

Tony Hawk's Underground 2: World Destruction Tour FAQ/Walkthrough

by Arcadian_Legend

Updated to v2.3 on Jan 21, 2005

This walkthrough was originally written for Tony Hawk's Underground 2: World Destruction Tour on the GC, but the walkthrough is still applicable to the Xbox version of the game.

Tony Hawk Underground 2
Guest and Secret Character FAQ
By Anthony Summo
Version 2.3

Version Info:

01-21-05: Updated Triangle's Stat Points and SICK SCORE goals <cmtt>, as well as Los Angeles' <cmla> COLLECT S-K-A-T-E goals in Classic Mode.

01-15-05: Updated [Skill Points2] <smSP> on how to do a Casper and Half-Cab Impossible to fill out your Sick Manual skill points, thanks to Dan Lowin.

01-12-05: Updated [Legal2] <leg2> with a new site that can host this walkthrough.

01-11-05: THERE IS A FINISH!!! Version 2 of the walkthrough is done. If there's a Version 3, it will cover the gaps found in all fifteen main levels. But that's a big if. :) So otherwise, we can consider this the final version.

11-29-04: I decide that, after about a half year of torture in my THUG1 Walkthrough, I'll change the format of this thing from a Character guide to a full walkthrough. Largely because I hate myself.

11-22-04: This FAQ is brought to life via a combination of lightning and evil laughter.

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<int2>

- [Intro2] -

Hullo again! This is your friendly neighborhood masochist, presenting to you for your use only, a Walkthrough for Tony Hawk's Underground 2.

THUG2, released in October 2004 in the States, was a decent sequel to its predecessor. Now featuring new abilities like Freak Out and Focus Control, you take your own custom skater on a worldwide trip to destroy as much stuff as possible. You and Team Hawk have to outdo Team Bam and show nosey TV producers to stay out of your business, all the while trying to stay on the tour. Along the way you'll have to face your old rival Eric Sparrow, the Wheel of Loogies, even Voodoo Doctors that turn ordinary people into drooling zombies! Now featuring a contemporary Story Mode as well as a Classic Mode for those who liked the original games, and a slew of additional levels and characters, THUG2 will keep you playing for a long time to come.

This Walkthrough covers Story Mode and Classic Mode seperately, and all difficulties for each Mode will be handled at the same time, with any notable differences brought to attention.

Even though I'm doing this from the GameCube, I'll try to make this as accessible to other console owners as possible. Beside the Controls section, anyone (on GC, PS2 or XBox) will be able to use this.

In order to make navigating like ten million times easier, I've included little six-character codexes at the top of each section. If you need to get to a certain section like NOW, hit the Ctrl and F keys on your keyboard at the same

PHIL MARGERA:

Bam's dad and captain of Team Bam, Phil got kidnapped just like you and the other pro skaters. He spends the entire game in nothing but crusty tighty-whity underwear. He actually gets angry, too! Scary stuff.

PAULIE RYAN:

Nicknamed "Wheels of Fury," Paulie is in a bodycast and a wheelchair after bailing on a woodchipper grind. That doesn't stop him from being recruited by Team Bam, though. Paulie is loud and horny...not to mention just ten years old. He grows on you after a while--but in more of a "giant boil right on your jaw" sense.

NIGEL BEAVERHAUSEN:

This game's answer to THUG's Todd, Beaverhausen is an obnoxious sleeze trying to get exclusive rights to footage of World Destruction Tour. He'll bargain, undercut, and even partner up with the Pros in order to get what he thinks will be his big break.

JESSE JAMES:

Some...guy...I don't really know much about him. But he's a real person who tricks out scooters and skateboards by giving them sick motors. He gives you a hand in Boston and Skatopia.

CUT CHEMIST:

Right out of Jurassic 5, Cut Chemist has a skate house in Berlin that's overrun by Space Monkeys. His mad mixes are known to break down walls.

NATAS KAUPAS:

A Jesusy-looking old school skater, Natas Kaupas appears in Berlin to teach you a trick called the Natas Spin.

STEVE-O:

Another Jackass, Steve-O joins the party in Barcelona, taking his mechanical bull out for a spin to help get you guys some more points.

ERIC SPARROW:

Your friend-turned-archrival returns from THUG. While Neversoft doesn't really exploit what happened in the last game, Eric is still a pain and serves as your opposite on Team Bam.

-----|-----|-----|-----|-----
- [English Lessons2] - <eng2>

New to skating games and don't understand the garbledy-gook you're reading here? Don't worry--here at Tei's Fingertips, we care. If you run across a term you're not familiar with, chances are that you'll find it here. If you find something in the FAQ you're still not familiar with, drop me a line (<cnt2>).

====->Acid Drop: A skating technique where you go off a ledge and drop into a QP below. You can do this on foot or while skating.

====->Bail: When you fall off your board for any given reason (besides actually getting off the board to walk around), that's a bail.

====->Boneless: They made a semilarge deal about this move in THUG1, and it's a good thing they did, because many goals in this game are hard to pull off without it. To Boneless, hit up twice and Ollie--this gives you

more height and distance than a regular Ollie. You can also Boneless off a QP or HP to get more vertical air.

----->Bowl: Bowls are circular pools, or small pools with a gap in them.

----->Caveman: While off your board, jump and land either: a grind by tapping the Grind button while over a grindable; a manual by hitting UP-DOWN or DOWN-UP.

----->Clean: Land any trick with at least an 180 degree spin with your board perfectly straight for a Clean landing. Clean landings are important for many Story Mode goals and earns you an extra 1000 points on top of your current score.

----->Gap: Traditionally, a gap is a break in a QP that you can transfer over, but for Tony Hawk games, Gaps can also be found by grinding certain rails, manualling across a particular area, or using a multitude of tricks in a particular line. Gaps appear as part of your current combo at the bottom of the screen in blue letters. Hitting every Gap in every level of the game awards you with a set of pedestrian characters and cheats.

----->Grab: A Grab is a style of Vert tricking where the skater grabs and holds his board while spinning. You can hold the Grab button for as long as you choose until you land. They're great for skaters who like hefty point bonuses over the multiplicatives.

----->Grind: A style of Street skating tricks, you can grind on almost anything in sight--wires, ledges, the lips of QPs, edges of a roof, rails--you name it. Hit the grind button before landing on something and your board will slide along it until it comes to an end (or until you lose your balance).

----->Flatland: Another name for manualling, used in a more general sense--like doing a Special Manual would be considered Flatland, since the term "Manual" is also the name for the trick.

----->Flip: Another style of Vert skating, Flips are fast and don't add many points to the total score. Flip tricks are good for someone who focuses more on multiplicatives than the point score, since you can do a few Flip tricks in a single Vert. (Flips are also good for Street skaters, since you can Ollie out of a grind or manual and pop a Flip trick before landing.)

----->Focus Control: Tap the Left trigger when your Special Meter is flashing. Time will slow down and the camera will zoom in on your skater (very Prince of Persia style), giving you more accuracy and boosting the rate at which you build up points. Focus Control is handy if you're trying to land a very precise trick, or if you need better control over your balance. It also helps you land the board better, getting you Clean bonuses.

----->Freak Out: When you bail, occasionally a meter with a fist will appear over the middle of the screen. Tap the Grind button repeatedly to build up your skater's frustration, and they'll toss or break their board. (You get a new one after, don't worry.) Freaking Out is a quick way to rebuild a full Special, though most times you'll have to integrate it with another trick (like a Manual or a Flip or something).

----->Funbox: Funboxes are (often wooden) hybrids of rails, ledges and QPs.

They're mostly found in park areas and try to cater to tech skaters.

----->Hip: Or Hip Transfer, you Hip by going up a QP perpendicular to another one at an angle and hitting the R button. This allows you to transfer at an angle.

----->Hop: This isn't a technical skating term, but it gets used often enough that I ought to put it here anyway. To Hop is the same as making a short Ollie. You hop to cross small gaps between rails, for example.

----->HP: An HP is two quarter-pipes lined up as to be facing each other, so you could go up one ramp, land, then go up another without deviating too much from your current course. HP stands for "Half-Pipe" and are used largely for Verting.

----->Kicker: Kickers are flat ramps slanted at an upward angle meant to shoot you up into the air. Unlike QPs or HPs, kickers are made more for horizontal distance rather than vertical and can be used to get from one place to another.

----->Line: A laid-out assembly of TrickObs that can be easily accessed to make one large combo. Most lines are for Street skaters, but there are lines made of QPs and HPs as well.

----->Lip: A semi-useless kind of trick that falls under Street skating, Lip tricks have you going up a QP perfectly straight and tapping the grind button. This brings you to a dead stop on the lip of the QP as your skater balances on his board. Lips don't build up many points and they seem out of the way, so they're not that good for combos.

----->Manual: A style of Street Skating, you can do a Manual (or a Nose Manual) by hitting UP-DOWN while over a flat surface. A more general term for manual-style skating is Flatland. To perform a Special Manual, you have to perform a two-direction combo command followed by tapping the Grind button.

----->Multiplicatives: You'll see this very mathematical term pop up here and there, particularly in the Skill Points and HIGH SCORE-styled goals. Multiplicatives are the small number next to the total point score you have in a Combo--like 18,409 X 10, the "10" is the multiplicative. That means you've hit ten separate tricks and gaps in the combo, so you'll get ten times 18,409 points if you land it.

----->No Comply: Like the Boneless, a No Comply is used to gain more air from an Ollie. Tap up and the Ollie button at the same time to No Comply. It's easier to do than a Boneless, but it doesn't give you as much height. You can also use the No Comply to gain more air going off a QP.

----->Ollie: The standard term for jumping while on a Skateboard.

----->Pool: A pool is any enclosed area recessed into the ground (or recessed into something raised above the ground) with every wall made of QPs. Not all Pools are necessarily rectangular, but there is a difference between Pools and Bowls.

----->QP: A "Quarter-Pipe," or half of a Half-Pipe, QPs can be standalone or integrated into some wicked deep system of lines. When it's necessary, one half of an HP will be referred to as a QP in this guide. QPs are used largely for Verting.

=====>Ramp: A "ramp" usually refers to a kicker, but can also be applied to QPs and HPs.

=====>Revert: Hit the right shoulder button as soon as you hit the ground from a Vert trick in a QP or HP. You pivot on your board and can carry the Vert points into a manual.

=====>Shuffle: Purely a Street thing, you can shuffle Manuals or Grinds by double-tapping the Grab, Grind and Flip buttons in any order. This changes your grind or manual midcombo, so you don't have to Ollie out and hit another one. Great if you like those Multiplicatives.

