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Version Updates
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Final Version - Sephy Kid (the creator of the THPS2 Gaps guide has allowed me to include his gap guide in this guide. Also, many grammatical errors have been corrected. This guide covers almost every aspect of this game and will not be updated again.

Version 2.03 - Added another method to 50-50 Joey's Sculpture (thanks to Per Zimmerman for the tip). Also, a website was added to the legal information, (<http://dadvance.cjb.net>).

Version 2.02 - Added a website to the legal information, (www.n3.vgr2k.com).

Version 2.0 - BIG update. Finished the walkthrough with the addition of the Rooftops. Added a special moves section and a gap checklist section. Also, I added a website to the legal information section.

Version 1.01 - Corrected some spelling and grammar errors in the cash descriptions.

Version 1.0 - Finished the guide for Skate Street. Now the guide is complete. I plan on taking about the Rooftops level and adding a gaps, trick and special moves guide.

Version 0.4 - Finished the guide for New York City.

Version 0.32 - Added another method to getting the \$50 bill that is located over the oil patch in the Warehouse. Thanks to Marlfox for the tip.

Version 0.31 - Changed spelling error for the Hangar level. I originally spelled it Hanger. It has been changed.

Version 0.3 - Added information on deck statistics (thanks to Nintendork). Updated the Acknowledgments section. Character bios have been added to the skaters section; it is now complete. Also some of the FAQ layout has changed. Implemented a "code location" system; see the Introduction for more information. Finished the guide for the Warehouse.

Version 0.2 - Completed the deck listing for Tony Hawk and Spiderman. Some codes/secrets were added to the codes/secrets section. Also, a guide for the third level is complete.

Version 0.1 - This is the first version of the walkthrough which contains the game basics section, the skaters information section and a guide for the first and second level. The skater information section is complete except for complete deck statistics.

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=====
1. Introduction thps2_1000
=====

I choose to create a guide for the Game Boy Advance version of Tony Hawk's Pro Skater 2 because I believe it is the best Game Boy Advance launch title.

When making this guide, I realized it is difficult to describe the locations of items in the courses in this game. Please keep these few things in mind when reading this FAQ. When it is stated that an item is located above something (quarter pipe, ramp, rail, etc.) it means that you must jump (or ollie) to get the item. When describing locations to direct your skater, I do so based on the gamer's perspective (not the skater's). Also, you must keep in mind that Tony Hawk's Pro Skater 2 has a 3/4 overhead perspective and the courses are displayed at a 45- angle not a 0- angle. For example, when an item is located to the right of something it is actually located right + 45- of something. If you still don't understand:

-----> (Right)

 /\ Approximately right + 45- (ASCII art has its limitations)

