 30,000 points in a string if you do the right tricks and get a good deal of stall/jumps.

Pro Score - 90,000

Same deal as above. Just trick out and stall/jump to your heart's content to beat this objective.

Sick Trick - 12,000

Same pattern as above, except that you may not even need to stall/jump to get your Sick Trick objective. Just get massive air and go wild.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. The first spray can is visible at the start. Go behind the \ gigantic quarter pipe that's facing away from you; there is a quarter pipe that is on the other side. Go up that quarter pipe and grab the spray can.
2. The second spray can is to your left of the start point. There'll be a house with a kicker ramp and the spray can is on the roof. Use the ramp to jump up and grab the spray can.
3. The third spray can is behind the gigantic quarter pipe that's facing towards you, over a quarter pipe that's in the upper left corner of the level. Go up the quarter pipe and grab the spray can.
4. The fourth spray can is in the upper right corner of the level, over the quarter pipe that's facing you. Go up the quarter pipe and jump to grab it.
5. The final spray can is over the rail with a bend in it that's at the bottom corner of the level. Either grind the rail and jump or just regularly jump over it to grab the final spray can.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is in-between the two kicker ramps that are behind the gigantic quarter pipe that is facing you. Just jump from kicker to kicker and grab it on your way by.
- I. The I is to the right of the start point, hovering over a little platform. Just jump up as you go over the ramp to grab it.
- R. The first R is right above the middle of the side of the gigantic quarter pipe that faces you when you start the level. Get massive air and grab it.
- R. The second R is between the two houses just behind the quarter

pipe that's facing away from you. Use the kicker ramps next to the houses to jump onto the roof of one and then jump to the other roof and grab the R while you're in the air.

- A. The A is over the quarter pipe that's on the left bottom corner of the level. Easy to get, just go up the quarter pipe, jump, and grab it.

Superstar Challenge

The star is hovering in the air just to the right of the gigantic quarter pipe that's facing towards you in the beginning. Get to the platform behind the quarter pipe and jump off of it to grab the star.

Find the House Party

To find the house party, go to the two houses that are between two kicker ramps, just behind the quarter pipe that's facing away from you. The second R was between these two houses. Jump from roof to roof to start the party and complete the objective.

Super Rails

There are five super rails in this level. Two of them are next to the large barn doors at the sides of the level; they have a diagonal rail on them. The final super rail is near the bottom right of the level, near a house. You'll see another rail with a diagonal on it; grind that to complete the objective.

Jump Ship

To jump ship, get on the platform above the gigantic quarter pipe that is facing away from you. There'll be a kicker ramp at one end. Jump off the kicker ramp onto the roof of the house that's directly across to jump ship and complete the level.

C) Hardcore Mode

I. Cloud 9

High Score - 80,000

Back at the beginning again, eh? Use the same place to trick out. By this point, you should have built up enough stat points to get enough air to start tricking out with abandon. If you want to help yourself out, get a bike that has excellent balance and you'll be able to stall/jump for a long time (my personal record so far is 26 jumps to stalls).

Pro Score - 120,000

Again, just trick out with abandon. The point totals start jumping rapidly here, so you'll want to move quickly and not end up bailing too often.

Sick Trick - 6,000

Trick out in the same area, stall/jump repeatedly and take this objective with no problem.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. The first spray can is hovering over the area near the long jump ramp. To get it, use the kicker ramp that's over the quarter pipe you used to trick out, line yourself up on the line of the floor that's one out from the wall on the kicker ramp and jump

for it.