=====>Sloppy: If you land a vert trick at an awkward angle, you'll earn a Sloppy landing. Sloppies deduct 1,000 points from your total combo score. (Of course, if you don't hit a Clean, you're not guaranteed to hit a Sloppy, either.)

=====>Special: There's a meter in the top left corner of your screen that says "SPECIAL." When that meter is flashing, you can do a Special trick. Specials get you more points faster than a normal trick does. There are a variety of Specials for each kind of trick, some professional, some humorous.

=====>Spine: Or "Spine Transfer," you can Spine by tapping the R button while going up a QP. If there's another QP directly behind it, you'll turn in midair and go down the other QP instead. Spining is a great way to build up speed.

=====>Street: A style of skateboarding, Street skaters generally prefer using Flatland and Grinds to get by.

=====>Transfer: When a QP is split up by something--a planter, a support post, a gap--you can transfer over it by going up the QP at an angle and landing on the opposite side.

=====>TrickOb: A general term for anything you can do a trick off of. TrickObs can be anything from little plywood kickers to entire buildings.

=====>Vert: A style of skateboarding, Vert skaters are more comfortable using ramps to get into the air, then using grabs and flips to build up a score.

=====>Wallie: To Ollie off a wall; more specifically, a Wallride. Whenever you hear the term "Wallie," you can assume that you'll have to Wallride. Wallrides are done by skating into a wall at an angle and tapping the Grind button; this makes you scrape your board against the wall in an upward arc. To Wallie, jump while making a Wallride, giving you extra speed, height and distance.

-----|-----|-----|-----|-----<con2>

- [Controls2] -

SKATING:

[A] Ollie, crouch, Sticker Slap, Wallie

[B] Flip, Throw

[X] Grab

[Y] Grind, Wall Ride, Freak Out

[Z] Get off board
[R] Spine/Hip Transfer, Revert, Acid Drop
[L] Focus Control
[C-STICK] Camera
[JOYSTICK] Move, Manual, Skitch, balance
[START] Pause

[Ethics of Skating]

There's more to the controls than what the above shows, so here I'll explain what the Rest O' The Crap is.

Like in all THPS games, you can hold down the Ollie button to crouch down and build up speed. If you Ollie at a wall and hit DOWN-A, you'll Sticker-Slap the wall and go back in the opposite direction--identical to THUG's Wallplant, but now you leave a nifty little graffiti sticker behind. You can gain more air if you No Comply by hitting UP-A when jumping, and even more if you Boneless by hitting UP-UP-A.

Hit B, X and Y in any order that pleases you to shuffle grinds and manuals. For example, hitting X-X while grinding makes you Crooked Grind, or Y-B while doing Flatland makes you do a Truckstand.

Go up against a wall at an angle, Ollie, and hit the Grind button. Your board will slide along the wall in an arc. Ollie out of the Wallride to reach high places.

You can "throw" items that you pick up in each level by hitting the B button. If you're in the middle of an air combo, you'll throw the item by hitting B without moving the left analogue stick in any direction, or else you'll do a Fliptrick.

If you make a big bail, a "Freak Out" meter appears above the middle of the screen. Tap the Y button repeatedly to Freak Out, which counts as a trick ranging from 500 to over 4000 points and can be integrated into a combo. There are about eight different Freak Out animations and they get more violent or severe the higher you pump the meter up.

WALKING:

[A] Jump, Double-Jump
[B] Throw
[X] Graffiti Tag
[Y] Caveman
[Z] Get back on board
[R] Grab ledge, Acid Drop
[L] Focus Control
[C-STICK] Camera
[JOYSTICK] Walk/Run, Shimmy
[START] Pause

[Ethics of Walking]

There are a few techniques that you can perform off your board that bear mention, since it'll probably never come up again. Well, not until Story Mode's Training, but I'd rather take everything out here, while I can.

In the middle of a combo, you can get off your board. A timer will start to run down and as long as that timer doesn't run out, you can carry your combo on foot. Doing Combo Walk-Outs allows you to get speed if you're stuck in a slow

manual or something similar and helps recenter your balance a little. It's also good if you're going for a high-risk landing; get off your board in midair to land on your feet, as it's impossible to bail that way.

Running isn't as fast as skating, obviously, but it gives you much more control and the chance to get a better feel object placement. The Camera is much more flexible too, making it easy to spot high up or out-of-sight objects.

When you jump, you can hold the R Button down to grab onto a ledge, then use the joystick to either shimmy left and right along the ledge or haul yourself up onto it. If you Jump while standing next to a wall, you can kick up and perform a Double Jump, letting you reach higher ledges. Be careful though, if you try to grab a ledge above a QP, you'll probably Acid Drop into the QP instead of grabbing the ledge. Keep trying at it and it should work.

Now your character can tag a wall by pressing the X button. They can also tag a wall if they're hanging from a ledge, but only if the wall goes straight down FROM the ledge. Graffiti Tags can be integrated into combos while doing a Combo Walk-Out.

-----|-----|-----|-----|-----<smex>
- [Story Mode] -

So! You're part of a tour made entirely up of Pro Skaters and you're going to destroy as much \$*#& as possible. How freaking cool is that? Story Mode works similar to THUG1's and THPS4's in the aspect that you have free reign over each level you visit, giving you time to explore and learn your way around. Each area has a degree of destructability, too--causing mass chaos to alter the shape and nature of either a certain space, or the entire level.

However similar the onset of a level might be, the way you accomplish goals has changed. Instead of having to meet a number of goals to advance, you need to meet a number of points--depending on the difficulty, it'll be 400, 600 or 800 points. Each goal has a point value tagged onto it, and you can see what goals you've got available by going to "VIEW GOALS" in the pause menu. You can also get a more elaborate description of what you need to do by selecting the goal with the confirmation button (whatever that happens to be across the other systems). But wait--there aren't enough points there to let you move on! That's why you need some help to rack in the numbers.

There are four sets of goals available in a level--one for You, one for a Pro, one for a Special Guest and one for a Secret Character. Wait, what? How does this thing work out again? Hang on, I'll get to that in a second. First, the role a Pro Skater plays in the game.

Before starting each level, you'll get to choose (or be forced to choose) a Pro to accompany you in the level. A list of any available Pros will pop up before you start--it doesn't matter who you choose, it's largely up to personal taste. Once you choose your Pro and start a level, you have to go find the Pro and speak to him using the Grab button. Now all of a sudden, you have a new set of goals to tear up! The Pro you choose doesn't affect the goals you get--again, who you choose is mostly a matter of taste. Some goals are unique for the Pro, but most of the time you and the Pro can swap freely. If you need someone to do a Flatland-heavy goal and your Manual Skill Points are more than lacking, for example, you can do the same goal with Mullen, who's got a perfect 10 on his Manual.

Now that you've got your own goals and some Pro goals, you'll notice on the View Goals menu, there's two more blank tabs. In each Story Mode level (PRO

SKATER excluded), there are an additional two characters to unlock. Finding each extra character itself is worth points--then when you do find them, you can talk to them and get even MORE goals. Secret Characters are always other characters on skateboards--playing as a Secret Char. is the same as playing as a custom skater or a Pro. Usually their Skill Points are reflective of your place in Story Mode--Boston's SC is fairly weak, but Nawlins' has almost perfect stats, for example. What's more, meeting up with an SC in a level unlocks them for use in 2 Player, Classic and Free Skate modes. Finding and talking to SCs earns you a new set of goals as well as a new Special Trick slot with a Special Trick unique to the SC.

That's three down, and the fourth...the Special Guest. Again, there's one in each Story Mode level except Pro Skater, and you have to find them. With one exception, SGs always use a different mode of transportation than Skateboarding. They're faster while their tricksets are much more limited, but finding and talking to them gives you the last set of goals in a level. Many times, an SG's goals will require the unique moves or skills of the SG, but otherwise you can swap between it and the other three characters you've unlocked. It's sometimes easier to bring in an SG to do a goal out of the other sets, too.

Lastly--the latter half of the game will spring surprise goals on you. Not all of them are officially counted, but you still have to beat them to advance. You will be forced to play as either your custom skater or a Pro for these, since they're storyline-important.

So your goal is to do enough crazy stuff to earn you the points to go on. How many points you actually get doesn't make a difference in the end--you can get enough points to get the story to move on, or you can try to complete everything for nothing more than your own satisfaction. You get no rewards for 100% completion, but it's a fun thing to test yourself on.

Lastly, before I leave you only to see you again just a paragraph and seperator later, the layout of the Walkthrough (unless otherwise explained) will be as follows:

[Chapter #]: Level Name
Places of Interest

====>Name of area: Description of the area, if it has some sort of relevance to either Story or Classic Modes (the lists are identical in both, save for the Classic Mode-exclusive levels). I recommend brushing up on these before taking on any goals you have difficulty with, but if you feel like wingin' it, that's fine too. The PoI basically list any place with Proper Noun Status (tm) or areas that come up often in excecuting goals.

====>Name of area: Same as above, until all relevant areas have been listed.

```
+-----+
|[You]          | The overall design in a compact view looks like this--
|               | Four different sets of goals.
|[Pro]          |
|               |
|[Special Guest]|
|               | Under [Special Guest], you'll get the name of the charac-
|[Secret Character]| ter, his stats, and his special move. You'll get the Pro's
|               | Stats before the Places of Interest in a level because you
|[Bonus]*       | have to choose the Pro before starting.
+-----+
```

[GOAL SET]

GOAL NAME

Requirements to activate the goal (if applicable)
Time Limit (if applicable)**
Score to meet (if applicable)***
Recommended Character (if applicable)
Required Character (if applicable)

Hints to help you along the goal

1//Items list (if applicable)

*[Bonus] goals happen when you advance from a level in the last half of the game. You'll be forced to do one or a set more of goals to bring your point value up, but at the same time, don't show up on the regular goals list. They only happen in the last three levels of Story Mode.

**Some goals in THUG2 have time limits, but they aren't visible--so if you just see the words "Time Limit" under a goal, that means you've got a clock to work under.

***Score to meet will ALWAYS vary between difficulties. So the scores will be seperated by / marks, the first and lowest score being Easy, middle score for Normal, and last score for Sick.

There. Hopefully, that will be all you need to know. Onward, and upward...or downward, I guess, because doing a walkthrough from the bottom up would be silly.