 /
 /
 /

/
/
/
The same 45- addition applies for all directions. If you still don't understand, get a compass. Or look at this ASCII one:

```

                North (normal top)
                  |
(top + 45-) Northwest | Northeast (right + 45-)
                  \ | /
                   \|/
West -----|----- East (normal right)
(normal left)  /|\
                / | \
                Southwest | Southeast (bottom + 45-)
(left + 45-)   |
                South
              (normal bottom)

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This guide uses a "code location" system. This means that there are special key codes throughout this guide that can be used to navigate through the large amount of text quickly. The key code numbers for a desired section of this guide are located in the Table of Contents. To jump to an area of the guide quickly, simply use the find command (usually Ctrl + F) in Notepad or your web browser and enter thps2_#### (where #### is the location code). I did not invent this idea; it has been used on many other text-based gaming guides before.

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2.   Game Basics                                     thps2_2000
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The Controls:

Up: Lean Forward, Exit Pool, Manual Balance
Down: Brake, Lean Back, Manual Balance
Left & Right: Turn, Grind Balance
B: Crouch, Ollie
A: Grind
L: Flip Trick, Toggle Nollie
R: Grab Trick, Switch
Start: Pause Game
Select: Not used

Control Information:

The skater will always be moving forward. Press the B button will make the skater crouch and increase in speed.

When turning, the skater will turn to its left or right, not left or right on the screen.

Pressing and holding the DOWN button on the control pad will cause the skater to slow down and eventually stop.

An ollie is preformed when the B button is released. The longer the B button is held down, the higher the ollie.

A nollie is preformed when the L button is tapped (putting the skater in the nollie position) and the B button is released.

A No Comply is preformed when UP is tapped once and the B button is released.

A Boneless is preformed when UP is tapped twice and the B button is released.

Manualls are preformed when UP then DOWN is pressed. To keep balance, use the UP and DOWN buttons. Pressing DOWN then UP will perform a nose manual.

Pressing the R button will change the skater's stance.

To make a landing from a big drop, press and hold the B button until impact. If you fall, hit the buttons on the control pad to get up quickly.

To perform a grind, press the A button when in the air close to an edge, rail or lip. Pressing a direction on the control pad an A will perform different grinds.

To perform a wallride, press B to jump, then hold A near a wall, sign or building when airborne. When approaching a wall, the skater should be almost parallel to the wall.

Lip tricks are preformed by skating up a ramp while holding the A button and a direction on the control pad.

Pressing the L button and a direction when airborne preforms flip tricks.

Pressing the R button and a direction when airborne preforms grab tricks.

Scoring:

The scoring system in Tony Hawk's is very complex. Here is some basic information that will help you achieve better scores. Performing more than one stunt in the same jump will increase your score. Performing more than one trick on the same jump is called a trick string. Completing a trick the first time will give you 100% of its point value.

Each successive time the trick is preformed its point value will decrease. The second time a trick is performed you will earn 75% of its point value. The third time, the trick will receive 50% of its total point value. The fourth time, the trick will receive 25% of its total point value. The fifth time, the trick will receive 10% of its total point value.

Grinds, manuals, lip tricks and grabs all have a score associated them. These base scores can be held longer to acquire additional points.

Spinning during trick strings will multiply your score. When spinning 180- the multiplier will increase. A 180- spin will multiply your score by 1.5x. A 360- spin will multiply your score by 2.0x. A 540- spin will multiply your score by 3.0x. A 720- spin will multiply your score by 4.0x. Finally, A 900- spin will multiply your score by 6.0x.

Your landing will also affect your score. Landing a perfect trick will give

you 150% percent of the trick's score. Landing a sloppy trick gives you 75% of the trick's score.

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3. Skaters

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thps2_3000

Each skater has different default statistics. These statistics reflect their own unique skating style. Earning cash in the career mode can improve statistics with a number rating. The maximum rating for a character statistic is 10.

Each character has three default special moves and space for three more additional special moves. These moves can be bought by earning cash in the career mode.

The Skate Shop is used to upgrade a character's skateboard. In the Skate Shop you can modify your deck and trucks. The trucks affect the turning statistic and the deck affects the weight, speed and durability statistics. Turning, weight, speed and durability all have a minimum value of 1 and a maximum value of 5.

Deck statistics change based on the amount of decks you purchase. Each character has the same amount of decks. The following chart will explain the changes in board statistics:

Statistics	Number of Boards Purchased						
	0	1	2	3	4	5	6
Weight	1	2	2	3	4	4	5
Speed	1	1	2	2	3	5	5
Durability	1	1	1	3	4	4	5
Cost	\$0	\$250	\$500	\$750	\$1000	\$1250	\$1500

There are three kinds of trucks. They affect a skater's turning ability. All three different kinds of trucks are available at the start and are free. Tight trucks have a turning value of 1. Medium trucks have a turning value of 3. Loose trucks have a turning value of 5.

=====

a. Tony Hawk

=====

thps2_3001

If you meet Hawk, look at his shins. You'll see how much flesh he's left behind becoming the most influential skateboarder in history. He lost some perfecting the first 900-. More went while creating 50+ signature moves and winning 12 world championships. The father to two boys and modern skateboarding, Tony makes his home in his native SoCal. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Goofy

Style: Vert
Air: 7
Hangtime: 5
Ollie: 2
Speed: 6
Spin: 8
Landing: 5
Switch: 3
Rail Bal: 3
Lip Bal: 6
Manual: 5

Special Moves

BS Overturn: DOWN, LEFT + A
The 900: RIGHT, DOWN + R
Sacktap: UP, DOWN + R

Decks

Full Skull 99
Falcon 3
Falcon 2
Pterodactyl
Birdman Head
Falcon
Hawk
Bridman

=====
b. Bob Burnquist
=====

thps2_3002

Out of Brazil and onto the winner's podium, Bob Burnquist is one of today's most exciting and original skaters. Blowing minds with his unique style and switch-stance tendencies, Burnquist won the first pro contest he entered. He then went on to be the first skater to pull off an Eggplant Revert, a move now simply known as the "Burntwist." (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular
Style: All Around

Air: 6
Hangtime: 5
Ollie: 5
Speed: 5
Spin: 5
Landing: 3
Switch: 8
Rail Bal: 2
Lip Bal: 7
Manual: 4

Special Moves

Racket Air: LEFT, DOWN + R
BS Rocket Tailslide: UP, DOWN + A
One Foot Smith: RIGHT, DOWN + A

Decks

Stamp
Stencil Enforcer
Shadow
Cigar
Can't Stop
Falcon
Maestro
Can't Stop Bob
Football

=====
c. Steve Caballero
=====

thps2_3003

How long has Steve Caballero been part of the skateboarding scene? Over three decades. Along the way he helped found the Bones Brigade, invented the Cabballerial and owned his share of world records - including the highest halfpipe air and 44-stair rail. Cab's still riding hard, inspiring skateboarding's next generation. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Goofy
Style: All Around

Air: 6
Hangtime: 5
Ollie: 5
Speed: 6
Spin: 3
Landing: 5
Switch: 5
Rail Bal: 6
Lip Bal: 5
Manual: 4

Special Moves

Hang Ten: RIGHT, UP + A
Triple Kickflip: UP, LEFT + L
FS 540: RIGHT, LEFT + R

Decks

Original Dragon '80
Chinese '86

Bats '87
Animal Chin '88
Mask '89
Guitar '90
Gundam '95
Brigade '00

=====
d. Kareem Campbell
=====

thps2_3004

East Coast, West Coast or any coast, Kareem Campbell and his smooth metropolitan style are recognized on the real streets. Born in New York and raised in Los Angeles, Kareem defies any East vs. West barriers. When he's not skating you can find him chilling with his son, li'l Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest." (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular
Style: Street

Air: 7
Hangtime: 2
Ollie: 6
Speed: 5
Spin: 8
Landing: 4
Switch: 5
Rail Bal: 6
Lip Bal: 2
Manual: 5

Special Moves

Ghetto Bird: DOWN, UP + L
Nosegrind to Pivot: DOWN, UP + A
Casper: LEFT, DOWN + R

Decks

Citystars.com
Dwella
Splash
Silhouette
Needle to the Record
Rapper
Performance
Biker

=====
e. Rune Gilfberg
=====

thps2_3005

When Rune was 11 years old a friend brought a skateboard to his home in Copenhagen, Denmark. Later, a skateboard brought Rune to his new home in

Huntington Beach, California (He didn't ride it. He became a pro on it.)
Here you'll find the all-terrain terrorist sessioning pools and streets. But
he saves his best for his true love: wide-open vert skateboarding.
(Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular
Style: Vert

Air: 7
Hangtime: 7
Ollie: 5
Speed: 6
Spin: 5
Landing: 3
Switch: 4
Rail Bal: 4
Lip Bal: 6
Manual: 3

Special Moves

Kickflip 1 Foot Tall: LEFT, DOWN + L
One Foot Bluntslide: LEFT, UP + A
Christ Air: LEFT, RIGHT + R

Decks

New Wave
Smiley Face
Multi
Mother Earth
Euro-Flair
King of Copenhagen
Dragon
Red Elephant

=====
f. Eric Koston
=====

thps2_3006

Who do you want to be today? Think Koston, because he rides like anybody and
nobody else. He'll bust any pro's signature trick with uncanny similarity
then transition into the eponymous K-Grind. Besides this move bearing his
name, Eric's famous for clowning around while making challenging switch and
nollie rides look like a joke. (Character Bio taken from the Tony Hawk's Pro
Skater 2 instruction booklet.)

Statistics

Feet: Goofy
Style: Street

Air: 4
Hangtime: 3

Ollie: 7
Speed: 5
Spin: 4
Landing: 4
Switch: 7
Rail Bal: 7
Lip Bal: 3
Manual: 6

Special Moves

Pizza Guy: DOWN, LEFT + R
The Fandangle: RIGHT, DOWN + A
Indy Frontfilp: DOWN, UP + R

Decks

Old Man
Flag Series
Dog
Baseball
Luche Libre
Basketball
Boombbox
OG 2000

=====
g. Bucky Lasek
=====

thps2_3007

Hardened on the East-Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, better known as Buckey, soars to sickening heights above half-pipes - and other skaters. He's equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular
Style: Vert

Air: 7
Hangtime: 7
Ollie: 3
Speed: 6
Spin: 7
Landing: 3
Switch: 5
Rail Bal: 3
Lip Bal: 7
Manual: 2

Special Moves

One Foot Japan: UP, RIGHT + R

The Big Hitter: LEFT, DOWN + A
Fingerfilp Airwalk: LEFT, RIGHT + R

Decks

Flame Bird

Giant B

Eatin' Bird

The End

Bird

Bucky and the Bird

Cat Killer

Bucky 1

=====

h. Rodney Mullen

thps2_3008

=====

Get up, shower, brush and head out and invent some new tricks. Just another day for Rodney Mullen, the godfather of street skating. A pro for over 20 years, Mullen owns 35 freestyle world championships and a dizzying list of signature tricks. Like the kickflip, underflip impossible, casper and darkside to name a few. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular

Style: Street

Air: 2

Hangtime: 2

Ollie: 6

Speed: 5

Spin: 8

Landing: 2

Switch: 8

Rail Bal: 7

Lip Bal: 2

Manual: 8

Special Moves

Nollieflip Underflip: DOWN, LEFT + L

Heelflip Darkslide: RIGHT, LEFT + A

Casper to 360 Flip: DOWN, RIGHT + R

Decks

Scope

3D Bunny

Bunny Crest

3D Bar Logo

I.D. Series

A-Team A-S

Bar Logo

=====
i. Chad Muska
=====

thps2_3009

Out of his native Las Vegas and into skateboarding's top, magazines and videos - welcome Muska. After lighting it up on the Strip, Chad moved to California at 15 and quickly became one of the most respective skaters of all time. This self-styled professional always takes his brand of skate-and - relate creativity to another level. This includes experimenting with jungle and hip-hops beats on his "Muskabat" album. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular
Style: Street

Air: 4
Hangtime: 3
Ollie: 8
Speed: 6
Spin: 4
Landing: 7
Switch: 5
Rail Bal: 8
Lip Bal: 3
Manual: 2

Special Moves

BS Hurricane: DOWN, RIGHT + A
Mute Backflip: UP, DOWN + R
Muska Nose Man.: RIGHT, UP + R

Decks

Kamakazi Large
Team XXL
Team Large
Kamakazi XL
Large Red
Team Small
Team XL
Kamakazi Medium

=====
j. Andrew Reynolds
=====

thps2_3010

Andrew's only been a pro since 1996, but what he may lack in years, he makes up for in air and guts. If you're in Los Angeles, California and you see somebody going huge over massive gaps, sessioning sick sets of stairs and doing it all with efforts style, odds are you're in the presence of Turtle Boy himself. Say "hi" as he files by. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular
Style: Street

Air: 4
Hangtime: 2
Ollie: 8
Speed: 4
Spin: 5
Landing: 7
Switch: 5
Rail Bal: 8
Lip Bal: 4
