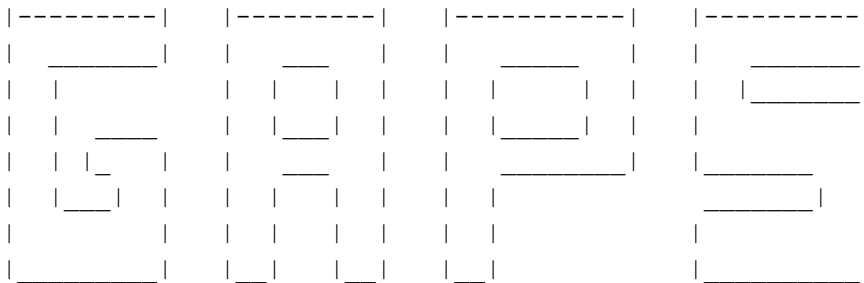
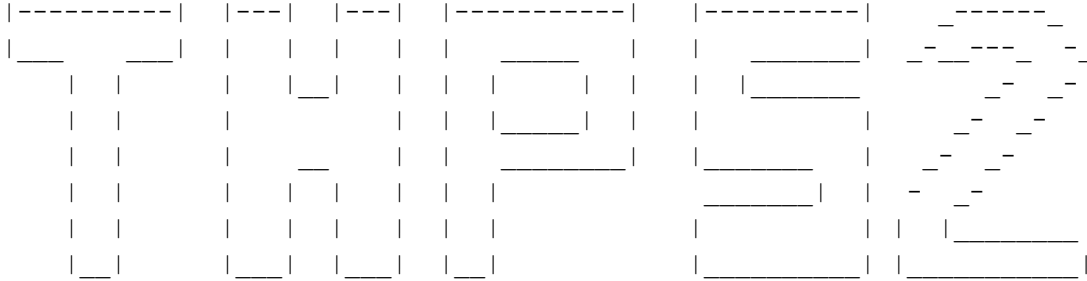


# Tony Hawk's Pro Skater 2 Gaps List

by Sephy Kid

Updated on Feb 7, 2017

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.



Tony Hawk's Pro Skater 2 for GBA

Publisher- Activision

Developer- Vicarious Visions

FAQ by Sephy Kid

Version: 6.0 FINAL

NOTE: LINE GAPS ARE EASIER IF YOU WATCH THE DEMOS AT THE START BEFORE DOING THEM (Turn of system, press nothing to view)!!!!!!!!!!!!!!!!!!!!!!!!!!!!

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\*\_A-\* Intro.

=====  
This FAQ was made to help anyone who can't find some of those annoying gaps. If you need help with a certain gap and the info. For it on this FAQ doesn't help, feel free to e-mail me ((removed)) and ask me. I will post your question on the FAQ incase anyone else has the same problem. Also, if you see any mistakes, tell me and I'll fix them and give you credit for help. Enjoy!

NOTE: ALL DIRECTIONS ARE TAKEN FROM THE SKATER'S POINT OF VIEW!!!!

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\*\_B-\* Updates  
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6/14/01

First 3 levels completed. Basic setup made.

6/15/01

Rest of levels finished. Setup changes complete. Table of Contents established. Legal Info., Intro., and Closing made. Logo made.

6/16/01(early)

Most of the gaps, which needed to be done, are done. Only 'Short Rail Stomp' remains.

6/16/01(later)

My older brother found the 'Short Rail Stomp'! The gap list is finally done!!!

6/17/01

Added a site to the Legal Info. Section. The site [www.neoseek.com](http://www.neoseek.com) may use this FAQ just so you know. Some credits added as well.

6/19/01

Added another site to the Legal Info. Section. The site [www.cheatcc.com](http://www.cheatcc.com) may use this FAQ now. Special Thanks added too. Also, two questions were added. One is about the 'Rail-Guided Missile' gap and the other is about what you get for getting all of the gaps. Check them out for extra assistance.

6/26/01

Some gaps changed. Rail-Guided Missile gap changed and questions added for it. Other questions added as well. My e-mail address changed too.

6/30/01

New site added to Legal Info. Section. The site [www.realmofgaming.com](http://www.realmofgaming.com) may use this FAQ now.

7/8/01

Some gaps changed, but changed greatly. Alternative ways added as well. More questions added, check them out before mailing me for extra help.