-----|-----|-----|-----
 - [Skill Points2] - <smasp>

Once more, Skill Points have replaced Stat Points as the main way to build up your character's abilities. Unlike Stat Points, which you collect in each level, Skill Points are earned by performing skating feats. You start with three Skill Points in each trait. In THUG1, you could only earn more Skill Points as you progressed through the story, but now you can get all seven of your remaining Points right away (except for one Rail Point). For each section, since describing how to get each and every individual point would make my brain explode, I'll just drop hints on how to land each Skill Point as easily as possible on the margins of the walkthrough.

+---+
|AIR| - Your jump height out of an HP

+---+
EASY:
Air transfer 15 feet | Hints: The easiest way to handle
Air transfer 20 feet | these is to wait until you have
Land 1 Backflip grab | access to Barcelona and its sick
Land 1 BS Roll grab | Parc Guell spines, but there's
Land a 600 point air | no reason you can't land a
Land a 1,000 point air | single BS Roll or Backflip. You
Land a 2,000 point air | can also hit all of the Air
| Transfer goals if you transfer
NORMAL: | from one of the QPs to another
Air transfer 30 feet | bordering Training's WDT Room

Air transfer 40 feet | roll-ins. But the higher-scored
Land 1 Backflip grab | air combos and multiple rolls
Land 1 BS Roll grab | are best served at the Guell
Land a 5,000 point air | Spines. You can BS your way up
Land a 10,000 point air | to the 10,000 point air, but
Land a 15,000 point air | you'll need Specials to hit
| anything higher.

SICK: |

Air transfer 40 Feet |
Air transfer 60 Feet |
Land 2 Backflip grabs in one combo |
Land 3 BS Roll grabs in one combo |
Land a 10,000 point air |
Land a 20,000 point air |
Land a 40,000 point air |

+----+

|LIP| - How well your lip trick balance is

+----+

EASY:

Hold a liptrick for 1 second | Hints: Holding Lips are
Hold a liptrick for 3 seconds | easy enough to do. But in
Hold a liptrick for 4 seconds | case you're struggling,
Hold a liptrick for 6 seconds | hold for one Lip Skill
Hold a liptrick for 7 seconds | Point at a time to
Nose Stall 1 time in a combo | gradually increase your
Nose Stall 2 times in a combo | balance. I know the Nose
| Stall is your default Lip

NORMAL:

Hold a liptrick for 2 seconds | (if you go up the Lip
Hold a liptrick for 4 seconds | and hit the grind button
Hold a liptrick for 5 seconds | without using a direction
Hold a liptrick for 7 seconds | command), so if you hit a
Hold a liptrick for 8 seconds | Nose Stall, Ollie up,
Nose Stall 2 times in a combo | then hit the grind button
FS Noseblunt 2 times in a combo | again, you'll land in
| another Lip trick. This
| is the cheap way to do

SICK:

Hold a liptrick for 3 seconds | it, anyway. For the BS
Hold a liptrick for 5 seconds | Boneless and Gymnast
Hold a liptrick for 8 seconds | Plant, you'll have to use
| Lip shuffles.
Hold a liptrick for 10 seconds |
Hold a liptrick for 13 seconds |
BS Boneless on a lip 3 times in a combo |
Gymnast Plant on a lip 3 times in a combo |

+----+

|RUN| - How long you can stay in a Combo Run-Out

+----+

EASY:

Caveman once | Hints: Mostly easy to
Caveman 2 times in a combo | take care of. To put
Throw something at a pedestrian | Graffiti Tag in a
Throw something at 2 pedestrians in one combo | combo, get off your
Graffiti Tag 1 time in a combo | board in the middle of
Graffiti Tag 2 times in a combo | a trick set and spray
Get mad and Freak Out | paint a wall. Getting
| three tags is easy
| enough once you have a

NORMAL:		decent Run stat. The
Caveman 2 times in a combo		easiest way to throw
Caveman 3 times in a combo		stuff at pedestrians in
Throw something at 2 pedestrians in one combo		a combo is to enter a
Throw something at 4 pedestrians in one combo		Manual and hit the
Graffiti Tag 2 times in one combo		Grind button twice to
Graffiti Tag 3 times in one combo		enter a Pogo, bringing
Get mad and Freak Out		you to a dead stop.
		Single out the nearest
SICK:		Ped and just keep
Caveman 3 times in one combo		throwing things at 'em.
Caveman 4 times in one combo		In Training, the only
Throw something at 4 pedestrians in one combo		time you can do this is
Throw something at 7 pedestrians in one combo		when you have to throw
Graffiti Tag 2 times in one combo		tomatoes at Phil. If
Graffiti Tag 3 times in one combo		you can't, wait until
Get mad and Freak Out		Barcelona.

+-----+

|FLIP| - How fast you can knock off flip tricks

+-----+

EASY:		Hints: Most of this stuff is
Do 2 fliptricks in one combo		easily obtained in Training--
Do 3 fliptricks in one combo		particularly Easy and Normal
Do 4 fliptricks in one combo		Modes. Sick Mode is another
Do 5 fliptricks in one combo		story, though...you can
Do 6 fliptricks in one combo		probably get all 50 Flips if
Double Kickflip 1 time		you're VERY skilled (something
Double Kickflip 2 times in a combo		I don't admit to, I'm more of
		a Normal Mode kinda guy myself;
NORMAL:		that doesn't mean I don't try
Do 3 fliptricks in one combo		though ;D), so, again, wait for
Do 4 fliptricks in one combo		Barcelona's Vert paradise, Parc
Do 5 fliptricks in one combo		Guell, to give it a shot.
Do 8 fliptricks in one combo		Another thing that helps is
Do 10 fliptricks in one combo		the Moon Physics cheat--but you
Double Kickflip 2 times in one combo		have to find every Gap in the
Triple Kickflip 2 times in one combo		game to get it. It's up to you.
SICK:		
Do 5 fliptricks in one combo		
Do 10 fliptricks in one combo		
Do 20 fliptricks in one combo		
Do 30 fliptricks in one combo		
Do 50 fliptricks in one combo		
Double Heelflip 4 times in one combo		
Triple Kickflip 3 times in one combo		

+-----+

|RAIL| - How well you balance while grinding

+-----+

EASY:		Hints: The only thing you absolute-
Grind for 2 seconds		ly cannot get in Training are the
Grind for 4 seconds		Rail Skills based on Natas Spins,
Grind for 8 seconds		since there is NOTHING in Training
Grind for 10 seconds		

Natas Spin 1 time
50-50 2 times in one combo
50-50 4 times in one combo

NORMAL:

Grind for 5 seconds
Grind for 10 seconds
Grind for 15 seconds
Grind for 20 seconds
Natas Spin 3 times in one combo
50-50 3 times in one combo
Crooked 3 times in one combo

SICK:

Grind for 10 seconds
Grind for 15 seconds
Grind for 20 seconds
Grind for 25 seconds
Natas Spin 5 times in one combo
Crooked 5 times in one combo
Darkslide 5 times in one combo

| you can Natas Spin on. You can use
| the pool in the Secondary Room next
| to Large Funbox (check Training's
| Places of Interest if you're con-
| fused) for a nice, clear infinite
| grind to get the Grind for X
| seconds Skills. The 50-50 Grind is
| your default, so you want to Ollie
| onto rails and hit the Grind button
| without using directional commands.
| The Crooked is a grind shuffle when
| you tap the Grab button twice while
| grinding. I'm not really sure how
| to do the Darkslide, though. (You
| can get the Grind for X seconds and
| Crooked/Darkslide Skills at the
| same time, if you want.) Save Sick
| Mode's Natas Spin for Berlin, where
| there's no shortage of posts you
| can Spin on.
|

+-----+

|SPIN| - How fast you rotate in the air

+-----+

EASY:

Land a 360 grab or fliptrick in a halfpipe
Land a 540 grab or fliptrick in a halfpipe
Land a 720 grab or fliptrick in a halfpipe
Do 2 grabs in one combo
Do 3 grabs in one combo
Do 4 grabs in one combo
Do 5 grabs in one combo

NORMAL:

Land a 540 grab or fliptrick in a halfpipe
Land a 720 grab or fliptrick in a halfpipe
Land a 900 grab or fliptrick in a halfpipe
Do 2 grabs in one combo
Do 3 grabs in one combo
Do 6 grabs in one combo
Do 8 grabs in one combo

SICK:

Land a 720 grab or fliptrick in a halfpipe
Land a 900 grab or fliptrick in a halfpipe
Land a 1080 grab or fliptrick in a halfpipe
Do 5 grabs in one combo
Do 10 grabs in one combo
Do 20 grabs in one combo
Do 30 grabs in one combo

| Hints: Another really
| basic one, you can land
| most of the spins without
| too much trouble. Save
| the higher ones for Parc
| Guell, again. Grabs are
| slower than Flips, so you
| might have a hard time
| integrating them into a
| line.

+-----+

|OLLIE| - How high you can jump off the ground

+-----+

EASY:

Ollie 15 feet	Hints: There's a difference between
Ollie up 5 feet	Ollying, Ollying up and Ollying
Ollie up 10 feet	down. To Ollie a certain amount of
Ollie down 10 feet	feet, you need to do it on flat land
Ollie down 15 feet	(you can Skitch to help with this
Sticker Slap 1 time	one). To Ollie up, you need to use
Sticker Slap 2 times in a combo	a kicker of some kind--Training's
	THE HP is good for this, and so is
NORMAL:	the rail set suspended above it that
Ollie 20 feet	launches you into the sprinkler
Ollie up 10 feet	system. To Ollie down, you need to
Ollie up 20 feet	jump from one place to somewhere
Ollie down 15 feet	lower--if you Ollie from the top of
Ollie down 20 feet	Training's WDT Room's giant roll-ins
Sticker Slap 2 times in a combo	to the floor of the Main Room, you
Sticker Slap 4 times in a combo	drop over 35 feet. You can Grind the
	QP in the back of WDT Room, or the
SICK:	ones split by the WDT Room's roll-
Ollie 30 feet	ins as an infinite Sticker Slap
Ollie up 20 feet	rail. Australia's BALCONY CLIMB
Ollie up 25 feet	works even better (especially for
Ollie down 25 feet	Sick Mode's higher numbers), but you
Ollie down 35 feet	don't need to use it.
Sticker Slap 4 times in a combo	
Sticker Slap 6 times in a combo	

+-----+

|SPEED| - Your top ground speed

+-----+

EASY:	Hints: Not even Classic
Land a 1,000 point combo	Mode's HIGH COMBO score
Land a 7,500 point combo	has you trying to make a
Land a 10,000 point combo	1,500,000 point combo.
Land a 20,000 point combo	Everything under that is
Land a 30,000 point combo	doable if you absolutely
Spine Transfer 1 time	ABUSE Specials. Spining
Spine Transfer 2 times in a combo	multiple times in a combo
	is difficult unless you
NORMAL:	know where to try (hint,
Land a 10,000 point combo	Parc Guell).
Land a 30,000 point combo	
Land a 50,000 point combo	
Land a 100,000 point combo	
Land a 250,000 point combo	
Spine Transfer 2 times in a combo	
Spine Transfer 4 times in a combo	
SICK:	
Land a 100,000 point combo	
Land a 400,000 point combo	
Land a 750,000 point combo	
Land a 1,500,000 point combo	
Land a 3,000,000 point combo	
Spine Transfer 3 times in a combo	
Spine Transfer 6 times in a combo	

+-----+

|SWITCH| - How well you can skate Switch. (When maxed out, you skate equally

+-----+ well Switch as you do normal.)