2. The second spray can is hovering out from where the platform juts out at the bottom of the level. The platform has a quarter pipe on the side facing away. Use the quarter pipe and jump off at an angle to snag the spray can.
3. The third spray can is hovering in-between the last platform with ramps on the sides and the platform with a quarter pipe on each side, towards the bottom corner of the level. Jump off the farthest ramp and grab it as you go by. It's easier done than said, thankfully.
4. The fourth spray can is hovering in-between the other platform with ramps on the sides, on the other side of the platform with two quarter pipes, towards the right side of the level. Again, jump off the ramp farthest from the spray can grab it on the way by. Again, easier done than said, although, for some reason, it is a little trickier.
5. The final spray can is hovering out from the quarter pipe next to the start point on the other side of the Roll-In Gap. Just ride on the little path between the bowl and the quarter pipe and jump off the top of the quarter pipe and grab it as you go out. Easy.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is above the big house that gets you the big house hop gap in the Titanic area. It's at the far end, so it requires a little bit of effort to compensate for the slope of the roof. Just jump on the roof and ride down to it to grab it.
- I. The I is over the quarter pipe next to where the star is, in the Titanic area. Just ride up the quarter pipe and snag it. By far the easiest of the letters to grab this level.
- R. The first R is right next to the second R, sort of, in the Titanic area. Go to the house next to the ramps that are right next to the gigantic quarter pipes and you'll see the first R. Use the super rail which aims for the top of the house and grind up it, jumping off and grinding the rooftop of the house. You'll grab the R as you grind by.
- R. The second R is in the Titanic area. Jump between the two ramps that are next to the gigantic quarter pipes and snag the second R as you go by.
- A. The A is hard to get, but not impossible. All you need is to be able to jump 25 feet in the air. The A is hovering 25 feet over the middle of the gigantic quarter pipe that faces away from you in the Titanic area. Just get some good speed and a bike with nice air and hang time and you'll be able to vault up and grab it.

Superstar Challenge

The star is in the second area of the level, which is actually the Titanic level. Head towards the left side of the level where the giant house is on the edge of the level; you'll see the star in-between two of the super rails. Jump from rail to rail with good speed and as you jump between them, grab the star.

Transfer the Roll-in Gap

The single hardest objective in the level. That Roll-In at the very

start? Yeah, you have to transfer from the quarter pipe on one side of it to the quarter pipe on the other side. Get good speed in the little space you have and try to jump at an almost exact forty-five degree angle to transfer the gap. Good luck.

Link the Bingo Ramps

The Bingo ramps are a challenging objective because you need to learn that sometimes, less speed is definitely more advantageous. The Bingo ramps are in the Titanic area. They make up the four little platforms with kicker ramps connected to the side; two are next to the gigantic quarter pipes, two are next to the two houses that are near the bottom left edge of the level. All you have to do is jump from one ramp to the same corresponding ramp on the next platform of the pair, one jump for each side with a kicker ramp. Easier said than done; if you haul, you'll over jump. Slow down and deliberately jump early to land on the corresponding ramps. Take your time and don't get rushed and you'll complete them easily. Rush and you'll over jump every time.

Hop on the Big House

To complete this objective, go to the Titanic area, find the house that had the M over it, and jump on the roof using the kicker ramp. It's that easy.

II. Local Park

High Score - 90,000

By this point, you've either figured out how to make your High and Pro scores or you're just reading this because you're bored. Either way, just continue the same tricks that have got you where you are in the same areas you have in the past to make your High and Pro Scores.

Pro Score - 130,000

See above advice. The only thing worth mentioning is that if you have an almost perfect balance stat, you can get 30+ stall/jumps and basically make your entire score in about two trick strings.

Sick Trick - 8,000

See above advice. Go wild and you probably won't even need to stall/jump if you've learned the physics of the game engine and how the tricks work.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. The first spray can is near the start point. Turn immediately to your left and head into the little inlet with the quarter pipe. The spray can will be above the quarter pipe.
2. The second spray can is in the courtyard, between the last and second to last quarter pipes that face towards you. Transfer from one to the other and grab it on your way by.
3. The third spray can is at the top of the hill, on the right side, above the quarter pipe. Go up the quarter pipe, jump, and grab it.
4. The fourth spray can is over the quarter pipe that's by the empty pool. Go up the quarter pipe, jump, and snag it.
5. The final spray can is hovering high above the ground. The only way to get it is to use the left kicker at the top of the level and snag it as you go by. Don't go too fast when you hit the kicker or you'll over jump it.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is easy to locate; it's above the fountain at the top of the hill! Just jump up and grab it.
- I. The I is near the start. Head up the stairs at the start, take an immediate right and you'll see a kicker ramp. Jump off the kicker ramp at a low speed and grab the I as you pass by.
- R. The first R is achieved by going to the top of the hill, going to the right kicker and jumping off and grabbing it in the air. Again, go at a low speed or you'll over jump.
- R. The second R is hovering over the empty pool, near where the quarter pipe is. Just jump off the edge of the pool and grab it. Easy.
- A. The A for this level is in the same place that the star was the last time. Just go to the courtyard and at the first quarter pipe that faces away from you, jump off of it into the air and grab it.