Manual: 3

Special Moves

Triple Heelflip: UP, RIGHT + L
Nosegrab Tailslide: UP, DOWN + A
Hardflip Late Flip: UP, DOWN + L

Decks

Toy Logo Deck Black
Toy Logo Deck Navy
Monkey
Birdhouse Team Seal
Reaper
Mummy
Toy Logo
Reaper 3

=====
k. Geoff Rowley
=====

thps2_3011

Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool, England to the top of the skating world. In fact, Geoff's often called the skater's skater.

He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of vegetables. Picture a 360--flip down 13 stairs - yep, that's Rowley. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular
Style: Street

Air: 6
Hangtime: 2
Ollie: 6
Speed: 4

Spin: 5
Landing: 5
Switch: 4
Rail Bal: 8
Lip Bal: 7
Manual: 3

Special Moves

Half Flip Casper: RIGHT, LEFT + L
Rowley Darkslide: LEFT, RIGHT + A
Double Hardflip: RIGHT, DOWN + L

Decks

Pop Cat
Smiley Face
Direction
Death Metal
Modern
Guilty as Charged
New Wave
Red Death

=====
1. Elissa Steamer
=====

thps2_3012

Making the cut skating against the boys. Dominating every all-girl event she enters. Getting her name on a pro model street board. You guessed it - it's Ft. Myers, Florida native Elissa Steamer. Ellisa specializes in sessioning streets and stereotypes. Now living in Los Angeles, California, Ellisa skates like you wish you could. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular
Style: Street

Air: 6
Hangtime: 4
Ollie: 5
Speed: 5
Spin: 5
Landing: 4
Switch: 5
Rail Bal: 6
Lip Bal: 5
Manual: 5

Special Moves

Madonna Tailslide: UP, LEFT + A
Hospital Flip: LEFT, RIGHT + L
Indy Backflip: UP, DOWN + R

Decks

Mon-Star

Blood Stains

Cry Wolf

Poo Poo Head

Pushing Up

Tenth Try

Dead Monster

Skull

=====

m. Jamie Thomas

thps2_3013

=====

Originally from Alabama, Jamie has conquered some of the biggest gaps and longest rails ever seen. His video parts in "Welcome to Hell" and "Misled Youth" prove it. Jamie is the only person to walk away from the Leap of Faith with both legs intact. (Character Bio taken from the Tony Hawk's Pro Skater 2 instruction booklet.)

Statistics

Feet: Regular

Style: Street

Air: 4

Hangtime: 3

Ollie: 7

Speed: 6

Spin: 4

Landing: 8

Switch: 4

Rail Bal: 7

Lip Bal: 4

Manual: 3

Special Moves

Beni F-Flip. Crooks: DOWN, UP + A

Laser Flip: DOWN, RIGHT + L

One Foot Nose Man.: LEFT, UP + R

Decks

Power

Wolves

Overspray

Red Blood

Eagle

Smith Grind

American Zero

American Punk

=====

=====

Statistics

Feet: Regular
Style: Street

Air: 7
Hangtime: 7
Ollie: 5
Speed: 5
Spin: 5
Landing: 4
Switch: 4
Rail Bal: 6
Lip Bal: 3
Manual: 4

Special Moves

Spidey Grind: LEFT, RIGHT + A
Spidey Varial: LEFT, RIGHT + L
Spidey Flip: UP, DOWN + R

Decks

38 Years of Spidey
Black Cat
Rhino's Rampage
Web Head
Symbiotes
Mary Jane
Enter Venom
Spidey Sense Tingling

=====

=====

Statistics

Feet: Regular
Style: Street

Air: 2
Hangtime: 2
Ollie: 8
Speed: 9
Spin: 4
Landing: 2
Switch: 8
Rail Bal: 7
Lip Bal: 2
Manual: 6

Acquiring the SICK score is the most difficult. You will have to land many special moves. First off, max out your special bar quickly. To get more points, perform trick strings over the three hangtime gaps (you will be awarded with more points. Also, you should perform trick strings over the vertical barrier in the middle of the course. When doing so, you will be awarded points for doing a Chopper Hop. Keep in mind that when the same stunts are repeated, their point value will decrease. Use a variety of stunts (grinds, grabs, etc.).

Collect S-K-A-T-E

There are five items located throughout the course that spell the word "skate". The letters do not have to be collected in order. Here are their locations:

S - Located over the half pipe. Go straight from the starting point and ollie over the half pipe. The "S" is over the half pipe.

K - Located above the quarter pipe at the top of the level, 1/3 of the way right between the vertical barrier the rightmost wall.

A - Located above the airplane. A simple ollie will get it.

T - Located above the vertical barrier at the bottom of the level. Oille up the quarter pipe at an angle to go over the vertical barrier and get the "T" in the same process.

E - Located above the rail that is connected to two quarter pipes at the left of the course. Grind the rail and jump just before you are under the "E" to get it.

Barrel Hunt

There are five barrels in the course. To complete this goal, nock over the all five barrels by hitting them. While the barrels are not numbered I have numbered them arbitrarily, their locations are:

Barrel #1 - Located in the bottom of the half pipe. Skate into the half pipe (you can't miss it).

Barrel #2 - Located below the plane. From the starting point, skate left (you can't miss it).

Barrel #3 - Located in the top right area of the course. From the starting point, ollie over the half pipe (you can't miss it).

Barrel #4 - Located to the left of the large vertical barrier at the bottom of the course. Oille up the quarter pipe at an angle to go over the vertical barrier, you will then see the barrel (you can't miss it).

Barrel #5 - Located underneath the rail where the letter "E" was found (you can't miss it).

Collect 5 Pilot Wings

There are 5 pilot wings that must be collected throughout this course. While the pilot wings are not numbered I have numbered them arbitrarily, their locations are:

Pilot Wing #1 - Located above the propeller at the very right of the level. Grind the propeller to get the pilot wing.

Pilot Wing #2 - Located above the ramp at the starting point. Ollie up the quarter pipe beside the ramp at the starting point. You must ollie at an angle to reach the pilot wing.

Pilot Wing #3 - Located above the grind rail to the left of the airplane. Grind the rail and jump just before you are underneath it.

Pilot Wing #4 - Located above the vertical barrier at the top of the level. Ollie up the quarter pipe beside the wall at an angle to get the pilot wing.

Pilot Wing #5 - Ollie up the wooden quarter pipe that is left of the vertical barrier.

Nosegrind Over the Pipe

This goal is accomplished by nosegrinding over a pipe that is over the half pipe to the right of the starting point. Nosegrinds are preformed by pressing UP + A.

Hit 3 Hangtime Gaps

There are 3 gaps that you must ollie over to complete this goal. Two of the hangtime gaps are not hard to land, but the other is. Here are the hangtime gap locations:

Halfpipe Hangtime - To make the half pipe hangtime gap, ollie over the half pipe that is located at the right of the starting point. This gap is relatively easy to land.

Wingtip Hangtime - To make the wingtip hangtime gap, ollie over the wooden ramp beside the airplane. This is the easiest hangtime gap to make.

412 Hangtime - The 412 hangtime gap is the hardest hangtime gap to make. To make it you must ollie over the helicopter and land on the far side of the opposing wooden ramp. This is very challenging, I recommend that you upgrade your skater's statistics so that air and ollie have at least a value of eight. To actually make the jump, you must ollie off a wooden ramp at maximum speed while performing a boneless. To get to maximum speed, do trick strings on the quarter pipes around the level.

Find the Secret Tape

The secret tape is located in a secret area in The Hangar level. There are three steps to acquiring the secret tape. The first step is making the secret "wind tunnel" available. To do this, you must grind the propeller located at the very right of the course over the half pipe. Once you grind the propeller, a message will say, "wind tunnel available." The second step is entering the wind tunnel. The passage to the wind tunnel is all the way across the level from the location of the propeller. The location of the entrance of the wind tunnel is found by ollieing over the quarter pipe where barrel #5 is located. To ollie over a quarter pipe, hold UP as you are moving up a quarter pipe. Also, an arrow pointing downwards will indicate the location of the entrance. The final step is getting the secret tape. The secret tape is located way above the exit out of the wind tunnel. To reach the secret tape, you must ollie of the quarter pipes to the side to the exit on an angle so that you jump over the exit ramp and into the secret tape.

100% Goals and Cash

There are eight bills in this level. Pink bills are worth \$100 of extra money and blue bills are worth \$50. \$550 can be acquired in this level by collecting bills. To complete the 100% goals and cash goal you must complete every goal and collect all the cash.

\$50 - Located underneath Pilot Wing #4. (See Pilot Wing #4)

\$50 - Located above the grind rail to the left of the airplane. Grind the rail and jump just before you are underneath it.

\$50 - Above the wooden kicker ramp to the north of the helicopter. Ollie off the kicker ramp or grind the helicopter propeller that goes in an up-down direction to get the bill.

\$50 - Above the rail that is connected to the two wooden kicker ramps beside the helicopter. Grind the helicopter propeller that goes in a left right.

\$50 - Above the half pipe to the right of the starting point. To get this bill, ollie over the half pipe close to the propeller.

\$100 - Located above the highest rail at the right side of the course. This is one of the more challenging bills to get in the level. Skate up the quarter pipe at the top of the level with a lot of speed and grind the highest rail. When grinding wait until you are underneath the bill, then ollie into the bill.

\$100 - Located above quarter pipe at the bottom left corner of the course. Ollie up the quarter pipe underneath the bill with decent speed to get the money.

\$100 - Above the highest grind rail on the left side of the course. Without a doubt, this is the hardest bill to collect in the level. To get it, you must ollie up the quarter pipe at the top of the level with maximum speed, then grind on the rail once you reach it. When you are grinding, ollie once you get underneath the bill. Acquiring this bill will be frustrating. I recommend that you upgrade your character's statistics so that air has a value of 9, ollie has a value of 8 and speed has a value of 7.

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b. The School II
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thps2_4002

Checklist

Goal	Cash Reward
High Score - 15,000 points	\$ 200
Pro Score - 40,000 points	\$ 350
SICK Score! - 100,000 points	\$ 500
Collect S-K-A-T-E	\$ 400
Wallride 5 Bells	\$ 500
Collect Five Hall Passes	\$ 500
Kickflip TC's Rooftop Gap	\$ 400
Grind 3 Roll Call Rails	\$ 500
Find the Secret Tape	\$ 500
100% Goals and Cash	\$ 500

Guide

High Score - 15,000 points

Getting the high score is easy. You will probably get 15,000 points just by skating around the park and doing stunts. If you want to get the points fast, perform trick strings in the two quarter pipes that are located to the right of the starting point.

Pro Score - 40,000 points

Acquiring the required amount of points to get a pro score is not extremely hard. All you must do is use a variety of stunts and special moves.

SICK Score! - 100,000 points

Acquiring the sick core is extremely hard. Practicing grinds and aerial trick strings is the key. To get the sick score, you must get lots of air off quarter pipes and land a trick strings with special moves and multipliers. A good trick sting (executed special moves and multipliers) will get you around 50,000 points! Also, because The School II does not have a lot of quarter pipes, you must gain speed by performing grinds. There are numerous locations throughout this course to make excellent grind combinations. However, I recommend that you grind to acquire speed for quarter pipe jumps because grind combos take much longer to perform than aerial trick srings.

Collect S-K-A-T-E

There are five items located throughout the course that spell the word "skate". The letters do not have to be collected in order. Here are their locations:

S - Located above the rail that goes down a ramp, left of the starting point. Grind the rail until you are underneath the "S", and then jump up to acquire the letter.

K - Located above the quraterpipe in the raised courtyard. The raised courtyard is located on the top left area of the course. Ollie up the center of the ramp to acquire the letter.

A - Located above a cement bench that is beside a building. The building is located below the raised courtyard. To get the letter, grind the bench until you are underneath it, and then jump to acquire it.

T - Located above the quarter pipe which is at the bottom border of the course. Ollie up the ramp to get the letter.

E- Located above a ramp railing that is attached to a building. This building is the closet one to bottom right corner of the level.

Wallride 5 Bells

There are five school bells placed in locations throughout this level. You must perform a wallride on each one of them to complete this goal. Remember, to perform a wallride, press B to jump, then hold A near a wall, sign or building when airborne. When approaching a wall, the skater should be almost

parallel to the wall. While the school bells are not numbered I have numbered them arbitrarily, their locations are:

Bell #1 - This is the most difficult bell to wall ride in the level. It is located near the starting point just to the right of the ramp and staircase. It is hard to wallride because there is very little room to approach it. It is also placed quite high on the wall to get it, skate really close to the railing then turn into the wall and perform a wall ride, if can't reach the bell in your wall ride, you are starting to wallride to close to the bell or you do not have enough speed. Use the quarter pipe near the bell to get speed. Getting this bell will consume half to three-quarters of your time.

Bell #2 - This bell is located on the left side of the building where you find the letter "A". Approach the wall with speed and wallride the bell.

Bell #3 - Located on the right wall of the level below the three blue doors. Approach the wall with speed and wallride the bell.

Bell #4 - Located near in the left side of the building where you find the letter "E". Approach the wall with a lot of speed to get this bell.

Bell #5 - Located in the bottom right corner of the level. Jump off the raised platform in the bottom right corner of the level to get enough air to reach the bell.

Collect Five Hall Passes

There are 5 hall passes that must be collected throughout this course. While the hall passes are not numbered I have numbered them arbitrarily, their locations are:

Hall Pass #1 - Located above a rail between a ramp and a staircase. The rail can be found by skating straight form the starting point. To get the hall pass, grind the rail and jump once you are under it.

Hall Pass #2 - Located between the two picnic tables. The picnic tables are approximately located in the center of the level. To get the hall pass, ollie from on picnic table to another.

Hall Pass #3 - Located on the raised area near the three blue doors. Grind up one of the ramp railings that got in an up-down direction. The hall pass is located between the two railings that face up-down in the air. To get the hall pass, ollie from rail to rail.

Hall Pass #4 - This hall pass is located above two wooden quarter pipes. The quarter pipes are located in the bottom right area of the level just to the north of the building were the letter "E" is found. To get the hall pass ollie from on quarter pipe to the other.

Hall Pass #5 - This is the easiest one to acquire. It is located above the edge of the raised platform located near the bottom-right corner of the level.

Kickflip TC's Roof Gap

To complete this goal you must perform a kickflip over TC's rooftop gap. TC's rooftop gap is located between the building were you found the letter "E" and the building to its left. To get on top of the building, go up the ramp located to the building's right. You must go up this ramp at very high speeds. Once you are on top of the building, skate to the gap and jump.

When jumping, press LEFT + R to perform a kickflip. There are ramps located on the outsides for both the buildings and it does not matter which side you jump from, I just prefer to go right to left.

Grind 3 Roll Call Rails

To complete this goal, you must grind three rails. Here are there locations:

Nightmare Rail - Grind the rail on either side of large staircase to complete the roll call. You cannot grind a section of this rail; you must grind the entire rail from top to bottom.

Gonz Rail - This rail is located on the lower-right side of the level. To grind the rail, ollie up the small wooden ramp and then grind the rail that parallels it.

Open Sez TC - This rail is located on top of the building were you found the letter "E". Use the small wooden ramp to the right of the building to get on top, then grind the rail.

Find the Secret Tape

The secret tape is located in an enclosed area in the bottom left corner of the level. There is only one way to get in the enclosed area. You must go into the raised courtyard. Once in the raised courtyard, ollie up the quarter pipe to obtain speed. Then, skate all the way across the courtyard and ollie off the small wooden ramp and land on top of the building. Once on the building, ollie off the building's air conditioner. If you have enough speed you will land on top of another building and be in the enclosed area where the secret tape is located. Once in the secret area, skate to the right. You will see a small wooden ramp and the secret tape above it. Ollie up the ramp to get the secret tape.

100% Goals and Cash

There are eight bills in this level. Pink bills are worth \$100 of extra money and blue bills are worth \$50. \$550 can be acquired in this level by collecting bills. To complete the 100% goals and cash goal you must complete every goal and collect all the cash.

\$50 - Located above the quarter pipe that is right of the starting point.

\$50 - Located above a rail in the raised courtyard. Jump to get the money.

\$50 - Located beside the building where letter "A" is located. To get the bill, you must get on top of the building, by jumping from the wooden ramp on the raised courtyard. Once on top of the building, you must skate to the bottom right corner of the rooftop, then jump to the bill.

\$50 - Located near the starting point left of the tall fence. To get this bill you must skate up the ramp that is beside the large staircase. Once you are close to the platform that is beyond the fence, ollie on to the platform. On the platform there are two air conditioner ramps. The bill is located between them. Ollie up one of the ramps to get the bill.

\$50 - Located in the secret poolroom. To access the poolroom, you must perform the Open Sez TC rail call. The entrance to the poolroom is at the three blue doors (were you find hall pass #3). The \$50 bill is located on the left side of the poolroom. To get the bill, ollie up the center of the left side of the pool.

Bucky Lasek	91.5	91.2	90.5	182.7
Bob Burnquist	87.1	87.2	86.9	174.3
Kareem Campbell	81.2	80.6	81.2	162.4
Eric Koston	68.7	81.8	77.6	159.4
Chad Muska	63.5	66.0	54.4	129.5
Steve Caballero	53.3	55.7	69.4	125.1
Rune Gilfberg	53.4	57.5	62.9	120.4

Winning the gold medal will get you \$7000.

100% Goals and Cash

There are eight bills in this level. Pink bills are worth \$100 of extra money and blue bills are worth \$50. \$550 can be acquired in this level by collecting bills. To complete the 100% goals and cash goal you must get a medal and collect all the cash.

\$50 - Located on the top of the level near the starting point. Grind up the railing. Ollie near the bill to collect it.

\$50 - Located down and to the left of the starting point. Grind the rail and ollie once you are near the bill.

\$50 - Located in the bottom left area of the course near the staircase. Grind the railing until you reach the bill.

\$50 - Located in the center of the level. Skate down and to the right from the starting point. You will see the bill skate towards it and ollie when underneath it.

\$50 - Located in the bottom right area of the course between two rails. Grind one of the rails and ollie once you reach the bill.

\$100 - Located at the center of the top area of the map (wooden buildings). Getting this bill is a little tricky. First, ollie up the wooden ramp that is below the bill. Then perform a wallride. Once you reach the apex of your wallride, jump to reach the bill.

\$100 - Located on the end of the crossbar with the pennants. Ollie up the quarter pipe underneath the bill with a considerable amount of speed to get the bill.

\$100 - Located on the other end of the crossbar with the pennants. Ollie up the quarter pipe underneath the bill with a considerable amount of speed to get the bill.

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d. Warehouse
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thps2_4004

Checklist

Goal	Cash Reward
High Score - 20,000 points	\$1500
Pro Score - 50,000 points	\$1750
SICK Score! - 150,000 points	\$2000
Collect S-K-A-T-E	\$1500
Destroy 5 Crates	\$1250

Collect 5 Spray Cans	\$1000
5-0 the Big Rail	\$1250
Hit 3 Oldskool Gaps	\$1500
Find the Secret Tape	\$1500
100% Goals and Cash	\$1000

 Guide

High Score - 20,000 points

To get a high score, land a couple of special moves in trick strings.

Pro Score - 50,000 points

To get a pro score, land a couple more trick strings than you did to get the high score.

SICK Score! - 150,000 points

The sick score may seem difficult, but it is not. The Warehouse has tons of quarter pipes and areas to land good vert moves. Just go nuts; you'll get the points.

Collect S-K-A-T-E

There are five items located throughout the course that spell the word "skate". The letters do not have to be collected in order. Here are their locations:

S - Located between two wooden ramps on the left side of the level. To get the letter, ollie off one of the ramps.

K - Located at the top centre of the level. Ollie off the quarter pipe to get the letter.

A - Located above the taxicab. Ollie off the ramps around the taxicab to get the letter.

T - Located above the left side of the half pipe. Ollie over the half pipe to get the letter.

E - Located in the bottom left corner of the map behind the starting point. To get the letter, ollie up the quarter pipe beneath it.

Destroy 5 Crates

There are five crates in the course. To complete this goal, destroy all five crates by hitting them. While the crates are not numbered I have numbered them arbitrarily, their locations are:

Crate #1 - Located to the left of the starting point near the letter "E" (you can't miss it).

Crate #2 - Located in the bottom right corner of the level (you can't miss it).

Crate #3 - Located in-between the taxicab, half pipe and grind rail on the right side of the level (you can't miss it).

Crate #4 - Located at the top centre of the level on the tongue-shaped platform that is surrounded by quarter pipes (you can't miss it).

Crate #5 - Located in the puddle of oil in the left side of the level (you can't miss it).

Collect 5 Spray Cans

There are 5 spray cans that must be collected throughout this course. While the spray cans are not numbered I have numbered them arbitrarily, their locations are:

Spray Can #1 - Located above a quarter pipe in the bottom left corner of the level. Ollie up the ramp with some speed to get it.

Spray Can #2 - Located above a quarter pipe in the bottom right corner of the level. Ollie up the quarter pipe with some speed to get the spray can.

Spray Can #3 - Located above a quarter pipe at the bottom center of the course. Ollie up the quarter pipe to get it.

Spray Can #4 - Located above the grind rail in the right side of the level (near the half pipe). Grind the rail and ollie underneath the spray can to acquire it.

Spray Can #5 - Located above a quarter pipe in the top right corner of the level. Ollie up the quarter pipe with speed to get it.

5-0 the Big Rail

To complete this goal you will have to perform a 5-0 grind on the rail in the center of the level. To perform a 5-0 grind, press DOWN + A. You will have to grind the entire length of the rail to complete the goal.

Hit 3 Oldskool Gaps

To complete this goal you must simply land the three oldskool gaps. They are the Oldskool!! Channel Gap, th Oldskool Kicker Gap and the Oldskool!! Transfer. Here are their locations:

Oldskool!! Channel Gap - This gap is over any of the two asphalt ramps that are near the starting point. Ollie off the quarter pipes that are beside the asphalt ramps at an angle and then land on the other quarter pipe that is across the gap.

Oldskool!! Kicker Gap - This gap is over the two wooden ramps located at the left side of the course (near the oil patch). Ollie off one of the ramps and land on the other to complete the gap. This gap takes a bit of practice.

Oldskool!! Transfer - This final gap is a little strange. To complete this gap, you must ollie from one side to the other of the tongue-shaped platform (where you found the fourth crate). Ollie off the quarter pipe at a 45-degree angle with a lot of speed. The game's supernatural physics engine will cause you to spin around the edge of the tongue shaped platform and complete the transfer.

Find the Secret Tape

The secret tape is located above a grind rail. The grind rail is located way

above the tongue-shaped platform. To reach the high grind rail, you must ollie to it from the other high grind rail to the right. To get to the other rail, ollie off the quarter pipe below. Recapping, to get the secret tape skate to the right side of the course, ollie off the quarter pipe at an angle with a lot of speed so that you can grind the rail (second from the bottom) at a high speed. Once you have grinded to the leftmost point of the rail, ollie to the rail with the secret tape. You must be grinding with a lot of speed to make the rail-to-rail jump.

100% Goals and Cash

There are eight bills in this level. Pink bills are worth \$100 of extra money and blue bills are worth \$50. \$550 can be acquired in this level by collecting bills. To complete the 100% goals and cash goal you must get a medal and collect all the cash.

\$50 - Located above the oil patch on the left side of the level. Some people may have trouble acquiring this bill. This bill is a little hard to get because you cannot view its shadow. The bill is located beside the leftmost wall. To get the bill, perform a wallride and wallie (ollie off the wall) once you are under the bill. There is another method to getting this bill. You can ollie off the small wooden ramp that is closest to the quarter pipe at the top of the level. You must have a lot of speed to get the bill. Thanks to Marlfox for the tip.

