

Tony Hawk's Pro Skater 2 FAQ/Walkthrough

by OTACON120

Updated to vFinal on Jan 22, 2010

This walkthrough was originally written for Tony Hawk's Pro Skater 2 on the GBA, but the walkthrough is still applicable to the PC version of the game.

Contact OTACON120

E-mail: otacon120@gmail.com

AIM: OTACON120

Updates

1/22/2010 - v FINAL

Updating all of my FAQs to fit the new format, as well as make a few minor tweaks to mature the writing of the FAQs. Seeing as this guide has been in its final form for over 7 years, I've removed all other entries in this update log.

Walkthrough

Hangar, Meacham Field, Texas

Get S-K-A-T-E

Letter: S

Go straight down the ramp at the start, grind the rail and then ollie to the S while still on the rail.

Letter: K

Gain enough speed so you can grab some huge air off of the lip of the banked wall behind that big airplane, then grind the lower rail on the far wall. Then, when you get to the letter, ollie.

Letter: A

Go to the ramp on the airplane and ollie off the top of it to get the A. With the perspective of the Game Boy Advance, this may look like a huge ollie, but you should be able to get it by your second jump.

Letter: T

First, get a lot of speed, then head toward the wall near the T at a certain angle so that you can ollie right over the middle barrier to the letter T.

Letter: E

Grind over the lip on the left wall to a rail, and then when you get to the letter, ollie to it.

Five Barrels

Barrel 1

Go to the halfpipe on the right side of the stage and run into it.

Barrel 2

Found on the far side of the halfpipe in which you found Barrel 1.

Barrel 3

Go into the open space on the right side of the airplane. The barrel is near the near wall.

Barrel 4

This barrel has to be the hardest barrel on the level, for me anyways. This one is on a ledge on the far wall, near the left side of the level. Just grind along the lip of the wall, until you reach the barrel, then ollie over to it.

Barrel 5

This last barrel is in a small, protective area. What you have to do is turn into it from the banked walls to get to this last barrel.

Five Pilot Wings

Pilot Wings 1

For the first set of pilot wings, they are right over the start ramp. To get these, jump diagonally from the inside wall, across the opening of the start ramp, and grab the Pilot Wings in the air.

Pilot Wings 2

Head over to the halfpipe near **Pilot Wings 1**. Build up plenty of speed, then head over the the end of the halfpipe near the wall and ollie over the floating Pilot Wings.

Table of Contents

1. Contact OTACON120
2. Updates
 1. 1/22/2010 - v FINAL
3. Walkthrough
 1. Hangar, Meacham Field, Texas
 2. School II, Southern California
 3. Marseille, France
 4. Warehouse, Troy, New York
 5. New York City, New York
 6. Skate Street, Ventura
 7. Rooftops, Boston
4. Credit
 1. Spencer
5. Legal Info.

Pilot Wings 3

For the third set, grind the lower wall rail in the direction of the helicopter. Ride all the way to the end and then drop down onto the Pilot Wings above the barrier wall.

Pilot Wings 4

Now, ride straight up the wooden ramp next to the barrier wall, and ollie near the top of the ramp. Grab the Pilot Wings in the air.

Pilot Wings 5

Finally, on the other side of the barrier wall, grind the bump. Once you are near the Pilot Wings, ollie up to them.

Nosegrind over the Pipe

Align yourself with one of the pipes that go over the halfpipe to the right of the start point. Head toward it, and hold Up + A when you grind it to do a nosegrind. Nosegrind all the way to the other side of the pipe.

Three Hangtime Gaps

Gap 1

For the first hangtime gap, you have to jump completely across the halfpipe near the start. Simply go straight down the start ramp, and ollie over the halfpipe when you reach the lip of the halfpipe.

Gap 2

The second hangtime gap is jumping over the airplane. This jump is pretty simple, just jump off of the wooden ramp on the airplane, but you have to land at a certain angle or it won't count.

Gap 3

The last hangtime gap is jumping over the helicopter. Build up as much speed as possible, and then head for a ramp on one side of the helicopter, ollie off of it, and hope.

Hidden Tape

First, to get the tape you have to gain access to the Wind tunnel, which is done by grinding the propeller on the wall over the halfpipe near the start. Simply ollie toward the propeller when you reach the lip of the halfpipe, and when you are near it, hold A to make sure that you don't have to try to get good timing on it. Head to the left side of the level, and grind the top of the ramp behind the barrel Grind. Ollie to the left. You should appear in the Wind Tunnel.