EASY:

Acid Drop 1 time	Hints: The simplest way to do multiple
Air 20 feet high	Acid Drops in a combo is to Drop off
Air 30 feet high	a low HP ledge, get off your board,
Land a 3 trick combo	get back onto the ledge, and Drop in
Land a 5 trick combo	again. (Having good Run Skill help a
Land a 7 trick combo	lot here.) "Airing" is different from
Land a 9 trick combo	"Ollying up" because you have to go

NORMAL:

Acid Drop 2 times in a combo	gets you sick Vert air, so if you have
Air 40 feet high	trouble, wait until the Parc Guell
Air 70 feet high	Spines. Landing any trick combo is
Land a 4 trick combo	going to be simple--but good luck with
Land a 6 trick combo	anything over 50 tricks because even-
Land a 10 trick combo	tually, certain tricks stop adding to
Land a 20 trick combo	your multiplicatives.

SICK:

Acid Drop 4 times in a combo	
Air 60 feet high	
Air 100 feet high	
Land a 25 trick combo	
Land a 50 trick combo	
Land a 75 trick combo	
Land a 100 trick combo	

+-----+

|MANUAL| - How well you balance while Flatlanding.

+-----+

EASY:

Manual for 2 seconds	Hints: Manual balance is
Manual for 4 seconds	a precarious thing with only
Manual for 6 seconds	three Skill Points starting,
Manual for 8 seconds	so you'll have to tackle
Manual 1 time in a combo	the timed ones one or two at
Manual 2 times in a combo	a time. Pogo, Casper and
Manual 3 times in a combo	Half-Cab Impossible are all

NORMAL:

Manual for 4 seconds	enter a Manual and tap
Manual for 6 seconds	[GRIND][GRIND]; to Casper,
Manual for 8 seconds	enter a Manual, Shuffle to
Manual for 10 seconds	a Handstand ([GRAB][GRAB]),
Manual 3 times in one combo	then tap [FLIP][GRIND]; to
Manual 5 times in one combo	Half-Cab Impossible, enter a
Pogo 2 times in one combo	Manual and tap [FLIP][FLIP].

SICK:

Manual for 6 seconds	(Sometimes you do a 360
Manual for 10 seconds	Fingerflip instead, but that
Manual for 14 seconds	doesn't really matter; just
Manual for 17 seconds	keep tapping [FLIP][FLIP] to
Pogo 5 times in one combo	switch between the 360 Fin-
Casper 6 times in one combo	gerflip and the Half-Cab

----->Kudos goes out to Dan Lowin for explaining how to enter the Half-Cab Impossible for the Sick Manual Skill Points!

-----|-----|-----|-----
<smtr>

Prelude: [Training]

Compass:

NORTH: WDT Room

SOUTH: Taxi

EAST: XL Funbox

WEST: THE HP

----->A Real Pool: In the Secondary Room, there's a genuine pool with genuine water being pumped into it by a white, rectangular machine that I can't quite remember the name of. (I know it's not a refrigerator, so it's one step in the right direction, I guess.) To my knowledge, there's no way to drain the water.

----->BLADRZ RUL LOLZ: This is in reference to the alcovy-signy-alcovy area above A Real Pool. Climb up the ladder above the not-a-refrigerator to reach an alcove, which has a narrow ledge for you to shimmy across that goes over a sign that says BLADERS RULE. Beyond the sign is another alcove with a small rail inside that leads into the Main Room.

----->Glass Alcove: Above THE HP is this room surrounded on three sides by glass that you can break through. Wow?

----->Large Funbox: Sitting in the middle of the Secondary Room, this funbox is not as large as the monster behind it, but it's self-contained. It has a rail and a few ledges, plus a QP that becomes part of an HP once you bust down the concrete wall on the XL Funbox.

----->Light System: One of two lines hidden on the ceilings of both rooms, a bunch of flourescant lights hang down, ready for you to grind on if you can get to them. Stick with them and they'll take you to hard to reach objects or places.

----->Main Room: Going down from the WDT Room brings you into the Main Room, an area many THPS vets are familiar with--that's right kiddies, the Hangar is back again. Except they've replaced the plane and a few other objects with rails and ledges. THE HP and the Taxi are here.

----->Pile o' Crates: Sitting against the wall seperating the Main and Secondary Rooms on the Secondary side are two piles of crates. One is actually just a pile of ONE crate. The other is a pile of two.

----->Recessed Ramps: A set of three QPs sit in their own little alcove in the Secondary Room. The area sits against the wall opposite the WDT Room.

----->Red Button Door: A door you open in Story Mode by breaking through to Secondary Room and wallriding over a red button on the wall. It's the only real door connecting the two rooms (the others are holes in the wall or alcoves) and sits against the long QP on the south end of the area.

----->Secondary Room: This room is completely new. No helicopter or crappy

pseudo-lines; pools and funboxes and TrickObs and QPs galore.

----->Sprinkler System: One of two lines hidden on the ceilings of both rooms, about five or six different lengths of sprinkler pipe curl about in their own lines. There's nineteen sprinklers total on the pipes.

----->Taxi: A Taxi towards the back of the Main Room. It's beyond THE HP. Man...that is such a Taxi. I wish I had a Taxi just sitting in my room like that. Then it'd be all like a taxi and all.

----->THE HP: Why call it that? Because it is THE Half-Pipe. Training is a revamped Hangar from about three other Tony Hawk games, and this HP has been there for every single one. It's about as famous as School II's Leap of Faith. Anyway, THE HP is the one found near the Taxi--the wooden guy partially in-set into the ground, with two kickers on the outside.

----->WDT Room: The starting point. There's a QP on one wall, and two roll-ins leading down into the main room seperated by a wall. There's a sign between the walls reading "WORLD DESTRUCTION TOUR."

----->XL Funbox: This is the big, ramp-edged, rail-topped, concrete-fronted monstrosity against the far wall in the Secondary Room. There's a QP inside that you can access by going through the glass on the top of the funbox, and a concrete wall that can be broken down to create an HP with Large Funbox.

----->Yellow Pipe: In the southeast corner of Secondary Room, a yellow vent pipe is set up against one wall. You can climb that pipe up into an alcove.

-----|-----|-----|-----
Before starting, I want to express very clearly that YOU DON'T NEED TO DO ANYTHING HERE. The only mandatory part of this level is KEEP THE FOCUS, but once you do that you can skip right onto the main story. If you'd rather stick around, the Pros are hanging out with some advice for you. Most of it is stuff you already know about, but they also get into newer aspects of gameplay, like tagging, throwing stuff at pedestrians, and the infamous Backflip, Frontflip and Roll techniques. However, not everything is available all at once, so to get to the cream-filled center, you have to go over all the basic stuff.

The setup for this section is different from the others due to the nature of the "goals" you need to accomplish. The layout of each goal is like this:

TYPE OF LESSON - NAME OF LESSON

[Name of Pro]
Where you find him
Requirements to make him appear

Hints on how to complete the goal and move on

Obviously, some of the goals are self-explanatory and don't really need much discussion, so I've said what's necessary there and focused more on the newer/harder lessons.

BASICS - LEARN TO OLLIE

[Rodney Mullen]

Red Button Door
Requirements: None

Hints: Ollie three times. Just plain old Ollies--nothing magical or special about 'em.

BASICS - MANUAL

[Rodney Mullen]
Continued

Hints: Manual or Nose Manual through the cones.

BASICS - GRIND THE RAIL

[Chad Muska]
Continued from Rodney Mullen

Hints: Ollie over the bent rail in front of you and land a grind on it.

BASICS - NO COMPLY OVER THE TAXI

[Rodney Mullen]
Continued from Chad Muska

Hints: To No Comply, press up and the ollie button at the same time. Use the kickers on any of the four sides of The Taxi to go over it.

BASICS - BONELESS OVER THE TAXI

[Rodney Mullen]
Continued

Hints: To Boneless, hit UP-UP-OLLIE. Use the kickers again.

BASICS - KICKFLIP OVER THE GAP

[Rodney Mullen]
Continued

Hints: Go over the gap between the two kickers and pop a kickflip.

BASICS - LIP THE QP

[Bob Burnquist]
THE HP
Requirements: Complete LEARN TO OLLIE through KICKFLIP OVER THE GAP

Hints: Do a Lip Trick on the lip of THE HP.

BASICS - QP GRIND

[Bob Burnquist]
Continued

Hints: Go up THE HP at an angle and grind on the lip.

BASICS - MELON OFF A VERT

[Bob Burnquist]

Continued

Hints: Perform a Melon [LEFT-GRAB] while verting up THE HP.

BASICS - LEARN TO SPIN

[Bob Burnquist]

Continued

Hints: Vert up THE HP and hold the joystick either left or right. You can do a trick if you want to, but it's not necessary. Just land at least a 360 spin.

BASICS - GET OUT OF A HALF-PIPE

[Bob Burnquist]

Continued

Hints: Go up THE HP and hit the R button to level out and land on the outside.

BASICS - QP TRANSFER

[Bob Burnquist]

Continued

Hints: Transfer from one glowing ramp to the other by going up one ramp at an angle and Ollying.

NOVICE - STICKER SLAP THE WALLS

[Chad Muska]

In front of THE HP

Requirements: Complete LIP THE QP through QP TRANSFER

Hints: Do five Sticker Slaps anywhere against a wall. To Sticker Slap, press the A button when Ollying directly into a wall.

NOVICE - TEAR DOWN THE WALL

[Mike Vallely]

Red Button Door

Requirements: Complete STICKER SLAP THE WALLS

Hints: Go up the glowing QP and grind the lip, then Sticker Slap the cracked wall next to Red Button Door.