\$50 - Located above the quarter pipe on the left side of the level. The bill is roughly located half way between the lip of the tongue-shaped platform and the leftmost side of the level. Ollie up the quarter pipe with some speed to get the bill.

\$50 - Located above the rail in the center of the level (where you had to perform the 5-0 grind). Grind the rail and ollie once you are underneath the bill.

\$50 - Located above the asphalt ramp near the starting point. Ollie off the ramp near the bill to get it. Another method is to ollie off the quarter pipes to the side of the bill on an angle.

\$50 - Located above the grind rail on the right side of the level (near the half pipe). Grind the rail to get the bill.

\$100 - Located at the top-right of the level near the grind rail. The bill is located on the rightmost point of the second rail from the bottom. To get the bill, simply ollie up the quarter pipe below the bill with some speed.

\$100 - Located to the right if the starting point above an asphalt ramp. There are quarter pipes located on both sides of the ramp. Ollie off one of the quarter pipes to get the bill.

\$100 - Located above the half pipe right beside the rightmost wall. To get this bill, ollie off the side of the ramp facing the bottom of the level. Then, perform a wall ride until you are high enough to wallie to the bill. Getting this bill is tricky at first.

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e. New York City
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thps2_4005

Checklist

Goal	Cash Reward
High Score - 50,000 points	\$2500
Pro Score - 125,000 points	\$3000
SICK Score! - 250,000 points	\$4000
Collect S-K-A-T-E	\$2000
Ollie the Hydrants	\$1250
Collect 5 Subway Tokens	\$2000
50-50 Joey's Sculpture	\$2500
Wrangle the Blue Cow	\$2000
Find the Secret Tape	\$2000
100% Goals and Cash	\$1250

 Guide

High Score - 50,000 points

Like other levels, getting the high score is not hard. An easy way to complete this goal is by doing vert moves in the quarter pipes located in the bottom left corner of the level.

Pro Score - 125,000 points

Getting this score is a bit harder but not extremely hard. Doing grind combos in the part will get you a lot off points.

SICK Score! - 250,000 points

The same strategy that was used to get the pro score can be used to get the SICK score. However, to get the SICK score, you cannot bail a lot, there is little room for error.

Collect S-K-A-T-E

There are five items located throughout the course that spell the word "skate". The letters do not have to be collected in order. Here are their locations:

S - Located near the starting point beside a wall. From the starting point, skate wards the top of the level; turn right once you enter the park an ollie to get the letter.

K - Located above the large quarter pipe near the cow. Ollie up the center of the quarter pipe to get the bill.

A - Located above a bench in the park. The bench is located to the right of the lower end of the water. Grind the bench and then ollie once you are under the bill.

T - Located above a fence in top center of the level (top right area of the park)

E - Located above the space between two quarter pipes in the top right area of the level. Ollie from one quarter pipe to the other to get the bill.

Ollie the Hydrants

There are three fire hydrants that must be broken to complete this goal. Performing an ollie so that the skater hits the top of the hydrant will break it. The hydrants are not numbered, but I have numbered them arbitrarily. Here are there locations:

Hydrant #1 - Located in the center of the level. Simply keep your skater's path straight from the starting point. You will see the hydrant.

Hydrant #2 - Located in the bottom right corner of the level. You will see it.

Hydrant #3 - Located in the top right of the level (near the two kicker ramps). You will see it.

Collect 5 Subway Tokens

There are 5 subway tokens that must be collected throughout this course. While the subway tokens are not numbered I have numbered them arbitrarily, their locations are:

Subway Token #1 - Located between the two kicker ramps near the starting point. Ollie from one ramp to another to get the token.

Subway Token #2 - Located above the center railing on the ramp that is beside Joey's sculpture. Grind the rail and then ollie when you are underneath it.

Subway Token #3 - Located above the right railing of the large broken bridge in the park. Grind the railing until you see the token. Once you see the token, jump.

Subway Token #4 - Located between the two kicker ramps at the right of the level. Ollie from one kicker ramp to the other to get the token.

Subway Token #5 - Located to the left of the wooden plank. The wooden plank is located at the top right of the level. Ollie off the wooden plank to get the token.

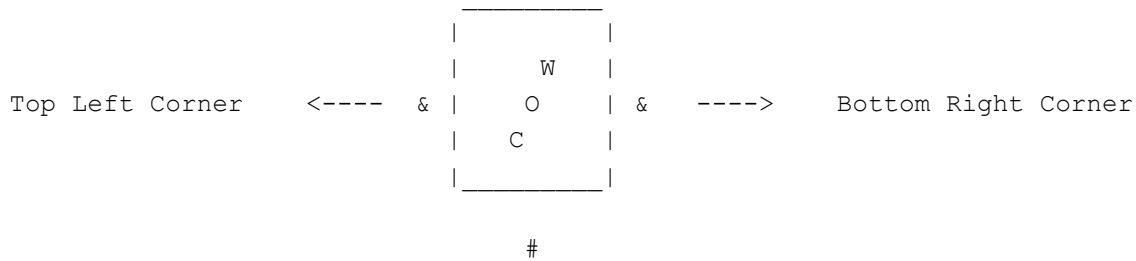
50-50 Joey's Sculpture

Joey's Sculpture is located near the starting point above the lower area of the level. To complete this goal, you must perform a 50-50 grind from the top to the bottom of the sculpture. 50-50 grinds are preformed by pressing the A button only (do not press any directions on the control pad). The best way to complete this goal is by performing an ollie from the higher level to the sculpture. It is best to make your approach to the sculpture so that you are parallel to it. It might take a long time to complete this goal, don't get frustrated.

UPDATE: a reader has sent in a tip that will help you align yourself with the sculpture. Simply grind the edge of the kicker ramp that is located closest to the starting point. You will be perfectly aligned with the sculpture. Once you are close to the sculpture, perform a boneless and grind it. Thanks to Per Zimmerman for the tip.

Wrangle the Blue Cow

To complete this goal, you must perform the three cow gaps. Here is an ASCII map to help you out.



Jumping over the cow from the # locations gets you the Blue Cow gap. Jumping over the cow from the & locations gets you the Moo Cow gap. The third gap is called the Steer Clear it is performed by grinding the cow's back. You may find that you are going over the cow's back. Ollie at a low speed when attempting the Steer Clear.

Find the Secret Tape

This is without a doubt the hardest single goal in the game. The secret tape is located on a metal fire escape that is way above the bottom corner of the level. Getting this tape is quite a task. First go to the two wooden kicker ramps located at the right of the level. First, you must get to the grind rail located above the two kicker ramps. To do this you must perform a boneless off the kicker ramp located closer to the top of the level. Then you must wallride to the rail, perform a wallie to get on the rail. Grind the rail, then ollie off the rail and land on it again to get more speed. Once you reach the end of the rail, ollie off it and perform a wallride. Then you will see an electric sign. Wallie out of your wallride and grind the sign. Ollie and then grind the sign again to build up speed. Once you reach the end of the sign, perform a wallride. Once you are at the apex of your wallride, wallie off the wall. Once you reach the fire escape, grind it. With the momentum you have, you will be able to grind upwards for a short time. You should then get the secret tape in your upward grind, if not, you can ollie off the fire escape to get more height.

Here are step-by-step instructions:

Step #1 - Perform a boneless off the kicker ramp that is located closer to the top of the level. (UP, UP + B)

Step #2 - Wallride, then wallie to the grind rail. (A, B, A)

Step #3 - Ollie and then grind the rail to get speed. (B, A)

Step #4 - Once you reach the end of the rail, wallride and then wallie to the electrical sign and grind it. (LEFT + B, A, B, A)

Step #5 - Ollie and then grind the sign to get speed. (B, A)

Step #6 - Wallride off the sign. (LEFT + B, A)

Step #7 - Wallie during the apex of your wallride and grind the fire escape. Ollie off the fire escape if necessary. (B, A, B)

This goal can take hours don't give up!

100% Goals and Cash

There are eight bills in this level. Pink bills are worth \$100 of extra money and blue bills are worth \$50. \$550 can be acquired in this level by collecting bills. To complete the 100% goals and cash goal you must get a

medal and collect all the cash.

\$50 - Located above the rightmost quarter pipe on the lower-level at the bottom of the map. Ollie off the quarter pipe to get the bill.

\$50 - Located above the space between the two benches that are located on the right side of the level. Grind the top of a bench, then perform a wallride and finally wallie to the bill.

\$50 - Located between the bench and fence in the top part of the park. Ollie from the fence to the bench or from the bench to the fence to get the bill.

\$50 - Located near the bottom right of the course. Grind the rail to the left of the bill. When grinding, ollie to the bill.

\$50 - Located above a grind rail in the bottom center of the level. Grind the rail and then ollie near the bill to get it.

\$100 - Located above the electrical sign. Ollie once you are under the bill. Getting to the electrical sign is tricky. First, you must get to the grind rail located above the two kicker ramps at the right of the level. To do this you must perform a boneless off the kicker ramp located closer to the top of the level. Then you must wallride to the rail; perform a wallie to get on the rail. Grind the rail, then ollie off the rail and land on it again to get more speed. Once you reach the end of the rail, ollie off it and perform a wallride. Then you will see an electric sign.

\$100 - Located on Joey's sculpture. Grind up the base of the sculpture and then ollie to get the bill.

\$100 - Located above the pond in the park. Grind the rail and then ollie to the bill.

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f. Skate Street
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thps2_4006

Skate Street is the second competition level in the game. Medals can be won by placing first, second or third. Here is the competition information provided by the game:

Competition Invite -2
[Skate Street Logo]
Plywood Paradise
- 3 heats per skater
- Best 2 heats wins
- Points deducted for bails
Compete for \$35,550 in cash prizes
Sponsored by [Bluetorch Logo]
* Find all cash icons to get 100% on the level

Guide

Getting a Medal

The key in getting a medal is land all your stunts. The best strategy is

staying in one location and performing trickstring after trick string while using special moves. My favorite locations to get points are in the two half pipes and the enclosed half pipe. Doing this (without falling) can get (on average) a score of about 97% and about 200,000 points per round with no problems. Each round is one minute in length, so you will have to perform stunts fast. An average of about 90-95% per round will get you a first place score. For example, this a scoring breakdown from one competition (I am using Spiderman):

Name	Heat 1	Heat 2	Heat 3	Total
Spiderman	98.8	97.4	97.4	196.2
Geoff Rowley	91.3	89.7	90.4	181.7
Chad Muska	86.2	86.0	86.9	173.1
Tony Hawk	81.8	80.6	80.6	162.4
Bucky Lasek	75.9	73.0	57.4	148.9
Andrew Reynolds	78.1	53.5	68.9	147.0
Elissa Steamer	52.4	78.4	63.5	141.9
Bob Burnquist	61.5	72.6	64.9	137.5

Winning the gold medal will get you \$35,000.

100% Goals and Cash

There are eight bills in this level. Pink bills are worth \$100 of extra money and blue bills are worth \$50. \$550 can be acquired in this level by collecting bills. To complete the 100% goals and cash goal you must get a medal and collect all the cash.

\$50 - Located in the bottom center of the enclosed half pipe. The enclosed half pipe is located behind your skater at the starting point.

\$50 - Located above the grind rail that is located just to the left of the center of the course. Grind the rail to get the bill.

\$50 - Located above the small wooden platform that is located just to the right of the center of the course. Ollie off the ramp with a lot of speed to get the bill (performing a boneless will help).

\$50 - Located in the top center of the map. Skate up the plywood ramp, you will see the bill.

\$50 - Located in the top left corner of the map. Ollie to get the bill.

\$100 - Located to the left of the half pipe, which is located in the bottom right corner of the level. The bill is located above the space between two quarter pipes. Ollie from quarter pipe to quarter pipe to get the bill.

\$100 - Located above the quarter pipe in the top right corner of the level. Ollie up the quarter pipe with some speed to get the bill.

\$100 - Located to the right of the bottom left corner of the map. Ollie off the quarter pipe at an angle to get the bill. If you are going to fast you might go over the bill.

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f. Rooftops
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thps2_4007

You should congratulate yourself when you reach the Rooftops. The Rooftops