7/15/01

Some gaps revised, some completely changed. Couple alternatives added as well.

7/24/01

Mad Chad said that the name of the Black Long Kicker in the Hangar is a spine. Many thanks. Also, PLEASE STOP MAILING ME QUESTIONS THAT HAVE NOTHING TO DO WITH THIS FAQ!!!!!!!!!!!!!!

7/29/01

Some gaps changed. Questions added. Terms used in this FAQ explained (e.g.

HP). Line gap help on the way. Two new sites added to legal info. as well.

8/13/01

New section called alternatives. It was made for alternative ways to get gaps, and perhaps easier ways too. Plus, everyone keeps mailing me them so it is best to make the section.

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\*\_C-\* What Are The Types Of Gaps AND FAQ Terms?  
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There are many types of gaps:

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.

QP- Simply stands for Quarter Pipe. These are pipes that are sized as 1/4 of a complete circle.

HP- Simply stands for Half Pipe. These are pipes which are sized as 1/2 of a complete circle.

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\*\_D-\* Levels  
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=====  
\*1.\* Hangar Meacham Field, TX  
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AIR GAPS- 7

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.

Halfpipe 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

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.  
I tried it and so did the submitter.  
\*Thanks to whitelightning for this tough gap\*

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.

Bug 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

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

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

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

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.

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\*2.\* School II Southern California  
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## AIR GAPS- 11

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.

Kickin' 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- 10

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

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

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

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!  
\*Thanks to OrangeStar for this gap\*  
\*Thanks to Aaron for the revised version\*

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!  
\*Thanks to OrangeStar for this gap\*

OTHER GAPS- 1

Rock The Bells! - Simply wallride any of the 5 bells.

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\*3.\* Marseille France  
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Gaps- 29

AIR GAPS- 13

Over The Lil' 3- Simply ollie from the top of the stairs to the bottom.

Up The Lil' 3- Simply ollie from the bottom of the stairs to the top.

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.

Humptey 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

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

MANUAL GAPS- 0

NONE

LIP GAPS- 2

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

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.

OTHER- 0

NONE

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\*4.\* Warehouse Troy, NY  
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Gaps- 15

AIR GAPS- 6

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

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

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

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.

OTHER GAPS- 0

NONE

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\*5.\* NY City New York  
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Gaps- 25

AIR GAPS- 7

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

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 a 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.  
\*Thanks to OrangeStar and bobd for this gap.\*

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- 2

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- 1

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

#### LINES- 2

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 Sky Line- 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.

OTHER- 0

NONE

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\*6.\* Skate Street Ventura  
=====

Gaps- 31

AIR GAPS- 13

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 Humper 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

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

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

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- 2

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 HP- 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!  
\*Thanks to OrangeStar for this gap\*

OTHER GAPS- 0

NONE

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\*7.\* Rooftops Boston  
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Gaps- 13

AIR GAPS- 3

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

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

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

5 + 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- 1

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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\*\_E-\* Alternative Methods  
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#### \*Hangar\*

Bug Light Hopper - This is really easy with a moderate amount of speed if you go up the QP on the angled corners. You don't have to push up and it lands you perfectly on the black spine with some minor speed adjustments.

\*Thanks to ToE ToE for this alternative way\*

Rail-Guided Missile- Another way to do this is to grind the middle divider and then ollie to your right and land in a grind onto the spine.

\*Thanks to Mewtwo3d and MilesTailsPrower for this gap\*

Note: It is probably a glitch if this way works.

#### \*School II\*

Suicidal Roof Gap - This is a really simple gap as well. Once your up past the 'Kicked Out Gap' you can grind the side of the roof. Build your speed as you grind. When you hit the



end just ollie and you are lined up perfectly to grind TC's Roof and you have gotten the gap.

\*Thanks to ToE ToE for this alternative way\*

Ditchin' Class- Another way to do this is to use the planter at the start and air over the fence.

\*Thanks to Phillip for this alternative way\*

\*Marseille France\*

Bonapark- I didn't confirm this, but it seems there might be an easier way to do this gap. Near the dumpster, 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.

\*Thanks to Dan for this easier way\*

\*Warehouse\*

Old School!!! Transfer- If you build up enough speed, get onto one side of the sticking-out part and aim diagonally outwards off the ramp (without exiting by pressing up). If you grab enough speed and air, by some miracle of gravity your skater will stick to the QP and land on the other side. If you manage to take off and land on a flat part you will get the gap.