NOVICE - OPEN THE DOOR

[Mike Vallely]

Continued

Hints: Now you're in the Secondary Room, but you have to ignore it for now. You're facing a wall adorned with a large red button that looks more like a fire klaxxon than anything else. Go up to the wall and Wallride [OLLIE+GRIND] over the button.

NOVICE - WALLIE AND GRIND THE RAIL

[Bam Margera]

Between Large and XL Funboxes

Requirements: Complete TEAR DOWN THE WALL through OPEN THE DOOR.

Hints: Do exactly as Bam says--go up to the wall and Wallride, then Wallie up to the rail on top of XL funbox. Land a grind.

NOVICE - SPINE TRANSFER THE FUNBOX

[Bam Margera]

Inside the XL Funbox (either go through the front if one of the walls is broken down, or break through the glass on the top against the wall)

Requirements: ?

Hints: Spine over the Large Funbox into the pool. Simple.

NOVICE - HIP TRANSFER

[Bam Margera]

Continued

Hints: Go up the glowing QP in front of you, angled slightly toward the left. When up in the air, hit the right trigger like you're going to Spine Transfer. If your angle is right, you'll drop down into the QP perpendicular to the first one, making a Hip Transfer.

NOVICE - MY FIRST COMBO

[Chad Muska]

South end of XL Funbox

Requirements: Complete CAVEMAN TIME through ACID DROP

Hints: Just follow Muska's instructions--grind on the lip of the glowing QP, Ollie off onto the rail lined up with it, then Ollie off that into the other glowing QP.

NOVICE - SIDE JUMPING COMBO

[Chad Muska]

Continued

Hints: Again, listen to Muska. Side-jumping might seem intimidating at first, even to THPS/THUG vets, but once you do it you'll realize that you've been doing it all along, and only just now did they decide to verbalize it.

NOVICE - SKITCH THE FORKLIFT

[Chad Muska]

Northeast corner of Main Room

Requirements: Complete HIP TRANSFER

Hints: Do as Muska says. To Skitch, go up behind the forklift and press up on the left analogue stick. Skitching is easier to balance than grinding and flatlanding, so hanging on for ten seconds isn't too big an ordeal.

NOVICE - DO A REAL COMBO

[Bam Margera]

South end of Large Funbox

Requirements: Complete VERT WALLPLANT SESSION

Hints: Just like Bam says--head up the QP and do any grab that catches your fancy. Hit the right shoulder button to revert as soon as you come in contact with the QP, then hit [UP-DOWN] or [DOWN-UP] for a Manual. Land the combo.

NOVICE - DO A MCTWIST

[Bam Margera]

South end of Large Funbox

Requirements: Complete DO A REAL COMBO

Hints: Again, do what he says--Combo to your hearts content until your Special meter is full up and flashing. Then do a McTwist [RIGHT-DOWN-GRAB] off a QP.

OFF BOARD - CAVEMAN TIME

[Mike Vallely]

Between Pile O' Crates

Requirements: Complete WALLIE AND GRIND THE RAIL

Hints: Caveman three separate times. Don't do three Cavemans in one Combo, and you need to complete a combo for a Caveman to count (for example, Caveman onto a ledge, then Ollie off. If you continue the Combo or get back off your board, the Caveman won't count yet. If you just Ollie off from the Caveman, then land on the ground, the Caveman is counted immediately). You have the entire level at your disposal, so use whatever ledges make you feel most comfortable. The lip of the pool and the ledges of Large Funbox are close and very Cavemanable.

OFF BOARD - JUMP ON THE CRATES

[Mike Vallely]

Continued

Hints: Get off your board and jump on top of the low crate in Pile O' Crates. Then get back on the floor and Double-Jump onto the taller Pile O' Crates (to Double-Jump, press against a wall and hit Jump twice).

OFF BOARD - JUMP AND HANG

[Mike Vallely]

Continued

Hints: You're aimed straight at the not-a-refrigerator in A Real Pool. Just run straight at it with the Right Trigger held down to grab onto the ledge, then pull yourself up by tapping up on the left analogue stick.

OFF BOARD - CLIMB THE LADDER

[Mike Vallely]

Continued

Hints: Climp up the glowing ladder. You can walk right into it, or you can jump at it with the right trigger button held down to latch on partway up.

OFF BOARD - SHIMMY TO THE OPENING

[Mike Valleley]

Continued

Hints: Walk forward over the ledge of BLADRZ RUL LOLZ to the left of the ladder (when facing out to Large and XL Funbox). You'll grab onto the ledge automatically. Shimmy over to the second alcove beyond the BLADRZ RUL LOLZ sign.

OFF BOARD - ACID DROP

[Mike Valleley]

Continued

Hints: Like Mike V says--skate to the edge and Ollie, then tap the Right trigger button to fall down into the QP below.

NEW SCHOOL - DO A BACKFLIP

[Bam Margera]

South of the Large Funbox

Requirements: Complete DO A MCTWIST

Now Bam will teach you the sacred Backflip move (Frontflip and Roll, too) which haunt you in Classic Mode unless you get this far to learn how to use it. First do a Backflip by holding [GRAB] and pressing [DOWN-DOWN]. (A Frontflip is the same, except you replace [DOWN-DOWN] with [UP-UP].)

NEW SCHOOL - DO A ROLL

[Bam Margera]

South of the Large Funbox

Requirements: Complete DO A MCTWIST

Hints: Finally, Bam teaches you the Roll. Hold [GRAB] and tap either [LEFT-LEFT] or [RIGHT-RIGHT]. These are trickier to land because they twist your board out from under you, so if you're having trouble, use Focus Control to line your board up right.

NEW SCHOOL - VERT WALLPLANT SESSION

[Bob Burnquist]

North of A Real Pool

Requirements: Complete SPINE TRANSFER through HIP TRANSFER

Hints: You have to slap the wall three times while going up the QP next to A Real Pool. The problem is, it seems to be really picky about how it works; you're supposed to Ollie up the QP like you're doing a normal Vert trick and then hit the Ollie button again right away to do a vertical sort of Sticker Slap. It all depends on timing. The easiest way to get the timing down is if you use a controller with a rumble feature; when you Ollie up a QP, there's a slight rumbling sensation. Use that as your cue and hit Ollie again to Vert Wallplant. Since there aren't many QPs lined up directly against a wall, I recommend staying close to the one you start on, so when you come back down make a tight U-turn to go back up.

NEW SCHOOL - FUN WITH TOMATOES

[Eric Koston]

Northeast corner of Secondary Room

Requirements: Complete WALLIE AND GRIND THE RAIL

Hints: Another new addition to the game--throwing food (or other stuff) at pedestrians. In each contemporary level there will be a case or a box where you can load up on five to ten throwable objects and hurl them using the Flip button. Here's a simple one for you--just peg Phil five times as he wanders around the northeast corner of Secondary Room. If you're interested in building up your Run stats, enter a manual, Pogo [GRIND+GRIND] to come to a standstill

and hurl the tomatoes in
place.

NEW SCHOOL - TAG THE PLACE

[Chad Muska]

South end of Large Funbox

Requirements: Complete SPINE TRANSFER through HIP TRANSFER

Hints: Find the five SPOT posters hiding in Secondary Room. (SPOT meaning Skate Park of Tampa? A throwback to THUG1, perhaps.) To tag, get off your board and hit the Grind button when standing against a wall.

1//On top of the higher Pile O' Crates.

2//In the very northeast corner of Secondary Room, against the XL Funbox wall.

3//On the wall directly above XL Funbox, on the left side (if facing XL Funbox from Large Funbox).

4//On the wall directly above XL Funbox, on the right side (if facing XL Funbox from Large Funbox).

5//In the Yellow Pipe alcove.

NEW SCHOOL - HANG'N TEN

[Chad Muska]

Continued

Hints: Go back up the ladder to BLADRZ RUL LOLZ like you did with Mike V. Only instead of going all the way over to the second alcove, stop over the banner flag and hit the tagging button again.

NEW SCHOOL - KEEP THE FOCUS

[Tony Hawk] - WDT Room

Okay--the last thing you'll learn in Training is how to use Focus Control. Birdman will tell you to fill up your special meter. Once you do, tap the left shoulder button to initiate Focus Control, causing time to slow down, giving you greater control over your balance and timing. Focus Control drains your Special meter, so keep doing tricks to keep it full. Hold Focus Control for five seconds total--so if you lose it, you can pick up where you left off.

NEW SCHOOL - ARCADE MACHINE HIGH SCORE

Score to beat: 1,000/3,000/5,000 pts

Arcade Machine: East wall of Main Room, on the raised platform

Requirements: Complete STICKER SLAP THE WALLS

Hints: Arcade Machines are found in each contemporary level and have a HIGH SCORE for you to beat. Training's is just meant to start you out nice and easy, so the score isn't too high--hell, you can beat it in one easy combo of any style of skating you prefer. You have 1:00 to beat the Arcade's score. If you've passed the score and want to just leave it as it stands, you can select "END CURRENT RUN" from the Start Menu. It'll ask you for your initials and if you would like to save the game.

When you've finished learning everything a particular Pro has to teach you, they'll start skating around selected areas of Training. Eric will always be going back and forth between the north and south ends of Main Room's east side; Mike V tears up the northeast pool in Main Room once you finish ACID DROP; Bam grinds all over the Sprinkler System in Secondary Room once you finish HIP TRANSFER (but returns for DO A MCTWIST through DO A ROLL for some reason); Burnquist has his way with the Large Funbox area after VERT WALLPLANT SESSION; Koston disappears entirely after FUN WITH TOMATOES (Just like in Story Mode!); and Muska does a wide loop around the Taxi, over THE HP, and through the WDT Room after completing SKITCH THE FORKLIFT.

When you're done, speak to Birdman again to move on to Boston.

-----|-----|-----|-----<smbo>

Chapter 1: [Boston]
- Places of Interest -

Compass:

- NORTH: Statehouse, Riboff Bank
- SOUTH: Construction Yard
- EAST: Hospital
- WEST: Apartment Complex, Museum

====>Apartment Complex: Down the road as it turns right from the starting point, there's an opening in the buildings and a series of ramps, QPs, and HPs inside, you can spine through the windows of the buildings from the front. One building has a man doing a very swivelly-hip dance for a goat in a chair, and the other has a parody of the Star Wars Kid. Press the interaction button while off your board and he'll get up and swing a field hockey stick around, making noises while space-adventurish music plays.

====>Church: Across the street from the Commons and next to the Library, the Church has some stairs to grind and a nice series of ramps for you to access on the rooftop, if you can find a way up there.