are unlocked when you get gold medals in all the competitions with the first thirteen characters.

This level has no real goals. There is a gap list to complete. However, this level is pretty much for fun.

The level consists of two rooftops they are not connected to each other. To get from one rooftop to the other you must ollie over the gap.

The starting point is located in the center of the bottom rooftop. Any time one falls off the level, they will be placed on the starting point.

Getting from the bottom rooftop to the top rooftop

To get from the bottom rooftop to the top rooftop you must grind one of the two grind rails located at the top right corner of the bottom rooftop at a high speed and then ollie over the gap.

Getting from the top rooftop to the bottom rooftop

To get from the top rooftop to the bottom rooftop you must ollie of the skylight located at the bottom right corner of the top rooftop. Ollie of the skylight with a lot of speed to get over the gap.

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5. Special Moves thps2_5000

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This section of the guide will help you decide on which special moves to give purchase for your skater. I suggest that you balance your skater's special moves so that you have two aerial moves, two grind moves and two manuals. But, it is up to you.

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a. Signature Moves thps2_5001

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Every trick you can purchase is a default trick for at least one character. There are fourteen signature moves that are specific to one character and cannot be bought. Here they are:

Skater	Move Name	Button Combination	Type
Tony Hawk	The 900	RIGHT, DOWN + R	Grab
Steve Caballero	Hang Ten	RIGHT, UP + A	Grind
Rune Gilfberg	Kickflip 1 Foot Tall	LEFT, DOWN + L	Flip
Eric Koston	Pizza Guy	DOWN, LEFT + R	Grab
Rodney Mullen	Nollieflip Underflip	DOWN, LEFT + L	Flip
Chad Muska	Muska Nose Man.	RIGHT, UP + R	Manual
Geoff Rowley	Rowley Darkslide	LEFT, RIGHT + A	Grind
Elissa Steamer	Madonna Tailslide	UP, LEFT + A	Grind
Spiderman	Spidey Grind	LEFT, RIGHT + A	Grind
	Spidey Varial	LEFT, RIGHT + L	Flip
	Spidey Flip	UP, DOWN + R	Grab
Mindy	Teargas Slide	LEFT, RIGHT + A	Grind
	386 Backflip	UP, DOWN + R	Grab

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 b. Character Defaults
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thps2_5002

Skater	Move Name	Button Combination	Type
Tony Hawk	BS Overturn	DOWN, LEFT + A	Grind
	The 900	RIGHT, DOWN + R	Grab
	Sacktap	UP, DOWN + R	Grab
Bob Burnquist	Racket Air	LEFT, DOWN + R	Grab
	BS Rocket Tailslide	UP, DOWN + A	Grind
	One Foot Smith	RIGHT, DOWN + A	Grind
Steve Caballero	Hang Ten	RIGHT, UP + A	Grind
	Triple Kickflip	UP, LEFT + L	Flip
	FS 540	RIGHT, LEFT + R	Grab
Kareem Campbell	Ghetto Bird	DOWN, UP + L	Flip
	Nosegrind to Pivot	DOWN, UP + A	Grind
	Casper	LEFT, DOWN + R	Manual
Rune Gilfberg	Kickflip 1 Foot Tall	LEFT, DOWN + L	Flip
	One Foot Bluntslide	LEFT, UP + A	Grind
	Christ Air	LEFT, RIGHT + R	Grab
Eric Koston	Pizza Guy	DOWN, LEFT + R	Grab
	The Fandangle	RIGHT, DOWN + A	Grind
	Indy Frontfilp	DOWN, UP + R	Flip
Bucky Lasek	One Foot Japan	UP, RIGHT + R	Grab
	The Big Hitter	LEFT, DOWN + A	Grind
	Fingerfilp Airwalk	LEFT, RIGHT + R	Grab
Rodney Mullen	Nollieflip Underflip	DOWN, LEFT + L	Flip
	Heelflip Darkslide	RIGHT, LEFT + A	Grind
	Casper to 360 Flip	DOWN, RIGHT + R	Manual
Chad Muska	BS Hurricane	DOWN, RIGHT + A	Grind
	Mute Backflip	UP, DOWN + R	Grab
	Muska Nose Man.	RIGHT, UP + R	Manual
Andrew Reynolds	Triple Heelflip	UP, RIGHT + L	Flip
	Nosegrab Tailslide	UP, DOWN + A	Grind
	Hardflip Late Flip	UP, DOWN + L	Flip
Geoff Rowley	Half Flip Casper	RIGHT, LEFT + L	Flip
	Rowley Darkslide	LEFT, RIGHT + A	Grind
	Double Hardflip	RIGHT, DOWN + L	Flip
Elissa Steamer	Madonna Tailslide	UP, LEFT + A	Grind
	Hospital Flip	LEFT, RIGHT + L	Flip
	Indy Backflip	UP, DOWN + R	Grab
Jamie Thomas	Beni F-Flip. Crooks	DOWN, UP + A	Grind
	Laser Flip	DOWN, RIGHT + L	Flip
	One Foot Nose Man.	LEFT, UP + R	Manual

Spiderman	Spidey Grind	LEFT, RIGHT + A	Grind
	Spidey Varial	LEFT, RIGHT + L	Flip
	Spidey Flip	UP, DOWN + R	Grab

Mindy	Teargas Slide	LEFT, RIGHT + A	Grind
	386 Backflip	UP, DOWN + R	Grab
	Rubber Bullet Flip	DOWN, LEFT + L	Flip

=====
c. Shopping List
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thps2_5003

Move Name	Type	Cost	Button Combination
BS Overturn	Grind	\$4250	DOWN, LEFT + A
Sacktrap	Grab	\$5000	UP, DOWN + R
Racket Air	Grab	\$5000	LEFT, DOWN + R
BS Rocket Tailslide	Grind	\$4500	UP, DOWN + A
One Foot Smith	Grind	\$3750	RIGHT, DOWN + A
Triple Kickflip	Flip	\$3750	UP, LEFT + L
FS 540	Grab	\$4750	RIGHT, LEFT + R
Casper	Manual	\$4750	LEFT, DOWN + R
Ghetto Bird	Flip	\$5500	DOWN, UP + L
Nosegrind to Pivot	Grind	\$4500	DOWN, UP + A
One Foot Bluntslide	Grind	\$4750	LEFT, UP + A
Christ Air	Grab	\$4250	LEFT, RIGHT + R
The Fandangle	Grind	\$4750	RIGHT, DOWN + A
Indy Frontflip	Grab	\$5500	DOWN, UP + R
One Foot Japan	Grab	\$5000	UP, RIGHT + R
The Big Hitter	Grind	\$5000	LEFT, DOWN + A
Fingerflip Airwalk	Grab	\$4000	LEFT, RIGHT + R
Casper to 360 Flip	Manual	\$6000	DOWN, RIGHT + R
Heelflip Darkside	Grab	\$5750	RIGHT, LEFT + A
BS Hurricane	Grind	\$4250	DOWN, RIGHT + A
Mute Backflip	Grab	\$5750	UP, DOWN + R
Triple Heelflip	Flip	\$4750	UP, RIGHT + L
Nosegrab Tailslide	Grind	\$4250	UP, DOWN + A
Hardflip Late Flip	Flip	\$3750	UP, DOWN + L
Half Flip Casper	Flip	\$4750	RIGHT, LEFT + L
Double Hardflip	Flip	\$3750	RIGHT, DOWN + L
Hospital Flip	Flip	\$4750	LEFT, RIGHT + L
Indy Backflip	Grab	\$5750	UP, DOWN + R
One Foot Nose Man.	Manual	\$5250	LEFT, UP + R
Beni F-Flip. Crooks	Grind	\$5250	DOWN, UP + A
Laser Flip	Flip	\$4500	LEFT, UP + R

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6. Gaps Guide
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thps2_6000

This section tells you how to achieve every gap in the game. Here is a description of the different types of gaps in the game:

Air Gaps

These gaps have to do with transferring from one thing to another, reaching a point in the air, jumping over something, or doing a trick over something. They are relatively easy to get and can help rack up points.

Grind Gaps

These gaps have to do with grinding rails, benches, grinding something and then grinding something else, transferring grinds, and many other things. They can be very easy or they can be a pain. The harder ones will get you more points, but are tough for beginners.

Manual Gaps

These gaps have to do with doing a manual over something or landing on something in a manual. They are hard to find, but usually easy to pull off. They usually don't give a lot of points though.

Lip Gaps

These gaps have to do with lip tricking things such as quarter pipes or rails. They are very obvious and easy to find. They can help with points but only if you can hold them long enough.

Line Gaps

These gaps are the hardest in the game to pull off. They require excellent skill and are extremely hard to find. They require use of wallrides, wallies, grinding for extended amounts of time, use of manuals, and use of most elements in each level. They can get you up to 500,000+ points if you can successfully pull one off and do many tricks. If you watch the demos, you can see how most of these are done. You will see how hard they are by watching the demos as well. Most of these will require the use of perfect balance unless you are extremely talented in balancing and other such things. Good luck with these things!

Other Gaps

These gaps are very easy to find. There aren't many, and the ones that are there are very easy to pull off. Usually these are wallrides but occasionally will be other things.

=====
a. The Hangar
=====

thps2_6001

There are 24 gaps in this level.

Air Gaps - 7 in Total

Wingtip Hangtime

This gap can be achieved by doing an ollie over the plane seen at the beginning of the level.

412 Hangtime

This gap requires a lot of speed. You need to ollie from one side of the helicopter to the other. I recommend doing a boneless-ollie and jumping at a straight angle. Also, if you can, then do the jump while in the air (Ride up the ramp but ollie a bit late) so that you can go even further.

Half Pipe Hangtime

This gap is very easy to pull off. Simply ollie over the halfpipe when you go down the ramp from the start.

Air Over the Door

This gap requires a lot of speed and air. You need to go to the area where the "E" is found and ollie from one side of the QP to the other over the entrance to the Wind Tunnel.

Chopper Hop

This gap is very simple. Simply ollie from the QP on one half of the level to the other on the same side i.e. from the side with the helicopter to the side with the airplane.

Rollin Gap

This gap needs a bit of speed to be done. You must ollie over ramp that you started from, that is, from one QP to the other over the ramp.

Flyin' High

This gap requires a lot of speed. You first must open the Wind Tunnel by grinding the propeller in the HP. Then, go to where the "E" was found and you will see an arrow. Hit that arrow to go to the secret tape area. To get the gap, you must ollie over the door from which you came in.

Grind Gaps - 8 in Total

Rail Guided Missile

The best way known and confirmed to do this gap is to wallride the divider on the side of the helicopter and wallie in a grind onto the divider. Then, ollie left or right (Depending which side you wallride) and land in a grind onto the spine. It DOES work.

Raildrop

This gap requires good landing. You must grind on either of the rails on the other side of the HP from the start and then fall in a grind onto the QP below.

Bud Light Hopper

This gap requires some speed. You can get it one of two ways. One, ollie from the black spine and land in a grind onto the QP by the helicopter or vice versa.

Halfpipe Grind

This gap is very obvious. Simply grind one of 6 curved rails over the HP.

Props to Ya

This gap can be found by grinding the propeller at the end of the HP.

412 Grind

This gap can be found by grinding either of the propellers of the helicopter from one end to the other.

Kamikaze Drop

This gap requires excellent landing. You must go the Helicopter area and grind the rail that is very high up (The one which a money was found) and falling in a grind onto the pipe below.

No Fly Zone

This gap requires a lot of speed. You need to go to the very high rail in the Helicopter area. Grind that rail and then ollie to the higher of two rails when seen.

Manual Gaps - 1 in Total

Instrument Landing

This gap can be achieved by doing the Wingtip Hangtime gap but instead of landing regularly, land in a manual.

Lip Gaps - 6 in Total

One Halfpipe Lip

This gap can be done by lip tricking the further side of the HP when viewed

from the start.

The Other Halfpipe Lip

This gap can be done by lip tricking the closer side of the HP when viewed from the start.

High Steppin'

This gap can be done by lip tricking the lower rail on the opposite side of the HP when viewed from the start.

Upwind Lip

This gap can be done by lip tricking the side of the HP in which you entered. You need to do this to the part furthest from the fans.

Downwind Lip

This gap can be done by lip tricking the side of the HP in which you entered. You need to do this to the part closest to the fans.

Windtunnel Back Wall

This gap can be done by lip tricking the side of the HP opposite of which you came through.

Lines - 1 in Total

HP 2 Chopper Line

This gap will most likely require perfect balance. To start, you must wallride over the HP and land in a manual. Then, keep going and grind on the QP. When you reach the Helicopter, jump off and land in a manual. Go toward the Helicopter and hit the kicker. Jump up onto the propeller and grind to the end. You have successfully completed the gap.

Other Gaps - 1 in Total

Blown Away

This gap can be done by wallriding the fans of the Wind Tunnel. You must wallride them from one side of the HP to the other. You may wallie if necessary.

=====
b. The School II
=====

There are 32 gaps in this level.

Air Gaps - 11 in Total

TC's Roof Gap

This gap can be done by doing an ollie from one roof to the other in the lower-right part of the level.

Table Transfer

This gap can be done by doing an ollie from one picnic table to the other. You can also grind.

Leap of Faith

This can be done by doing an ollie from the high ledge where you start over the railing and landing on the ground below.

Huge Transfer

This gap can be done by transferring from one QP near TC's to the other.

2 Da Roof

This gap can be done by doing an ollie from a small kicker near the "K" to the roof ahead.

Kicked Out Gap

This gap requires a lot of speed. You need to ollie over the rail near the start to a thin ledge and then ollie again from the kicker to the roof.

Kicken' It

This gap is done by doing an ollie from one kicker to the other near the start behind the fence.

Getting Places

This gap is obtained by jumping from the kicker on the roof (The one you get to by doing the 'Kicked Out Gap') to the other roof.

Suicidal Roof Gap

This gap requires a ton of speed and excellent landing. You need to get to the roof using the 'Kicked Out Gap' first. Then, when you reach the turn, jump off and land on TC's roof.