Use the halfpipe here to gain Mega, MEGA speed. When you are fast enough, jump diagonally across the gap in front of the Wind Tunnel entrance. If you miss it, try not to jump as high as you are.

School II, Southern California

Get S-K-A-T-E

Letter: S

From the start point, turn right and grind the ramp that is railing to the S. Ollie to the S.

Letter: K

Go to the courtyard area near where you found the S. Go up the ramp there, and ollie and do a spinning move, and grab the letter.

Letter: A

Find the small rectangle building with the cement bench. Grind the cement bench, starting on the right side of the bench. The letter is somewhere on the bench.

Letter: T

Go to the ramp on the lower right-hand end of the level, and do a few ollies off of it. Head toward the ramp at a slight angle, and then ollie and spin off of the ramp to get T.

Letter: E

From T, of the two buildings there, go to the right building. Grind the rail, and ollie right before the end of the rail to get E.

Wall Ride Five Bells

Bell 1

On the same building where you got the letter E, there is a bell on the sidefacing the other building. Simply grind as you ollie into the wall to wall ride into the first bell.

Bell 2

From Bell 1, go to the wall furthest to the right and top. Ollie off of the raised platform (Opposite the stairs) and wall ride all the way to the bell.

Bell 3

Head back from Bell 2 to the main area of the level. On your way there, just generate enough speed to wall ride and hit the bell on the wall of the huge building.

Bell 4

Remember the building where you found the letter A? Go there, and head to the side facing the edge of the level. The bell is on the middle window. Get enough speed to start your wall ride at the edge of the building, and ride into the bell.

Bell 5

This bell is near the start, and has to be the hardest one, for me at least. You have to wall ride on the building that makes the upper edge of the level, and wallie up to the bell.

Five Hall Passes

Hall Pass 1

First, grind the rail between the stairs and the big ramp near the start, and ollie up to it in the air. Optionally, you can just ollie to it from the stairs.

Hall Pass 2

Next, find the picnic tables a little to the right of Hall Pass 1. Ollie onto the edge of the table, and grind until you are near the end of the table, and then ollie again to get the Hall Pass 2.

Hall Pass 3

From Hall Pass 2, gain a lot of speed and ollie up to a rail near three blue doors. If you have enough speed you will ollie right into the Hall Pass.

Hall Pass 4

In the lower right-hand area of the level, there is a Hall Pass between two wooden ramps. Just ride up one of the ramps, diagonally, and jump diagonally across to the other ramp, and spin while in the air to grab this Hall Pass.

Hall Pass 5

This one has to be the easiest one in the level. Simply go to the right of the Hall Pass 4, to a raised platform. Grind the lip of the platform, and ollie up to the Hall Pass when near it.

Kickflip TC's Roof Gap

This is done on the two buildings in the lower right-hand area of the level. Try to make sure that you have built up your speed, air, and ollie stats before trying this. That will make it a lot easier. Use a ramp on the border of the level, this will help you get some speed, and then ollie off of a small ramp to get onto the first roof. Then, basically just ollie to the building next to it, while doing a Kickflip in the air.

Grind 3 Roll Call Rails

Rail 1

The first Roll Call Rail is in the lower right-hand area of the level. There is a ramp near a set of stairs. Use this ramp to ollie up onto the rail of the stairway, and grind the entire rail to the very end.

Rail 2

Roll Call Rail 2 is at the huge staircase near the start. Just grind from the very top of either rail, all the way to the end.

Rail 3

For the last Roll Call rail, get onto the same rooftop you did to do the Kickflip TC's Roof gap, and grind the rail you find there.

Hidden Tape

Remember the courtyard with the ramp? Go up that ramp to gain some speed, then head to the opposite side of the courtyard and use the ramp there to ollie onto the rooftop. When there, try to maintain the same speed and ollie off of the air conditioner to the top of the other building. Drop down into the enclosed courtyard area, and ollie up onto the ledge and grind to the tape.

Marseille, France

For this course, on your first three heats, I recommend doing nothing but going around and collecting loads of money. That way you can up your stats some, and then take on the competition.

Grindage

8/10 - A lot of stuff to grind here. Find anything to grind, then try as many grinds as humanly possible to gain major points. When I did this 5-0 Grinds and Nose Grinds seemed to get me the most points.

Verts

9/10 - Okay, for the Verts I recommend going around and making huge combos that you know you'll be able to pull off. There are two awesome vert areas, and too little time to choose, just find one and go. In your combos, try a few heelflips and kickflips. Also, add a few specials in there when you can. This should help you get the Gold Medal.