Superstar Challenge

The star is in a difficult place for this level, right in the gap between the two monkey bars. Go to the top of the hill, use the right kicker to jump off, grind the top of the first monkey bars and jump at the end to grab the star. Much easier said than done.

Cheeky Monkey

To get cheeky monkey, you need to simply grind both monkey bars. Much, much easier said than done as sometimes, if you're going too fast and don't grind enough of the second monkey bars, it won't record it. Jump from the right kicker at the top of the hill with decent but not incredible speed, grind the first monkey bars, jump to the next set, and grind those too. Good luck.

Jump the Wall Gaps

The Wall Gaps will test your riding abilities. To complete this objective, all you have to do is get on top of the wall in the courtyard and jump across the gaps, between the two quarter pipes that face away from you. The easiest way to do it is to go to the top of the hill, grind the wall and then stop grinding when the wall drops down. You should be riding in a straight line. Just jump across both of the gaps to complete the objective.

Ride the Snake

The Snake Rail is the rail that runs from the top of the hill and winds down the stairs to the empty pool. To complete this objective, grind it from the top to the bottom (I think the trigger to complete is grinding both bends in the rail).

III. Warehouse

High Score - 100,000

I can't say anything here that I haven't said before. Head to the place you tricked out last time and just go wild.

Pro Score - 140,000

Again, this is nothing new. It might take you a lot of your time,

however, to complete the higher trick scores, so be aware of that if you're planning on making the other objectives as well.

Sick Trick - 10,000

The only real advice I can give is to stall/jump your best trick string to complete this objective easily.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. The first spray can is in the first area and is fairly easy to get. Get on top of the box wall and then grind the Cargo Rail, but don't jump off. Just let yourself slide off the end and you'll grab it.
2. The second spray can is on top of the stack of boxes that's right near the start point. Go to the area near where you tricked out, and go up and jump the quarter pipe at a slight angle and then grind the rail above over. You'll need some decent speed, but don't go too fast or you'll over jump. When you hit the end of the rail, jump off and grab it off the top box.
3. The third spray can is in the second area, where the train is. Head down to the ramp that gets you onto the boxes with the rails. You can't grind it and grab it, so you'll have to jump for it.
4. The fourth spray can is in the lower right corner of the second area, hovering above a rail that bends. Use a nearby quarter pipe and jump off of it and then land in a grind on the rail, and then jump when you're underneath the spray can to snag it.
5. The final spray can sits on the train in the second area. Use one of the kicker ramps to get on top of the train and then ride down and get it.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is hovering over the entrance back to the first area in the second area. To get it, you need good speed and good air. Go to the quarter pipe that is next to the train, nearest to the entrance. Jump off of the quarter pipe with good speed and air and jump into thin air, out towards the entrance. With luck, you'll grab the M.
- I. The I is hovering between the two ramps that are right next to the boxes that are linked by rails. Just jump from one ramp to the other and snag the I as you go by.
- R. The first R is in the first area, near the right cargo rail on the ground. You don't even have to jump or anything, just ride into it to snag it.
- R. The second R is above the quarter pipe that is against the left bottom edge of the level, facing away from you. Just jump up and snag it.
- A. The A is hovering in-between two quarter pipes, over a rail, on the right bottom edge of the level. Jump and grind or just jump into it to snag it and complete the objective.

Superstar Challenge

The star is in the second area, hovering above the tunnel rail. To grab it, go to the quarter pipe that lines the wall to the right side

of the train, on the platform, and jump up and grind the rail above towards the tunnel, then jump off and snag it.

Grind the Tunnel Rail

To grind the tunnel rail, just get some good speed, jump from the quarter pipe on the platform side of the tunnel up and grind the rail across.

Box Grinds

There are six box grinds, all in the second part of the level. Four of them are the four rails that link the three boxes together; two rails per gap. The last two rails are the rails that are on the box ramps that are next to the other boxes. Grind them all to complete the objective.