Ditchin' Class

This gap is done by doing the 'Kick It' gap but instead of landing on the other kicker, you land on the other side of the fence.

Class Dismissed

The true way to do this is that if you transfer from one QP to the other QP (The ones to the left and right of the stairs at the start). You need a lot of speed, however. Moon Physics makes it easier.

Grind Gaps - 11 in Total

3 Bench Grind

This gap can be done by grinding either set of the 3 benches in a row. They are near the "K".

Stage Rail 2 Rail

This gap is found on the stage where the "K" is located. Grind a rail and ollie to another and land in a grind.

Bendy's Curb

This gap is located near 'Roll Call! Gonz Rail' gap. Near it there is a curb. Simply grind the whole curb to get it.

Gym Rail 2 Rail

This gap is done by grinding from one rail in front on the Gym to the other.

Roll Call! Gonz Rail

This gap is done by grinding the rail next to Bendy's Curb. Use the kicker to get up to it easily.

Roll Call! Nightmare Rail

This gap requires good balance, hence the name. You need to grind the big rail near the start in front of the planter.

Roll Call! Open Sez TC

This gap is on TC's roof. On the roof there is a rail. Simply grind this rail to get it.

Planter 2 Stairs

Near the start there is a planter. Grind it and then ollie in a grind onto the 'Roll Call! Nightmare Rail'

Curb 2 Planter

Simply grind along Bendy's curb and then ollie in a grind to the nearby planter.

Planter 2 Bench

This gap requires a lot of speed. You need to grind the planter by the "A" and ollie in a grind to the bench which is part of the '3 Bench Gap' series.

Overhang Roof Stomp

This is a tough gap to get. You need to use the rails in front of the gym and jump onto the roof of it in a grind. Use one not involved in the 'Gym Rail 2 Rail'. Either that or you can simply ollie at the top of the hill and land in a grind onto the top of it.

Manual Gaps - 2 in Total

Bendy's Flat

Just manual on top of the flat area of Bendy's Curb from one end to the other.

2 Wheelin' TC's

Just manual from one roof of TC's to the other. You must manual at first and then land in a manual.

Lip Gaps - 5 in Total

Arch Extension

This gap can be done by lip tricking the roof to your left at the very start.

Starting Blocks Extension

In the gym lip trick the strange looking blocks.

Lil' Guppy Extension

In the gym, lip trick the lowest diving board.

Mid Squid Extension

In the gym, lip trick the middle diving board.

High Dive Extension

In the gym, lip trick the highest diving board.

Lines - 2 in Total

Planter 2 TC's Line

At the start, grind the planter. Then, ollie right and grind the rail. When you hit bottom, ollie right and grind the picnic table. Transfer across the tables and land in a grind. Then, ollie off and land in a manual. Near TC's is a small planter. Ollie from it and land onto TC's roof. You have done it!

Steep Rail Line

This line is very simple. TO the right of the start, grind down the steep rail. When you hit the end, ollie in a grind onto the planter. Ollie off and land in a manual. Go toward the wall and turn left toward the 3 Benches. Grind down them and get the '3 Bench Grind' gap. Ollie off in a manual and go toward where the "A" was. When you reach that area, you have completed the line!

Other Gaps - 1 in Total

Rock the Bells

Simply wallride any of the 5 bells.

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c. Marsille

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thps2_6003

There are 29 gaps in this level.

Air Gaps - 13 in Total

Over the Lil' 3

Up the Lil' 3

Simply ollie from the top of the stairs to the bottom.

Up!

Near the start when you turn left and head down into a QP area there is a dumpster. Opposite of it there is a jump with money. Jump up it slightly to get the gap.

Up!!

Do the same as before but even higher.

And Away!!!

Same as before but go even higher. You'll need lots of speed.

Humpety Humps

In the bowl area there are a series of humps. Under the Crossbar there is one as well. You'll need plenty of speed to do this. Ollie from the hump under the crossbar to the other humps to get it.

Big Mouth

To get this gap, simply grind under the crossbar (At the base of a pole) and ollie across to the other side of the crossbar. Either that or just ollie from one side to the other.

Box 2 Box Action

To your left at the start there are 2 boxes. Ollie from one to the other to get the gap.

Dumpster Pop

Ollie over a dumpster long ways to get this gap.

Shorty Dumpster Pop

Ollie over a dumpster short ways to get this gap.

2 the Box

A bit to your right from the start there is a small box and a rail close by. Grind the rail and ollie to the box for the gap.

Over the Crossbar

Simply use the QP to get over the bar, which had 2 pieces of money on it. Hold forward to go over it.

Big Ol' Stanky Gap

Near the start of the level there are 2 crooked dumpsters. To their left,
there is a QP. Ollie from the QP over one of them to get the gap.

Grind Gaps - 12 in Total

Rail 2 Rail

Simply ollie from one rail to another in the top right of the level to get
the gap.

Rail X-ing

If you grind the ledge near the Lil' 3 and jump over them or onto a stair in
a grind, you will get the gap.

Rail 2 Ledge

Use the curved rail in the bottom left of the map and jump onto the small
ledge to get this gap.

Ledge 2 Rail

Do just the opposite of the above.

Around we go

Simply grind the curved rail completely to get the gap.

Ledge 2 Dirt

Use the ledge from above and then ollie in a grind to the dirt ahead.

Dirt 2 Ledge

Do just the opposite of the above.

Dumpster Stomp

To the left of the start is two boxes and rail above them. Grind the rail to
the end and ollie off toward a dumpster. Land in a grind onto the dumpster to
get the gap.

Dumpster Flank

Right near the start there is a rail to the right of a dumpster. Grind the
rail and ollie to the dumpster in a grind to get the gap.

Rail 2 Dirt

Simply grind the rail next to the dirt and ollie to the dirt in a grind to get the gap.

Dirt 2 Rail

Do just the opposite of the above.

Crossbar Stop

Simply grind on the Crossbar, which has two pieces of money to get the gap.

Lip Gaps - 2 in Total

U.U.A. Extension

Simply lip trick the ledge used for the 'Up!' gap.

Stanky Extension

Simply lip trick the dumpster opposite of the 'Up!' gap.

Lines - 2 in Total

La Marseillaise

You will most likely need perfect balance since it is so long. You start off by going left to the boxes and jumping up to the rail. Then, jump to the dumpster and get the dumpster stomp. Jump off and land in a manual. Keep going and grind on the rail ahead. At the end, jump off in a manual and turn left to the next rail and grind it to the end. Jump off and land in a manual again. Grind the next rail to the end. Ollie off in a manual. You will have the gap.

Bonapark

Do what you did in the above, but don't grind the last rail. Instead, ollie from the 2nd to last one on to the bowl and grind. When you see the dumpster, jump off the bowl and manual. Don't grind the dumpster, but instead, go to the dirt and jump in a grind onto it. Keep grinding and when you reach the end, ollie off and grind the ledge. Ollie from that to the curved rail and grind it. When you reach the end ollie off onto the box and you've done it.

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d. Warehouse

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thps2_6004

There are 15 gaps in this level.

Air Gaps - 6 in Total

Old School!! Kicker Gap

Near the pool of water there are 2 kickers. Just ollie from one to the other to get the gap.

Old School!! Channel Gap

When you start, you go down one of 2 slopes. To right and left of each are QPs. Simply Transfer from one to the other for the gap.

Taxi Gap

By the HP, there is a taxi. Simply push forward in the HP toward the taxi and ollie and then land on it for the gap.

Taxi 2 Ledge

Using the taxi as a kicker, ollie from it to the ledge near the HP with the big rail and spray can on it.

Old School!! Transfer

On the backside of the level there is a QP. At one point there will be a big part sticking out. Simply ollie over this piece from one part the other to get the gap.

Over the Pipe

Like the Hangar, simply ollie over the HP. Use the start for speed.

Grind Gaps - 6 in Total

Holy %?#!

To get this gap, you will need good balance. On the back of the level is a long QP attached to a rail leading into the HP. Grind all of this to get the gap.

Bodega Grind

This gap uses the QPs that you used in the 'Old School!!! channel Gap'. You need speed for this. You must grind along and ollie from one QP to next and do this for all 3 QPs in order to get this gap.

Big Rail

Near a bunch of wood on the floor is a rail. Grind the whole rail for the gap.

Transition Grind Remix

This grind can be done by either doing an ollie over the HP and landing in a grind onto the rail which is on the ledge or doing the same but from inside the HP.

Hint: Grind the rail into the HP and you will be lined up with the rail when you ollie.

High Rail

On the side of the HP opposite of the start are 2 rails on the wall. Grind the whole higher one for the gap.

Monster Grind

This gap is done by grinding from the top rail of the 2 and then falling in a grind to the QP below. Keep grinding until you reach the HP and you will get the gap.

Manual Gaps - 1 in Total

Truck Dipping

This gap can be very annoying or very easy. You must manual over the longest part of the water near the 2 kickers. But when you do, you stop. So you need to jump and do tricks and manual again and repeat to get across.

Lip Gaps - 2 in Total

Da one Rail Stall

Simply lip trick the lower of the 2 rails across the HP from the start.

Da other Rail Stall

Simply lip trick the higher of the 2 rails across the HP from the start.

=====

e. New York City

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thps2_6005

There are 25 gaps in this level.

Air Gaps - 7 in Total

Kick it

Near the start there are 2 kickers. Simply ollie from one to the other for the gap.

Cool Breeze Gap

This gap can be done by doing an ollie over the hole in the bridge. You may also grind along the edge that is broken and jump to the other part.

Blue Cow

Ollie over the blue cow short ways to get this gap.

Pouncer was here

Near the cow is a QP. You need to ollie up pretty high for the gap.

Moo Cow

Ollie over the blue cow long ways (Head to toe) to get this gap.

Goin' Downtown

In the right part of the level you will find a hydrant. Near it is a cash. Behind the cash is a QP. Just transfer from that into the deep part where Joey's Sculpture leads.

Ho-Hum

In the top of the level is 2 gray QPs. Simply transfer from one to the other for the gap.

Grind Gaps - 13 in Total

Cool Breeze Grind

You must grind along the non-broken part of the bridge to get this gap. You will need good balance.

Bench Hoppin'

Simply ollie in a grind from one bench to the other. The benches are found near the right part of level. There is money in between them.

Joey's Sculpture

To your right from the start is a strange looking piece of art. Just grind it for the gap. It is tuff lining up with it though.

Park Entrance Gap

To your left from the start is a park. Grind the entrance wall and when there is a break in it, ollie across to the other part and grind.

Plank Gap

The plank is found near the 2 QPs which get you the 'Ho-Hum' gap. Like the Park entrance gap, simply grind along the wall and ollie to the other part in a grind to get it.

Barhoppin'

To get this gap, go down the middle way into the downtown area. Grind the middle rail and then ollie to one of the 2 diagonal rails in a grind for the gap.

Steer Clear

To get this gap you must grind the top of the blue cow.

To the Pipe

Near the QPs used to get the Ho-Hum gap are 2 kickers. Ollie from the left one and wallride. When at your highest point, do a wallie and grind the metal pipe.

Don't Wet your Pants

In the park there is a pool of water. Near the top is a bench. Grind the bench and then ollie onto the rail that leads into the water for the gap.

Rail 2 Bricks

Immediately left from the start is a park entrance. When you enter you will see a rail to your right. Grind that rail and ollie in a grind toward the bricks to get the gap.

Erutplucs Syeoj

This gap can be done by grinding up Joey's Sculpture backwards. The name may seem strange, but it is just 'Joey's Sculpture' backwards.

Parking Violation

This gap is done by grinding the edge of the street with the parking meters.

You must ollie over each parking meter or you will fall off the edge.

Yank Deez

This gap is done by grinding the electric sign which is found when you do a wallride-wallie combo from the 'To The Pipe' gap.

Manual Gaps - 1 in Total

Bridge Interrupted

Start in a manual on one side of the bridge and when you reach the hole, ollie over it and land in a manual. You will need a lot of speed.

Walk the Plank

This uses the plank seen in the 'Plank Gap'. You just need to manual the plank and fall off onto the pavement (If you fall into the grass you will most likely bail).

Lip Gaps - 2 in Total

Phat Lip

Near the blue cow is a QP. Simply lip trick this QP for the gap.