====>Commons: The center area of Boston is taken up by a park with a statue of George Washington in the center. This park's got a couple planters for grinding, a little flatland, a staircase to gap down, benches off too one side, and QPs surrounding the statue. You can also pick up apples in one corner to throw at pedestrians.

----->Construction Yard: Most of the south end of the level is taken up by a construction yard with a variety of TrickObs. You can spine over one wall to get into the Tea Boat.

----->Hospital: The hospital has two QPs on street and rooftop level and is fronted by a planter with two chimney volcanoes you can Hip or Spine Transfer. To the right of the hospital is an air vent that someone took extreme care to put Grind Blockers on. Until you can find something powerful enough to knock them down, you can ollie up into the air vent and pop up in the Construction Yard.

----->HPLB: "Half-Pipe Ledges Building." The brown building between Library and Church with one HP set above the ground on Commons side of the street, and a ledge on the other.

----->Jeers: A bar to your left at the starting point. The sign of the bar and the inside are made to resemble the one from "Cheers." There's a yellow rail in front of it.

----->Library: Across the street from the Commons and next to the Church, the Library has QPs on street level and kickers on the rooftop. You can go inside the Library for a bit of quiet, a couple grindables lining you on either side.

----->Metals: A curved, flat piece of modern art crap in front of Riboff Bank. It's one of Boston's Finest Rails.

----->Museum: The Museum is right next to the starting point. It's got a few rails and ledges, and some open space to flatland.

----->Riboff Bank: Between Scollay Square and Statehouse is a bank fronted by Metals and a bus shelter. There are rails surrounding the outside of the bank up near the top. The only ways in are to transfer from the QP on the wall close to Statehouse to one that's inside the building, or to shimmy across the lower rail on the building itself and jump through the breakable glass on the west side.

----->Scollay Cable: If you go into the VERY top corner of Scollay Square, on top of that brick-lined pathway, there'll be a gap in the fence you can walk through. That takes you into an alcove above Scollay Square. There's a cable running from one corner of the alcove up to the roof of the church. It's a very handy shortcut that you can grind or shimmy across.

----->Scollay Square: The entire northwest corner of the level between the bank and the Hospital, this relatively open area is great for flatlanding. You can grind on a couple rails and ledges here, and the raised Subway Entrance in the center has about three different kinds of ramps on it.

----->Statehouse: A Redbrick building on the north side of the level, the Statehouse has a few rails and ledges on streetlevel, a staircase to flip down, and a multitude of QPs and HPs on the outside. Two statues of George Washington stand on either side of the staircase.

----->Subway: No, not the way a sandwich should be...but it IS to the side of the Commons, beyond the benches. There's two entrance ways leading down into a narrow Flatland area with four benches on the left and right for you to grind on. There's a third one in Scollay Square that's blocked off from access, but counts as a "Subway" in goals where subways are pertinent.

=---->Tea Boat: Nice for vert skaters, the Tea Boat is basically an ongoing bowl with room enough to manual in the middle. You reach it by spinning over the construction yard gate.

=---->DESTRUCTION!!: A new feature for every contemporary level--destroying things to alter the layout of a level. Sometimes it involves grinding a certain bar or throwing a tomato--it varies from level to level. In Boston, light your board on fire using the flaming trash can in the southwest corner of the Commons, then grind on both cannons not too far away. The cannons shoot off into the half-finished building in the Construction Yard, causing most of it to collapse on itself. This tears down part of the stone fence in front of the building and gives you a couple of really neat QPs and HPs to play with.

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[Pros:]

BOB BURNQUIST

Air: *****oo (8/10)
Lip: *****o (9/10)
Run: *****ooo (7/10)
Flip: *****oo (8/10)
Rail: *****o (9/10)
Spin: *****o (9/10)
Ollie: *****ooo (7/10)
Speed: ***** (10/10)
Switch: ***** (10/10)
Manual: *****ooo (7/10)

RODNEY MULLEN

Air: *****ooo (7/10)
Lip: *****ooo (7/10)
Run: *****ooo (7/10)
Flip: ***** (10/10)
Rail: ***** (10/10)
Spin: *****o (9/10)
Ollie: *****oo (8/10)
Speed: *****oooo (6/10)
Switch: ***** (10/10)
Manual: ***** (10/10)

CHAD MUSKA

Air: *****ooo (7/10)
Lip: *****ooo (7/10)
Run: *****oo (8/10)
Flip: *****o (9/10)
Rail: ***** (10/10)
Spin: *****oo (8/10)
Ollie: ***** (10/10)
Speed: *****oo (8/10)
Switch: *****oo (8/10)
Manual: *****o (9/10)

MIKE VALLELY

Air: *****oo (8/10)
Lip: *****oo (8/10)
Run: ***** (10/10)
Flip: *****oo (8/10)
Rail: *****oo (8/10)
Spin: *****oo (8/10)
Ollie: *****o (9/10)
Speed: ***** (10/10)
Switch: *****ooo (7/10)
Manual: *****oo (8/10)

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[You]

FIND THE SPECIAL GUEST - 25 pts

Hints: INCREDIBLY easy. You don't even have to go that far from the starting point. Ollie over the yellow rail in front of Jeers and get close to the door. You'll get a scene from inside the bar and Jesse James will become available for you to access. You can speak to him next to the yellow rail.

FIND BEN FRANKLIN - 25 pts

Recommended Characters: Custom Skater, Pro Skater

Hints: Not quite as easy as FIND THE SPECIAL GUEST, but simple nonetheless. Go up one of the QPs on the sides of Statehouse. Not the ones bordering the stairs--the ones on either side of the house itself. If you need speed, you can Spine over the QPs on the stairs, then go up the QPs opposite the ones on the house, back down, and up the right ones--but you really shouldn't need to. However you feel is best, go up one of the QPs and level out when you reach the peak of the jump. There are windows near the top that you need to break through, and they take you inside Statehouse's top floor. You'll see an old man holding a skateboard in the center of the hall; follow him as he runs out the door, back to the front of Statehouse.

MARK YOUR TERRITORY - 50 pts

Hints: Has anyone ever played the games Jet Grind Radio for Dreamcast, or Jet Set Radio Future for the XBox? I didn't think so...sigh.

Anyway, SPAT. These lackluster graffities appear in every level of Story Mode--there are always five, and you have to tag over all of them by getting off your board and using your Graffiti Tag. You'll have "tagged over" the SPAT tags when "SPAT" is all whited out.

1//On the wall between Statehouse and Riboff Bank.

2//In the construction yard, between the fence and the giant vent QP.

3//On a wall of the Construction Yard, street-side. It's close to the corner between Construction Yard and Apartment Complex.

4//On the wall of HPLB between the HP ledge and the Church steps.

5//In the long HP on the Hospital roof.

HOSPITAL DUTY - 50 pts

Hints: One of the more frustrating goals so early on, HOSPITAL DUTY is reminiscent of Bam's Pro Goal in THPS4. You have to go to the kid sitting on the stretcher in front of the Hospital and talk to him. This puts you behind the stretcher, and you have to navigate it to where Tony is standing at the starting point of the level. You can jump and grind with the stretcher, but it's easy to bail if you land at an off angle or crash into something. What's more, there are surgeons all over the place that come charging into you to get you to stop. You have to find lines that avoid the surgeons. One path you can use is to go through the alley between the Library and HPLB and jump up using the dumpster's kickers. Grind on the ledge on HPLB around to the front and jump off as you get to the church. Land a grind on the church steps, and then hop over to the stairs or the long black rail in front of Statehouse. Keep jumping to retain speed. Finally, jump off the rail before it curves back into the street and beeline straight for Birdman. Surgeons seem to appear randomly in certain areas--To the left or right of Hospital's volcanoes, between the Library and Construction Yard, between Church and Riboff Bank, between Library and Commons, between Commons and Museum, and between Jeers and Commons.

ARCADE MACHINE HIGH SCORE - 50 pts

Time Limit: 1:00

Score to beat: 7,500/10,000/100,000 pts

Arcade Machine: Immediately to the left of the starting point, before Jeers.

Hints: If you didn't try Training's ARCADE MACHINE HIGH SCORE, Boston's is fairly simple to get you started on the right foot. Even in Sick mode, the point total to reach is simple. Just do what you do best for a minute, and if you have trouble, save it for later.

DANCE, SUCKA - 50 pts

Hints: The last remnants of the "Do The Tricks They Shout Out" goals from...I think THPS3, but don't quote me on that. There's a boombox in front of the Commons, Statehouse-side. You have to talk to it like a person, and then you'll be set out upon the level to a very basic drum-beat. A list of tricks will form in the lower right corner of the screen, and you have to pop the tricks off to the beat. (For those of you who are rhythmically impaired, watch the boombox below to the list and do the tricks when it turns red.) The tricks are all basic Flips, so you can do them right out in the street if that's your thing, or you can find a particular HP you're fond of.

DECAPITATE THE STATUES - 50 pts

Hints: There are three statues that need decapitating. There are two on either side of Statehouse's staircase--go up the QPs lined up with the statues and do a lip trick on each one to knock their heads off. The third one is in the center of Commons; get off your board and climb up the statue's base. Since the ledges are so narrow, you're constantly being pushed off, so keep double-jumping. Get up on top of the horse, behind or next to the statue of George Washington, and Caveman onto his head to knock it off.

COMBO ON THE RV RAMP - 75 pts

Requirements: Complete FIND THE SPECIAL GUEST and JUMP THE CARS.

Time Limit

Score to meet: 2,000/5,000/25,000 pts

Hints: You can do a couple things if you want; as the semi-sophomoric picture scribbled inside the RV Ramp suggests, you can do a Lip Trick combo to build up the point score you need to meet. I personally prefer going into a Manual, then double-tapping the grind button to Pogo and stop dead in place. While the RV is an HP, Verting is strictly out of the question; because the RV is constantly moving, you'll either come down over the center of the HP, or get thrown clear of the RV entirely, especially when it makes a turn around Commons. If you stay on the ramp too long without doing anything, time will run out (what the...?) and you need to climb off and try again. You can't just hop off and hop back on for some reason, so get off, skate around the outside of Commons going clockwise, and hop back on the RV when you get close to it.

SICK MODE NOTES: Basically--do the same as above, only if you decide to Flatland, be sure you have a Special Manual equipped that ISN'T Hot Rod or Paulie's Butt Manual. (The Ahhh Yeahhh! works very well in this case. I just hope you're open-minded if you're using a male character.)

[Pro]

Boston's Pro can be found next to the Library.