Warehouse, Troy, New York

****NOTE****

Players of the original THPS on N64 and/or PSX will not have too hard of a time doing this level. It is almost exactly the same, with a few minor differences.

Collect S-K-A-T-E

Letter: S

Get some speed, then go to the small ramps at the left side of the level, and ollie off one of the ramps there and grab the S in the air between the two ramps, or the kicker gap.

Letter: K

Grind the lowest rail on the back wall of the level, and just grind into the K.

Letter: A

Just find the taxi cab surrounded by wooden ramps. Simply ollie off the wooden ramp up to the A floating over the taxi.

Letter: T

From the right ramp at the start, at the bottom of the ramp make a small u-turn and go to the ramp to the right of the bottom of the right starting ramp. Go up then down this ramp and then jump the halfpipe next to it, and grab the T in the air over the halfpipe.

Letter: E

Simply go up the ramp to the left of the left starting ramp. Ollie when near the E, and grab it.

Five Crates**Crate 1**

The first crate is right at the start, next to the ramp behind you when you start.

Crate 2

This one is near where you got the E. Simply ollie up to the ramp where you found E, and the crate will be there.

Crate 3

Go to the puddle of oil on the left side of the level. There is a crate in the middle of the puddle.

Crate 4

Ollie the edge of the tongue-shaped platform, then ollie onto it to get this crate.

Crate 5

The last crate is behind the halfpipe, next to the raised platform with the rail.

Five Spray Cans**Spray Can 1**

The first can is in the area behind the start point, in the same area as Crate 1, up the two ramps. The ramp on the wall of that area, in the bottom side of that ramp is a floating paint can.

Spray Can 2

This one is on the ramp near the halfpipe, to the right of the two big ramps. Generate lots of speed before you try to get this one.

Spray Can 3

On the raised platform behind the halfpipe, the platform with the rail, there is a spray can on the rail. Grind the lip of the ramp on the back wall, and grind all the way to this rail and then ollie up to the can.

Spray Can 4

This can is in the upper right-hand corner of the level. Just ride up to the corner, and ollie up onto the corner.

Spray Can 5

The last can is above the ramp opposite the oil spill. Just about any move will get you enough air to get it.

Three Oldskool Gaps**Gap 1**

The first gap is the starting ramp between the two vert ramps. Just get plenty of speed, and hit one ramp, heading diagonally toward the other ramp when you jump, and try to jump across the big starting ramp to the vert ramp on the other side.

Gap 2

Is you got the S, then you probably already got this gap. This gap is on the two small ramps on the left side of the level. Just jump from one ramp to the other.

Gap 3

The last gap is to jump over the tongue-shaped platform. Just hit one wall, and ollie right over the tongue-shaped platform.

5-0 the Big Rail

See the rail all by itself in the middle of the level? When you go to grind it, hold Down on the Control Pad, and grind the entire rail.

Hidden Tape

Do a whole bunch of vert moves to get yourself up enough to grind the uppermost rail on the far wall, and then grind and ollie as much as possible to gain enough speed to ollie (or wall ride, you choose) to the tape across the gap.

New York City, New York

Collect S-K-A-T-E**Letter: S**

Grind the bench near the start point, and ollie onto the cement wall that is near it and grind the wall, in the direction of the left side of the level. Just before you get to the gap in the wall, ollie and grab the S.

Letter: A

See the ramp near the blue cow? Get enough speed and go up that ramp, and do enough vert moves to go high enough to grab the K out from above the ramp. To Get A: Find the blue bench that is next to the path leading to/from the blue cow area, and grind it. Ollie up to the A when you are near it.

Letter: T

Follow the path that the blue bench with A was on, and head to the upper left-hand side of the level. On your way there, you will come to an area with rails on both sides of the path. Ollie onto the right-hand rail, and grind. Ollie as soon as you get on the rail to grab the T; otherwise, you may have to turn around.

Letter: E

After leaving the path with the T, will come to two ramps, with a gap between them. Get major speed, then ride up one if the ramps, and ollie and spin to the other ramp, grabbing the E in the process.

Five Subway Tokens

Token 1

The first token is floating above the gap between the two small ramps in front of the starting point. Simply ollie off of one of the ramps into the the air and grab the token.

Token 2

This token is the furthest away from the rest, so go ahead and grab it now. Go to the ramp that leads to the lower right-hand area of the level, and grind the right-hand rail. Ollie up to the token when near it.

Token 3

Now, go to the path that turns into a broken bridge, near the blue cow. Grind the right-hand side of the bridge wall, and ollie when near the token.