\*Thanks to 99 Flake for this alternative way\*

Truck Dipping- An alternative and easier way to get this gap is to simply ollie into the water and land in a manual.

\*Thanks to Chang WuFei for this alternative\*

\*Thanks to Alc0h0licHams7er for confirming this gap\*

\*NY City\*

A Walk in the Park- Just go left through the first park entrance, grind the bench to your left, ollie off onto the rail, ollie off onto the bench on the other end, and ollie to the rail from there, and that's it. No need to go all the way around, and if you noticed this is going the opposite way!

\*Thanks to Cyrus Bulsara for this alternative way\*

A Walk in the Park- When you start the level go straight. When you see the first entrance to the park, all you have to do is manual and follow the path the long way around until you get the exit of the park near the plank.

\*Thanks to PlaneScape for this alternative way\*

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\*\_F-\* Questions  
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Q: What do you get for getting all of the gaps?

A: You will get Mindy for getting all of the gaps in every non-secret level. You will get Spiderman for completing the whole game and getting all of the gaps in every level including Boston.

Q: The line gaps are IMPOSSIBLE! HELP!

A: Watch the demos at the start to see exactly how to do them. Demos are seen by turning on your game and letting it run (No moving or pressing of buttons!).

Q: The Rail-Guided Missile is impossible. Explain.

A: Look at the new way to do it submitted by whitelighting for help. It is very easy, and confirmed too.

Q: The Bonapark gap description is confusing. Any advice?

A: Watch the demos at the start. When the La Marseille demo begins, watch closely. Do EXACTLY what the skater does to get the gap. Any differences and you won't get it.

Q: How about the La Marseille gap?

A: Once again, watch the demo. But when he's on the 2nd rail and does an ollie onto the bowl is where the difference is. Instead of grinding the bowl, ollie in a grind onto the next rail (Or ollie and land in a manual on the ground and grind it from there, whichever is easier) and grind to the end. Then, ollie off and land in a manual. Grind the dumpster to finish the line.

Q: The Corner Cut gap is confusing. Help me.

A: At the end of the rail attached to the wall (Furthest from the Wave) there is a deck. Two pieces are connected by a corner, and at the top of the corner is a risen up platform. You must have speed. You need to ollie over the risen part from one part of the deck and land near the bottom of the other part.

Q: How about the Humper gap?

A: This gap is actually quite obvious. On the wall right from the wave is a rail on the wall. Follow it to the end and you will see a strange looking hump on the platform. Manual the whole thing for the gap.

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\*\_G\_\* Legal Info.  
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\*\_H-\* Credits  
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Thanks to...

Mewtwo 3d- For the 'Rail Guided Missile' gap.

Bobd- For the 'Erutplucs Syeoj' gap.

Miles Tails Prower- For the 'Rail Guided Missile' gap.

Ryan- For e-mailing me some Gaps, although they were already found.

OrangeStar- For the 'Erutplucs Syeoj' gap, 'Planter To TC's Line' gap,  
'Steep Rail Line' gap, and 'Twin Rails To HP' gap.

I especially thank OrangeStar because if it weren't for him, I  
wouldn't have finished the Gaps.

TheMaster4ever- This is my brother. He helped me in my progress gaining up  
some of the gaps, so a big thanks to him.

Whitelightning- For the 'Rail-Guided Missile' gap.

Aaron- For the revised 'Planter 2 TC's Line' gap.

Dan- For the new possible way to get the 'Bonapark' gap.

Chang WuFei- For the alternative to the 'Truck Dipping' gap.

Philip- For the alternative to the 'Ditchin' Class' Gap.

Alc0h0licHams7er- For confirming the 'Truck Dipping' alternative gap.

Mad Chad- For the name of the Black Kicker in the Hangar, which is a spine.

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\*\_I-\* Closing  
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If you have any comments, suggestions, e-mail them to (removed)

Also, tell me if anything is unclear so I can change it. I had trouble  
interpreting directions so it might seem strange at times.

DON'T E-MAIL ME WITH QUESTIONS THAT ARE UNRELATED TO GAPS!!!!!!!

Thanks for using my FAQ!

Sephy Kid