COMBO THE 4 BENCHES - 25 pts

Hints: This may seem difficult at first, but it mostly depends on your skill in Hold-Grinds and what part of the benches you Grind. The benches in question are on the east side of the Commons. For an easier time, start at the top bench. Ollie onto the back of the bench, the higher part, and keep tapping the grind button till you hit the second bench. Don't Ollie to it or anything, just tapping grind will be enough. Then Ollie the gap between the two sets of benches and land on the third one. Manual if you ollie too short. Then tap the grind button again like you did between the first two.

YE OLDE CANNON GRIND - 25 pts

Hints: Another simple one, grind the cannons sitting in the Commons, on the side closest to the construction yard. (Mmm. cacophony!)

SKITCH A SEAWORTHY VEHICLE - 25 pts

Hints: A car shaped like a boat is driving around in the street. Grab onto the back of the car (by pressing up on the left analogue stick when behind it) and hold your balance for twenty seconds. Again, skitching balance is a lot better than flatland and grinding balance, so it won't be too difficult. If you happen to lose your grip, the counter gets reset and you'll have to skitch for the full 20 seconds again.

SALUTE THE GENERAL - 25 pts

Hints: I guess the Red Sox winning the world series wasn't enough for this pushy Bostonian. Use the QPs bordering the statue in Commons to Spine over it. Bust a Benihana [DIAGONAL-DOWNLEFT-GRAB] while Spining. (A Hip transfer also works, as long as you get the WASHINGTON AIR gap.)

GREAT BALLS OF FIRE - 25 pts

Score to meet: 5,000/15,000/50,000 pts

Hints: Ollie directly over the flaming garbage can on the southwest corner of Commons. When your board catches on fire, start and land a combo. Make sure you have special before lighting your board on fire and do a Special Manual to get over to a place you happen to like comboing.

SLAP THE SIGNS - 25 pts

Hints: There are four NO SKATING signs scattered throughout Boston, and you gotta Sticker-Slap all of them.

1//Grind the long, black rail in front of Statehouse, towards Jeers. Ollie off the rail before it curves and Sticker Slap the sign on the side of Jeers.

2//On the Commons-side HP Ledge of HPLB. The sign will be on street level, so crossing through traffic can pose a bit of a problem. If a car crosses in front of you, it'll knock you off in a different direction, so make sure the road is relatively clear before slapping this one.

3//Go into Scollay Square and grind on the left ledge of the brick-walled staircase in the northeast corner. Follow the grind as it curves toward Riboff and Ollie off at the very end. The third sign is lined up with the ledge against Riboff's side.

4//Grind on top of the stone fence QP blocking out the Construction Yard, on the Hospital side. The last sign is on a wall between the vent launcher and the vent QP.

TAG A BIG BILLBOARD - 50 pts

Hints: Another cross-level goal, TAG A BIG BILLBOARD involves you going up to some high, hard-to-reach area and hitting the Graffiti Tag button. Most of these areas aren't really THAT hard to get to once you know your way around a level, but it poses an interesting challenge if you're just starting to explore.

Anyway, to get to Boston's Big Billboard, head into the Construction Yard. In the corner closest to the Apartment Complex, a yellow ventilation pipe is dangling over the ground. Jump off your board and up to the pipe with the right trigger held down so you grab onto it. Climb the pipe until a large block of wood appears hanging in the air to your right; jump off the pipe to the right and tap the right trigger when you get near the block to grab onto it. (If you grab the yellow pipe instead of the block, you either need to climb up higher, jump out farther, or hit the right trigger later.) Haul yourself up onto the block, then run forward towards a second, higher block. Jump over the gap and tap the right trigger again. There'll be a billboard on that block, to your left. Go up to it and hit the Graffiti Tag button for some mad taggin' action.

FINEST RAILS IN BOSTON - 50 pts

Time Limit

1//Land a grind on Metals, that bizarre modern artwork in front of Riboff bank.

2//Grind the yellow rail in front of Jeers.

3//Hop onto any one of the glowing rails in front of the Museum.

[Special Guest] - BEN FRANKLIN

Air: *****oooo (6/10)
Lip: ****ooooooo (4/10)
Run: **ooooooooo (2/10)
Flip: *****oooo (6/10)
Rail: *****oooo (6/10)
Spin: *****oooo (5/10)
Ollie: *ooooooooooo (1/10)
Speed: *****oooo (5/10)
Switch: *****oooo (6/10)
Manual: *****oooo (6/10)

SPECIAL TRICK: Franklin Grind [GRIND]

Ben Franklin is a very AWESOME character to throw into a skateboarding game, and I mean this sincerely, because--of all the other random guys in the Tony Hawk series, this is probably the most random. Maybe I'm just biased because I think Ben Franklin is the man. Either way, Ben's stats are...well, they're pretty weak. If you're playing Normal or Sick mode, his stats are appropriate for such an early point in the game.

ALL ABOUT THE BENJAMINS - 50 pts

Hints: Get into Riboff Bank. Refer to Boston's Places of Interest to find out how, if you're not sure.

COMBO ON THE HIGH SEAS - 50 pts

Score to meet: 3,000/10,000/40,000 pts

Hints: You have to start the combo while on the Tea Boat--so that means you can't start while Spining into it. It shouldn't be that hard; just use the lower deck for Flatlanding, and the pool is okay for Vert stuff.

SKATE THE LIBERTY TRAIL - 50 pts

Time Limit

Hints: One of the more difficult goals in the level, especially in Sick mode with the realistic physics, this is a test of Vert and off-board skill. First, do a Pop Shove-It down the stairs in front of Statue-house. (You have to get the DOWN THE STAIRS gap in order for it to count.) Then go to Library and transfer from one QP to the other over any of the glowing signs. Then Spine into the Tea Boat and climb up the glowing rope ladder. You have to Acid Drop in the HP closer to the front of the boat directly bordering the rope ladder, which is a challenge since it's so easy to go off, tap the right shoulder button, and then grab back onto the rope ladder. If you get back onto your board on the top of the mast and hold the right trigger down, you'll fall into the QP below (getting the TEA BOMB gap, which is what you're supposed to receive).

TEAM CHALLENGE - 50 pts

Required Characters: You, Pro, Ben Franklin

Hints: While the additional information for this Goal says you have

to air OVER an inline skater, you really need to air OFF one. The skater circles Commons counterclockwise, and you need to Ollie as you crash into him, earning the BLADER HOP gap. Pop a quick Kickflip [LEFT-FLIP] in the same combo you get BLADER HOP. Do this three times with all three skateboarding characters.

[Secret Character] - JESSE JAMES on POWER SCOOTER

JUMP: Jump It
GRIND: Grind It
GRAB: One Footer
FLIP: Barspin

Jesse can't bail. Period. HE CANNOT BAIL. He can't manual or Lip in exchange, but the unbailability is really sweet. His scooter is fast and gets a lot of air.

KILL THE GRIND BLOCKERS - 25 pts

Required Character: Jesse James

Hints: Here's a quick and easy 25 points; as Jesse James, go to the big ventilation system between the Hospital and Construction Yard, on the Hospital's side of the fence. There are four grind blockers around the base of the vent, and only Jesse's power scooter can grind them off. Hop onto the ledge at any part of the vent and grind full-circle to get rid of all four grind blockers.

JUMP THE CARS - 50 pts

Required Character: Jesse James

Hints: There are four cars in the streets of Boston--a jeep, two regular cars, and the Boat car. You have to Jump It over any of those cars three times, getting the CAR HOP gap. I recommend focusing on the smaller cars, ignoring the Boat Car entirely. CAR HOP doesn't always register if you jump over the car from front to back or back to front, so try approaching the cars from inside Commons, jumping outward as they pass by.

SCOOTER VS. WHEELCHAIR - 50 pts

Required Character: Jesse James

Hints: Initiate this race by speaking to Paulie in Scollay Square, between the subway entrance and the bricklined stairway. Hold down the jump button and head towards the Commons, turning between it and the Church stairs. Go down to the Library and turn down the road to the Hospital, then go past the volcano spines, under the awning in front of Hospital. Then head right back up to Scollay Square, to the place where you originally found Paulie.

SPINE TRANSFER TOUR - 50 pts

Time Limit

Recommended Characters: You, Pro, Ben Franklin

Hints: The reason I recommend everyone BUT Jesse James is that, while JJ's suped up speed is really cool, it means he also airs up really high while Spining. This goal has a time limit (though it's invisible, for whatever reason), so you're best off with a character who won't spend most of the time in the air.

1//To start the goal, Spine over the raised, blocked-off subway

entrance in Scollay Square OR over one of the two Subway entrances in Commons. I recommend the one in Scollay Square, since it's closer to number two.

2//Head over to the volcano pillars in front of the hospital and Spine over one of those.

3//Go to the Construction Yard and hit the Spine over to Tea Boat.

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<smba>

Chapter 2: [Barcelona]
- Places of Interest -

Compass:

NORTH: Parc Guell, School

SOUTH: Maramagnum

EAST: MAMO, Bull Cage

WEST: Estacion Sants

====->Alleys: A general name applying to the Farmacia/Plaza Paralela/Smoke-stacks/Perdrera area and the paths running between them..

====->Bridge: A massive bridge with wavy red rails spans across the waterfront, connecting Estacion Sants to Maremagnum. There's an infinite amount of lines that you can mix and match thanks to the safety rails, benches, and decorative rails. You can also use it to flatland. In Story Mode, you need to complete HELP PEG LEG in order to make the bridge close.

====->Bull Cage: This is between Parc Guell and the MAMO. Throw a tomato at it to cause Barcelona's DESTRUCTION!!. When open, it makes a miniature QP.

====->Church: Past Estacion Sants, the church is a red-brown building draped with green tarpaulins. There's a couple planters with QPs in front, and construction barricades blocking the church's doors also make makeshift QPs. The church has a ledge you can grind in part of a nice line.

====->Cines: A movie theater in Maremagnum. Going through the front doors spits you out an air vent on the back, onto a cable over the water.

====->Estacion Sants: The starting area, Estacion Sants has a nice selection of ledges and rails for the Street Skater, and once you free the Bull. some decent Verts, too. You can rip a nice, big combo in this area alone.

====->La Farmacia: A small building standing next to la Perdrera and kind of tucked away in the center of the Alleys, la Farmacia has a QP on one side and a pool on the roof. You use both mainly to get up to the top of Plaza Paralela and La Perdrera.

====->La Perdrera: A circular building taking up a large portion of the main area, la Perdrera has a long, spiralling grind on the inside and three pools on its roof. It's the giant building you see to your left at the starting point.