Token 4

For the fourth token, go down the same path that you found the T on. Go all the way down it, and then turn at the end, and go up the wooden ramp there. Ollie off of it toward the token to grab this one. If you can't find the token's position, try looking for its shadow. That helps.

Token 5

The fifth and final token is floating above the gap between the two small ramps next to the building forming the upper border of the level. Just like the first token, simply ollie off of one ramp toward the other ramp, and grab this token while you're in the air.

Ollie The Fire Hydrants

Hydrant 1

The first hydrant is pretty hard to get. It is near the right-hand bench of the two benches near the start. Simply go to it, and ollie to it. Yes, *ollie*. It's not on the ground, it's floating. The other two hydrants will basically be the same way.

Hydrant 2

Go to the upper right-hand corner of the level. Ride straight down the sidewalk, just inside the curb (note this is on the upper side of the road), and ollie just before you get to the hydrant.

Hydrant 3

And the last hydrant, is grabbed exactly the same way. This one is near the two big cement ramps where you found the E.

50-50 Joey's Sculpture

This is right near the start. From the start, turn right and hop over the railing and land on the big rail looking thing in the lowered area of the level (lower right-hand corner) and do a 50-50 grind on the whole thing.

Wrangle The Blue Cow

You've been going around this thing a lot, but now it's time to ride the bronco. This takes three different things to complete: First, see the square shaped raised platform the cow is on? For each pair of parallel sides, ollie from one side to the other, OVER the cow. This makes two jumps. For the final one, line up with either end of the cow, and then ollie and grind the entire cow's back.

Hidden Tape

Use one of the small ramps in front of the upper building where you got one of the subway tokens, and ollie off of the small ramp, and wall ride and wallie up to a rail. Grind this pipe all the way to the huge electric sign. Ollie from the rail up onto the electric sign, and grind the sign all the way until you see a multi-layered fire-escape. Ollie up to the fire escape. You will now grind and ollie all the way up the fire escape until you finally get to the tape. Whooo...

Skate Street, Ventura

Same as the first competition, I recommend using most of your time here just collecting money to up your stats. But you might want to spend a little more time doing this, because the prices will probably be outrageous. Just get lots of money, and soup up your stats.

Grindage

6/10 - Not as much grindage here as there was in the first competition in France... but still some grindage. You could try to grind the huge banked area up in the upper left-hand corner of the level to get some huge air. You could even grind the whole thing, and then drop down and grind the lip of the ramp below it.

Verts

10/10 - *Drool* Awwwww.... Awesome, just awesome.... There's a halfpipe, a pool-type thing, many ramps and hill-types things.... and lotsa lotsa VERTS! My favorite ramp is the one in the upper right hand corner of the level.... one of the best places to rack up major scores. Once you get as much speed as possible there, soar into the air and do as many inasane tricks as HUMANLY POSSIBLE! Sweet.... But always, ALWAYS try to add in a special in your combos. Those will help out a lot. But, you could also try out the other halfpipe, and the pool-type thing, but the same rules apply.

Rooftops, Boston

Well, there are two ways to get to this level: First, you could cheat, and do this code at the main menu or at the in-game pause menu:

While holding R, press A, Start, A, Right, Up, Up, Down, Down, Up, Up, Down

Or, you could be a hard worker and get 2 gold medals with EVERY SKATER. That means, all the money, and 2 gold medals.

There aren't any items to pick up, or judges ranking your performance. Basically, this level is just a goof-off level. But, I'll tell you what little I know about it.

Get from the smaller building to the larger building

From the smaller building, ollie up onto the lighted billboard on the upper-left-hand corner of the smaller building. Grind its edge, and when you are close enough, ollie to the narrow ledge of the larger building.

Get from the larger building to the smaller building

Get mega, mega speed, and just ollie off of the slanted skylight on the upper-right-hand corner of the larger building to the other building.

Credit

Many, MANY people for telling me that the Rooftops access sent in by someone else was not completely true.

Spencer

goku0001@hotmail.com

Told me that I forgot about the "Nosegrind over The Pipe" explanation

Legal Info.

This FAQ may only appear on the following sites:

- <http://www.gamefaqs.com>
- <http://www.gamespot.com>
- <http://www.cheatcc.com>
- <http://www.geocities.com/gbageration>
- <http://gba.datageek.org>
- <https://www.neoseeker.com>
- <http://www.angelfire.com/in2/walkthroughuniverse>
- <http://go.to/gba.uk>

This FAQ/Walkthrough is copyright © 2000 - 2010 by Jakob Shoptaw (OTACON120). All rights reserved.

This document is copyright OTACON120 and hosted by VGM with permission.