Transfer the Gomez Gaps

The three Gomez Gaps are massive gaps that are very, very hard to complete. The first Gomez Gap is found on the side of the two box ramps in the second area. On the side of the box ramps, you'll notice two quarter pipes. Transfer from one to the other. The second Gomez gap is directly across from the first. The quarter pipe that lines the wall has a break in it with a rail linking the two. Transfer from one quarter pipe to the other. The final Gomez Gap is achieved by transferring from the quarter pipe that is on one side of the tracks to the quarter pipe on the other side, over the tunnel. Good luck. Completing this gets you the level.

IV. High School

High Score - 110,000

I can't say anything here that I haven't said before. Head to the place you tricked out last time and just go wild.

Pro Score - 150,000

Again, this is nothing new. It might take you a lot of your time, however, to complete the higher trick scores, so be aware of that if you're planning on making the other objectives as well.

Sick Trick - 12,000

The only real advice I can give is to stall/jump your best trick string to complete this objective easily.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. The first spray can is easy to get. Head straight from the start point and pass the two buses. When you reach the end of the second bus, turn and go up the stairs; you'll see the spray can hovering there. Jump up and grab it.
2. The second spray can is above a quarter pipe, immediately to the left side of the stairs you take to get on the upper pathway. Go up the quarter pipe and jump to grab it.
3. The third spray can is just to the left of the 'B' Averages, hovering in the gap between the last 'B' Average and the long quarter pipe that faces away from you. Just transfer from one to the other and grab it.
4. The fourth spray can is hovering in-between the two platforms that were used for the previous Touchdown objective. Just use one platform to jump off of and snag it as you pass by.

5. The fifth spray can is near the start point. Head up the stairs to your left and then turn and head right past the first quarter pipe that faces away from you. The spray can sits in-between two quarter pipes on a wall, just jump through it to grab it.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M is on top of the second bus that's straight from the start point. Use the kicker ramp, jump onto the first bus, jump from that bus to the second bus, ride to the end of the bus and grab the M.
- I. The I is hovering over the third bus that's sitting near the 'B' Averages. Use the kicker ramp at the grill or transfer onto it with the quarter pipes on the sides and pick the I up.
- R. The first R is in the same place the star was in this level before. Use the kicker ramp facing away from you on the upper pathway, jump off and grind the rail across and just let yourself fall off the end to grab it.
- R. The second R is hovering over a rail high above the end of area with the extremely long quarter pipes. Get on the upper pathway and head left, around the corner and towards the quarter pipe against the wall. Use the quarter pipe to angle yourself up and grind or jump through the second R.
- A. The A is sitting in the gap between the first 'B' Average quarter pipe, nearest to the start point, and the little wall. Just throw yourself off of the first 'B' Average quarter pipe and through the A to grab it.

Superstar Challenge

The star is easier than it looks to get. Use the kicker ramp on the upper pathway that's facing you. Jump off, grind the graduate rail across and let yourself fall off of the end. You'll snag the star as you fall past.

Straight 'A's

The two transfers to make straight 'A's are incredibly easy. The two quarter pipes sitting behind the 'B' Averages that are separated by a long ramp; transfer from one quarter pipe to the other. The second transfer is between the two quarter pipes that are facing you in the long quarter pipe area; the gap you need to transfer has what looks like a hole in the wall. Transfer both gaps to make Straight 'A's.

Catch the Buses

Catching the buses is fairly easy. To catch the first two buses, head straight from the start point, jump off the kicker onto the roof of the first bus, ride it down, jump off of it and land on the roof of the second bus. That's two down. The third bus sits in the middle of the school area. It has two quarter pipes, one on each side of it. Transfer from one, over the bus, to the other to complete the objective.

Senior Rail Ride

The Senior Rail Ride consists of 8 rails you have to grind. These rails consist of all of the major long rails that lead up to the upper pathway (4), the two rails that go over the little concrete bump in the middle of the area (4+2=6), and finally, the two rails which line the upper pathway on your way to the quarter pipe that is away from where you found the star this level (4+2+2=8).

V. Titanic

High Score - 120,000

I can't say anything here that I haven't said before. Head to the place you tricked out last time and just go wild.

Pro Score - 160,000

Again, this is nothing new. It might take you a lot of your time, however, to complete the higher trick scores, so be aware of that if you're planning on making the other objectives as well.