Lines

Walk in the Park

It is recommended that you use perfect balance for this gap. From the start, grind the park entrance all the way until the plank is visible. Then, ollie to your left and grind on either of the 2 rails. From them, ollie in a grind onto the blue bench. Then, from that, ollie in a grind onto the rail by the water. Finally, when your nearly halfway down that rail, ollie to your left and grind the bench. You have now done it.

Manhattan Skyline

This gap will be found if you have gotten the secret tape and landed. You need to use the kicker in the 'To The Pipe' gap and do a wallride-wallie combo onto the pipe. Then, do another wallride-wallie combo onto the electric sign. When at the end, do another wallride-wallie combo onto the fire escape. Grind it and land to get the gap.

There are 31 gaps in this level.

Air Gaps - 13 in Total

Halfpipe to Bowl

This gap is done by simply transferring from the HP to your left to the bowl to your right (When viewed from start).

Bowl to Halfpipe

This gap is just the opposite of the previous one.

High Sticker

To the right of the start is a deep HP. If you get enough air you will see some white stickers on the wall. Get that high to get this gap.

Gimme Gap Redux

In the left corner of the map is a mini HP. From the outside of it just transfer to the other side of it and you will get the gap.

Stairset

This gap can be done by doing an ollie down the Stairset connected to the HP at the start.

Hexbox Gap

On the ground of the level is a Hexbox. Simply ollie over it for the gap.

Over the Deck

If you go forward from the start, you will see a rail and what look like 3 big stairs. You must ollie over this platform to get the gap.

One EZ Gap

Near the mini HP where the 'Gimme Gap Redux' is found, there are 2 small QPs and a rail between them. Air over the rail to get the gap.

Another EZ Gap

In the mini HP where the 'Gimme Gap Redux' is found, there is a small break. Just air over it for the gap.

Goin' In Deep

To the right of the start is a deep HP. Near it is a QP. Use the QP and air into the deep HP for the gap.

Short and Sweet

If you air over the QP used for the 'Goin' In Deep' gap you will get this easy gap.

Corner Cut

Forward from the Deep HP is the Humber box and a rail on the wall. If you go up the hill leading to those and ollie across the corner and land near the pavement, you will get the gap.

High Jumper

At the top of the HP from the left of the start is a rail that goes across from one side to the other. In front of it is a mini QP. Use the backside of that QP and air over the rail to get the gap.

Grind Gaps - 10 in Total

Circle the Pool

To your right from the start is a pool. Simply grind around it for the gap.

Surfin' USA

In the top of the level is a big QP with a wave on top. Grind the whole thing from right to left to get the gap.

Wave Wall Minigap

In the top of the level, grind the wave from left to right and fall in a grind onto the QP below.

Rail to Rail

To the right of the start is a set of 2 rails. Grind one and jump to the other in a grind to get the gap.

Get Around

Forward from the start, there is a small QP on the deck. Grind along this QP to get the gap.

Short Rail Stomp

From the start on the other side of the HP is a staircase and a rail next to it. Grind half way down it and then ollie down to the rail below it and grind.

Hard Angle

In front of the pool is a small rail. Grind that rail from left to right. When you hit the end, ollie in a grind onto the rail perpendicular to it.

HP to rail

To the left of the start is a HP. Grind the left edge of it and ollie onto the rail in a grind to get the gap.

Kicker to rail

In the bottom of the map there is a kicker and a rail flat on the ground. Ollie from the kicker and land in a grind on the rail to get the gap.

Big Air Rail Grind

When you start, grind the right side of the HP to your left and go around the curved rail until you get the gap.

Manual Gaps - 2 in Total

Funbox Wheelie

Simply manual over the box you ollied over to get the 'Hexbox Gap'.

Humper

If you are positioned in front of the Deep HP and go forward you will see a big deck. There is a small hump in it. Just manual over the whole hump to get the gap.

Lip Gaps - 4 in Total

Bowl Lip

To the right of the start is a bowl. Simply lip trick the bowl to get the gap.

Halfpipe Lip

To the left of the start is a HP. Simply lip trick the HP to get the gap.

Ride the Wave

To get this gap, lip trick the wave part of the big QP in the top of the map.

MR Small Lips

This gap is found by lip tricking the mini QP used in the 'Gimme Gap Redux' gap. You must lip trick the inside QP.

Lines

Wave to Deep HP

Start off by grinding the wave. Fall off in a grind and get the 'Wave Wall Minigap' and keep grinding. When you reach the wall, do a wallride-wallie combo and get the rail on the wall. Grind it to the end and ollie off but land in a manual. Go to the QP used in the 'Goin' In Deep' gap and go into the deep HP. You have done the line!

Twin Rails To QP

To the right of the bowl is 2 rails. Grind one and ollie in a grind to the other. When you reach the end land in a manual. Go left past the Hexbox and grind the rail that stands alone. When you reach the end of that, land in a manual and grind the QP just ahead toward the soda machines. Ollie onto the rail that is on the ground. When near the end, get off in a manual and air up the QP against the wall. You have now done this line!

=====
g. Rooftops
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There are 13 gaps in this level.

Air Gaps - 3 in Total

Roof to Roof

Simply ollie from one roof to the other to get the gap.

Top of the World

On the left roof there is a QP in the top corner. You need some speed to get this. You must use the QP and go up off the screen to get the gap.

Schmock Gap

In front of the start are 2 QPs. Simply transfer from one to the other for the gap.

Grind Gaps - 5 in Total

Live Wire

On the left roof, just before the high QP, there is a small wire. Just grind this wire to get the gap.

Rail to Ledge

Behind the start point there is a rail on top of the QP. Grind this rail toward the other roof. When you reach the end, ollie off in a grind onto the edge of the roof.

Zucker Hop

To the right of the start is a glass window. Ollie off of it and grind on the rails on top of the QPs to get the gap.

Don't Look Down

You must grind all the rail on top of the QPs on the start roof all the way around to get the gap.

It's Big

You must grind along the edge of the start roof (The edge closest to the second roof) from one end to the other to get the gap.

Manual Gaps - 3 in Total

Don't Try This at home

You must manual along the edge of the start roof (The edge closest to the second roof) and then turn at the left corner still in a manual to get the gap.

Insane Landing

Instead of just landing when do the 'Roof 2 Roof' gap, land in a manual and you will get the gap.

Note: It doesn't always work.

Wheel Over There

On the second roof there is a small box on the left side. Simply manual over it to get the gap.

Lip Gaps - 1 in Total

S + V Extension

On the second roof, there is a QP in the bottom left corner. Get high enough and you will see a rail. Lip trick this rail to get the gap.

Lines

Beantown Line

To the left of the start is a QP with a rail on it. Grind that rail all the way around to the other side so that you get the 'Don't Look Down' gap. Then, ollie diagonally toward the other roof and land in a manual. Then, go to the close QP and grind the rail on top toward the wire. Grind up the wire and then ollie in a grind to your left. Keep going until you get the gap.

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7. Codes/Secrets thps2_7000
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Secret Rooms

The Hangar - "Wind Tunnel"
To enter the wind tunnel you must grind the propeller located at the very right of the course over the half pipe. Once you grind the propeller, a message will say, "wind tunnel available." The passage to the wind tunnel is all the way across the level from the location of the propeller.

The School II - "Poolroom"
To access the poolroom, you must perform the Open Sez TC rail call. The entrance to the poolroom is at the location of the three blue doors.

Unlock all Cheats, Characters and Levels

Perfect Balance (Cheat) - Complete the game (100% goals and cash) with one skater.

Always Special (Cheat) - Complete the game (100% goals and cash) with two skaters.

Stud Mode (Cheat) - Complete the game (100% goals and cash) with three skaters.

Sim Mode (Cheat) - Complete the game (100% goals and cash) with four skaters.

Moon Physics (Cheat) - Complete the game (100% goals and cash) with five skaters.

Always Zoom (Cheat) - Complete the game (100% goals and cash) with six skaters.

Slow-Nic (Cheat) - Complete the game (100% goals and cash) with seven skaters.

Anime (Cheat) - Complete the game (100% goals and cash) with eight skaters.

The Shadow (Cheat) - Complete the game (100% goals and cash) with nine skaters.

Fugitive (Cheat) - Complete the game (100% goals and cash) with ten skaters.

Disco Lights (Cheat) - Complete the game (100% goals and cash) with eleven skaters.

Invisible (Cheat) - Complete the game (100% goals and cash) with twelve skaters.

Other Side (Cheat) - Complete the game (100% goals and cash) with thirteen skaters.

Unlock Mindy (Character) - Complete all gaps on the gap checklist up to the skatestreet level.

Unlock Boston Rooftops (Level) - Get gold medals in all the competitions with the first thirteen characters.

Unlock Spiderman (Character) - Complete the game (100% goals and cash) with the first thirteen characters and complete the gap checklist on every level.

Push Button Codes

Push button codes can be entered in either the main menu or the pause screen menu. When a code is entered correctly in the main menu, the wheel will spin 360°. When a code is entered correctly in the pause screen menu, the screen will shake. All codes must be entered while holding down the R button.

Unlock All Cheats - On the main menu, press B, A, DOWN, A, START, START, B, A, RIGHT, B, RIGHT, A, UP and LEFT. (BADASSBARBRAUL)

Disable Blood - On the main menu, press B, LEFT, UP, DOWN, LEFT, START, START. (BLUDLSS)

Unlock Spiderman - On the main menu, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. (UDDLRLRBAS)

Unlock Mindy - On the main menu, press A, LEFT, LEFT, UP, RIGHT, B, A, START. (ALLURBAS)

Unlock All Levels - On the main menu, press A, START, A, RIGHT, UP, UP, DOWN, DOWN, UP, UP, DOWN. (ASARUDDUUD)

Unlock All Levels and Max Out your Money - On the main menu, press B, A, LEFT, DOWN, B, LEFT, UP, B, UP, LEFT, LEFT. (BALDBLUBYLL)

Unlock Disco Zoom - On the pause screen menu, press LEFT, A, START, A, RIGHT, START, RIGHT, UP, START. (LASARSRUS)

Make Spiderman's Wall Ride's Last Along Time - On the main menu, press RIGHT, A, DOWN, B, A, START, DOWN, A, RIGHT, DOWN. (RADBASDARD)

Set Game Time to Zero - On the pause screen menu, press LEFT, UP, START, UP, RIGHT. (LUSUR)

Replace Board Sparks with Multicoloured Happy Faces - on the main menu , press START, A, DOWN, B, A, LEFT, LEFT, A, DOWN. (SADBALLAD)

Unlock unlimited Air - On the main menu, press LEFT, A, START, A, RIGHT, UP, START. (LASARUS) When using this cheat you can do some interesting things. Ollie and hold B to stay in the air. Press the L and R buttons to go left and right. Pressing UP will make the skater to forward in the air and pressing DOWN will make the skater go backwards. Hold down B to rise in the air. Pressing A will cause the skater to hover.

Set the Clock to Zero

The game clock can be set to zero in the career mode. To do this pause the game hold down R and press LEFT, UP, START, UP, RIGHT. (LUSUR) The game menu will shake when the code has been entered correctly. Enjoy the useless code.

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8. Acknowledgements thps2_8000
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People that have contributed to this FAQ will be listed here.

Tony Hawk's Pro Skater 2 instruction manual - for the character bios.

GameFAQs - for the Codes/Secrets section.

Their Tony Hawk's Pro Skater 2 code/secrets page is located here:

<http://www.gamefaqs.com/portable/gbadvance/code/32021.html>

IGN Codes - for the Codes/Secrets section.

Their Tony Hawk's Pro Skater 2 code/secrets page is located here:

<http://codes.ign.com/codes/53/15423.html>

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Marlfox - For telling me an alternate method to getting the \$50 bill that is located above the oil patch in The Warehouse.

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9. Legal Information

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The guide is copyright © 2001 Player Guy Forever.

This guide has been submitted to GameFAQs (www.gamefaqs.com) and Neoseeker (www.neoseeker.com)

This guide will also be available on my own site: (ndex.gamersuplink.com)

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10. Closing

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Well this is the end of this FAQ. I hope you enjoyed it.

thps2_end

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