Sick Trick - 14,000

The only real advice I can give is to stall/jump your best trick string to complete this objective easily.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the following places:

1. The first spray can sits on top of the house that is to the left of the gigantic quarter pipe that faces towards you. Use the kicker ramp to jump up to the roof and grab it.
2. The second spray can hovers in the gap between the two houses that sit behind the gigantic quarter pipe that faces away from you. The houses have quarter pipes on the side that faces away; transfer from one to the other and grab the spray can as you go by.
3. The third spray can hovers over the door to the major house on the right side that faces you, behind the gigantic quarter pipe that faces you. There'll be a super rail on each side of the door with the spray can in the middle; transfer from one rail to the other and you should grab it on your way by.
4. The fourth spray can is high above a quarter pipe that faces away from you, near the upper right corner of the area. All you have to do is go up the quarter pipe and jump to grab it. This is slightly difficult as there isn't a shadow to use to find it.
5. The final spray can is a totally different area. From the start point, head out of the left side of the gigantic quarter pipes, and head in that direction until you reach doors you can go through to take you to a different area. You'll end up in an area with a pool. The fourth spray can sits in the middle of the pool.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M sits above the entrance into the pool area. Grind the super rails next to the entrance and jump at the end with good speed to grab the M.
- I. The I is above the gigantic quarter pipe that faces towards you at the beginning of the level. Get good speed and air and jump 25 feet up to grab the I.
- R. The first R is near the gigantic quarter pipe that faces away from you. Transfer to get up onto the platform behind it, then start heading towards the end without a ramp. Jump off and snag the R in the air.
- R. The second R is where the super rail that isn't by an entrance is. The super rail aims for the roof of a house and the R sits

between the roof and the rail. Grind up the rail and jump to grab the R.

- A. The A is in the pool area. Get in the pool, get good speed and head towards the upper end of the pool. Transfer out of the pool with good speed to jump high and be able to grab the A. To line up the transfer, use the last window on the wall that has a warning sign to the right of the window.

Superstar Challenge

To collect the star, transfer up onto the platform of the gigantic quarter pipe that faces away from you. Head down towards the ramp and jump off it to grab the star. Keep in mind that the star sits low, so you need to either jump early or go at a pretty slow rate to be able to grab it and not over jump.

Grind All the Houses

Grinding the houses is fairly easy. From the start, head to the house left of the gigantic quarter pipe that faces towards you. Use the kicker ramp to get on the roof and grind the pinnacle of the roof to get one house. The second grind is strange. Go to the Neighbor's Houses and use the rails and kicker ramps to set yourself up. Jump on one roof, grind the pinnacle, jump to the other house, and grind that pinnacle too. That gets you the second house, even though you've just grinded two, so you should have three. Your final house is the house that has the super rail aiming for the roof. Grind the super rail up and then grind the roof. If that doesn't work, at the end of the roof, jump and jump over the kicker, go up the ramp and let yourself turn naturally. Jump off the kicker, grind the pinnacle of the roof again, and then jump and grind the super rail again. That should get you the objective, although it may take you a few tries since it seems that the third grind is a bit buggy.

Woodward Logos

The Woodward logos are easy to get. Transfer onto the platform on top of the gigantic quarter pipe that faces you. You'll see two rust colored Woodward signs. Grind both of them to complete the objective.

Jump the Neighbors Gap

The Neighbors Gap is very simple. The two houses that are behind the gigantic quarter pipe that faces away have quarter pipes on their far side. Transfer from one to the other to make the gap.

VI. Car Park

High Score - 130,000

This level is simply huge. Fortunately, you don't have to go looking for a good place to trick out; the first area you're in is a bowl! Use the bowl to trick out and stall/jump your way to your High, Pro, and Sick Trick scores.

Pro Score - 170,000

See above. Just keep an eye on your time limit; three minutes goes by fast if you continually bail.

Sick Trick - 16,000

Easy. Get a 2,000 or 3,000 point trick string and then stall/jump your way to victory. Or go all out and get it without stall/jumping.

Spray Can Challenge

Collect all five spray cans. In no particular order, they are in the

following places:

1. The first spray can is in the G Area, on the little jutting platform that separates the two half-bowls. Just jump up and grab it.
2. The second spray can is in the 1 Area. Head straight from the point of entry from G Area, out onto the little jutting point that goes next to a ramp that goes down. Jump off the point and grab the second spray can.
3. The third spray can is on the roof, on the first building. When you get on the roof, head left and you'll see a quarter pipe facing away from you. Go up the quarter pipe and grind the bent rail that curves around and jump to grab the third spray can.
4. The fourth spray can is on the roof as well. Head to the last building on the end and take a right. Transfer off the kicker ramp to the second building and grab the spray can on your way.
5. The final spray can looks incredibly hard to get, but actually isn't. Follow the directions for getting the Superstar Challenge. When you use the kicker ramp on that platform to transfer back, go straight down the middle of it to grab the final spray can.

M-I-R-R-A Challenge

Collect all the letters to spell out MIRRA. In order of being spelled, they are in the following places:

- M. The M sits over the entrance to the rest of the level. Get up on the top of the entrance and ride over it.
- I. The I hovers over the top right side of the level in the G Area. Get good speed and air and jump up to it using the half-bowl that's found on the right side of the level.
- R. The first R is in Area 1, near the right bottom edge of the level. It hovers in-between two super rails that are separated by two parked cars. Transfer from one super rail to the other and snag the R as you pass by.
- R. The second R sits in the middle of a wall in Area 1. You'll see kicker ramps immediately to your right as you come into the level. Jump the kicker ramps and grab the R as you go by.
- A. The final A is on the roof. To get it, go to the roof and then get on the ramp platform above the entrance to the roof. Jump straight from roof to roof, then grind the rails to the next building. From there, go straight and you'll go into a bowl looking thing. You'll need some good speed to jump high to get the A.

Superstar Challenge

The star is much more difficult to find than it is to actually get, thank God. To get it, go to the roof. Get on top of the entrance ramp and instead of using the kicker facing you to head to the other buildings, use the kicker facing away from you to transfer to the telephone wire. Grind that and then jump. You need decent speed to make the jump, but if you do, you'll land on a platform with a quarter pipe on the back. Go up the quarter pipe, jump, and snag the star.

Find the Crazy Transfers

The four Crazy Transfers are somewhat difficult to find, but not at all difficult to do. The first two are found in Area G. On both sides of the level, you'll see a quarter pipe and two of the half-bowls. Transfer from the quarter pipe to the bowl on each side to get two of the Crazy Transfers. The third Crazy Transfer is found in Area 1.

When you enter the area, turn right immediately and you'll see a kicker ramp. Jump from that kicker ramp to the other one on the other side of the wall to get the third Crazy Transfer. The final Crazy Transfer is in the same area. Head down to the super rails that jump the cars and transfer them. Keep grinding for speed and when you hit the end, you'll see two quarter pipes separated by what looks like lockers. Transfer from the right quarter pipe to the left one to complete the objective.

Grind All Skyrails

The five Skyrails are all found on the roof and are all pretty easy to grind. Use the ramp over the entrance to the roof to jump to the second building; you'll see two rails that you'll need to grind. If you continue forward from there, you'll find see a rail high on the wall. Grind that for the third rail. The final two rails are found on either side of the final building and they link back to the second building. Grind those final two to complete the objective.

Find the Stolen Cars

There are three stolen cars. The first one is in Area G. Grind or stall on the first orange-brown car you see that is between two ramps to get one. Go to Area 1. Find the maroon Bronco in the area where the gray VW Bug is and stall or grind on the Bronco to get the second one. The final stolen car is on the roof. When you get on the roof, head left and you'll see a green car sitting alone. Grind on that to help the police find the stolen autos.

VII. Hidden Level - Big Air

World Record Score - 20,000

This is actually a fairly difficult task to complete because you can't stall/jump; you must actually trick string a 20,000 point combo and land it. It took me about ten tries, but I finally landed a 20,050 point trick. Your reward for all this trouble? A nice little screen that says "Thank You for Playing" and the credits roll. No new secrets, no cheat codes, no hidden characters. What a gyp.

4) Credits and Thanks

Acclaim Max Sports for publishing this game.

Full Fat for designing a cool game that has kept my attention and held my interest long enough to tide me over until Tony Hawk Pro Skater 3.

The message board at GameFAQs.com for Dave Mirra 2 for helping me out at time when I couldn't figure out where to go next.

You, for reading this and hopefully getting some use out of it.

Myself, for actually having the patience to complete this game, even when it errored and I lost my save game two objectives from completing the Car Park.

And most importantly, at least to me, my girlfriend. She didn't have anything to do with this, but I love her.

5) Copyright Information

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