====->Maremagnum: A park on the opposite end of the bridge, Maremagnum has a nice variety of TrickObs to please any skater. One end of the tram can be found in a corner of the area.

=====>Museo del Arte Moderno (MAMO): A big building next to the bullcage, it has a nice ledge in front of it, and going inside brings you up to a kicker. It's on the opposite side of the Alley between the MdM and one of the Plaza Paralela buildings.

=====>Museo del Medevil (MdM): A brown-brick building designed to look like a small castle, MdM has two doors (one facing the street, the other on the opposite side) that bring you up to a pair of catapults. The catapults launch you automatically, giving you nice air to bust a big vert trick. The rear catapult sends you toward the Waterfront, and the front one sends you onto La Perdrera.

=====>Parc Guell: Parc Guell is a place made just for Vert skaters. Having six MASSIVE HPs, you can bust sick airs here, especially if you spine from one to the other. There's an area for flatland near the top and a couple grind spots, but serious Street skaters need look elsewhere. The other end of the tram ride is at the very top of this area.

=====>Plaza Paralela: Actually two buildings, Plaza Paralela sit on either side of the smokestacks. Both buildings have doors on floor-level which you can go into to get to the top floor of the shorter building. You can get to the roof of that building by either spine transferring off la Farmacia and going up the HP, or by busting through the windows on the top floor where there's a ledge and double-jumping up.

=====>School: A pinkish-redish building between Parc Guell and the Church, the school has some ledges to grind and verts to grab or flip. Otherwise it's not that important.

=====>Smokestacks: Three massive, brown smokestacks stand in the middle of Plaza Paralela. Each one has a ladder that you can climb up, leading to small platforms.
When you free the bull, the smokestack closest to the road gets knocked over, integrating it into a line and making a QP next to the Estacion Sants subway entrance.

=====>Subway Entrances: There are three subway entrances total: one in Estacion Sants, one in Parc Guell and one in Maremagnum. You can access the other two areas by going into any one of them, which saves time in Classic Mode.

=====>Tram: There are two towers--one set up at the top of Parc Guell, the other in Maremagnum. One long wire stretches around the two of them, running parallel to each other over the Alleys and the Bridge. Four tram cars always travel along the wire.

=====>Tomato Crates: Barcelona's Pelting item, you can carry up to ten tomatoes and there are two places to get them. The first is in the area between Estacion Sants, Church, and La Perdrera; the second is across the street from both Museos, on the Waterfront.

=====>Waterfront: The area across the street from Plaza Paralela, Estacion Sants and the Alleys that borders the water before it turns into the bridge. There's a QP, a crate of tomatoes, and a few lines integrated with the bridge there.

=---->DESTRUCTION!!!: In the FREE THE BULLFIGHTER goal, you have to throw a tomato at the front of the bull cage. This releases the bull, and it goes on a rampage chasing after a Parc Guell street mime. He'll knock over a red dumpster in front of Church, knock over the wavy awning and flatten a bench in Estacion Sants, and destroy one of the three Smoke Stacks. The dumpster becomes a kicker of sorts, as does the Estacion Sants bench; the wavy awning turns into a series of narrow HPs that you can't Spine over; the Smokestack crumbles, making the alley between Plaza Paralela and La Farmacia into an HP; and a car crashes on the Waterfront, creating a place to light your board on fire.

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[Pros:]

RODNEY MULLEN

Air: *****ooo (7/10)
Lip: *****ooo (7/10)
Run: *****ooo (7/10)
Flip: ***** (10/10)
Rail: ***** (10/10)
Spin: *****o (9/10)
Ollie: *****oo (8/10)
Speed: *****oooo (6/10)
Switch: ***** (10/10)
Manual: ***** (10/10)

CHAD MUSKA

Air: *****ooo (7/10)
Lip: *****ooo (7/10)
Run: *****oo (8/10)
Flip: *****o (9/10)
Rail: ***** (10/10)
Spin: *****oo (8/10)
Ollie: ***** (10/10)
Speed: *****oo (8/10)
Switch: *****oo (8/10)
Manual: *****o (9/10)

MIKE VALLELY

Air: *****oo (8/10)
Lip: *****oo (8/10)
Run: ***** (10/10)
Flip: *****oo (8/10)
Rail: *****oo (8/10)
Spin: *****oo (8/10)
Ollie: *****o (9/10)
Speed: ***** (10/10)
Switch: *****ooo (7/10)
Manual: *****oo (8/10)

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[You]

Hints: Throw a Tomato at the front of the Bull Cage. This is also Barcelona's DESTRUCTION!!

FIND THE SPECIAL GUEST - 25 pts

Hints: Go into any one of the Plaza Paralela doors and walk into the center of the big room on the top floor.

HIT 5 PEDS WITH TOMATOES - 25 pts

Hints: Load up on tomatoes from either of the tomato crates and hit five different pedestrians with 'em. You can hit anybody except Birdman, the pro, the Bull Fighter, Steve-O, or anybody you've hit before.

SPINE THE GUELL PLANTERS - 25 pts

Hints: I recommend getting this and TRANSFER OVER THE GUELL ENTRANCE at the same time, purely for convenience's sake. Start at the Flatland area in front of the Tram in Parc Guell on the side closer to MAMO. Go up the QP bordering the area from the HPs making up Guell's front gardens and spine over it. Go up the first HP and spine over into the second HP, then spine from the second to the third. By now you've got CRAZY air, so go up the third HP angled towards the opposite end of the Guell entrance. You'll clear the front area with the dragon fountain easily. Roll into the HP across the entrance, then use the speed to Spine up into the HP one level up. You don't have to do this all in one combo, but it's really fun this way.

HELP PEG LEG - 25 pts

Hints: Peg Leg's boat is stuck in a fishnet on the west side of the Waterfront. Ollie over the QP at a left angle and try to land a grind on top of the fishnet. This might take a few tries, but if you use the camera, you can line yourself up right. Grind on the fish net until you hit the ARGHHH! gap and Peg Leg sails free, allowing the Bridge to close.

MARK YOUR TERRITORY - 25 pts

1//On the wall of the MAMO building, closer to the Waterfront.

2//On the inside wall of Parc Guell that's closest to the Bull Cage.

3//On an outside wall of La Perdrera near La Farmacia and one of the Plaza Paralela buildings.

4//From the ground, approach the School. Inside the schoolside Parc Guell Planters area, jump onto a ledge bordering the school, then double-jump and grab onto the terrace ledge above it. Shimmy left so you cross a wire and wind up hanging onto the church, and tag the fourth SPAT Tag.

5//Get on top of Estacion Sants either by using the RAIL RATED CHALLENGE combo, or by transferring from the curved awning (after DESTRUCTION!!) onto the flat awning and Ollying over to the Sants platform and make the last tag there.

TAKE OUT THE TRASH - 25 pts

Hints: Find any four trash cans scattered throughout the level and Grind or Natas Spin them. There are four at each corner of Estacion Sants, to make things easy, but you can find more in Parc Guell, the Alleys, Waterfront and Maremagnum.

ARCADE MACHINE HIGH SCORE - 50 pts

Time Limit: 1:00

Score to meet: 15,000/30,000/250,000 pts

ARCADE MACHINE: Against the Estacion Sants building, close to the Waterfront.

Hints: This is another fairly easy score to take out. Street skaters ought to head for Bridge and make use of the rails and flatland space there with Specials. Vert skaters should head for Parc Guell and use the planter spines for sick height and plenty of airtime with your own Specials.

[Pro]

Barcelona's Pro will be in front of MdM, on the Alleys side.

COMBO THE SANT'S BENCHES - 25 pts

Hints: A frustrating goal, you need to hit the eight wooden benches on the Estacion Sants platform in a single combo. The most obvious choice and the only one I really know about, is Hold-Grinding them--where you grind on one bench and keep tapping the grind button to transfer right to the next bench without Ollying. The reason this is frustrating, though, is because the benches are lined up in an arc and they'll often throw you either off the station platform or onto the flat part of the next bench. Try grinding the inside and keep tapping the Grind button rapidly. Give it a few shots and you'll get it.

CATAPULT 720 GRAB - 25 pts

Hints: You can do this goal and MAKE YOUR OWN PHOENIX at one time if you feel like--just light your board on fire first. Whether you choose to or not, go into the rear door of the MdM STRAIGHT ON--don't go in at an angle or else you risk taking a bath in the water. The catapult will launch you in a slow arc towards the Bridge/Waterfront area similar to a Fan Boost. Do a Grab--any one you like--with a 720 degree spin. Land the trick for the goal. (If you want to light your board on fire for MAKE YOUR OWN PHOENIX, you have to initiate DESTRUCTION!! and Ollie over the flaming car on the Waterfront.) If you're doing the grab and getting the 720 spin but the goal isn't registering, try to hold the Grab for as long as you can before landing.

TAG THE BIG BILLBOARD - 25 pts

Hints: The game suggests Spining from the brown building behind La Farmacia into the Farmacia pool, then spining out of that into the HP between Farmacia and Plaza Paralela and using the sick air to spine into a QP on top of Paralela. Which is all well and good, but there's a much easier way to do it. Go into the Paralela building's top floor room (where you found Steve-0) and bust the glass out on the side facing La Perdrera. There'll be a red wire ledge outside the building to tell you where to go. When you're on the outside, face La Farmacia

and double jump up the narrow wall in front of you. This brings you to the roof of Paralela, directly under the ladder and yellow support pillar the Big Billboard is on. Climb up the ladder and tag away.

FOCUS COMBOS - 50 pts

Score to meet: 1,000/2,500/50,000 pts

Hints: A simple goal and the first of many of a similar nature. Get focused and do three different combos that meet the Score. You need to do start and land each combo while focused. The point total is low, so you shouldn't have too much difficulty with this.

RAIL RATED CHALLENGE - 50 pts

Time Limit

Hints: You have to nail this in one combo or else you'll fail. Start on the first chainlink rail in front of the Estacion Sants building--it'll be the very first grindable directly in front of it. Grind the first rail, Ollie over to the second, then the third. When the third rail kinks upward, Ollie off and Sticker-Slap the large white sign on the side of the Church. Land a grind on the long railing on top of Sants and Ollie off without bailing.

TRANSFER OVER THE GUELL ENTRANCE - 50 pts

Hints: Check out SPINE THE GUELL PLANTERS.

ACID DROP OFF A TRAM - 50 pts

Hints: This goal isn't as difficult as it sounds--you just have to have good depth perception. Get to the top of either tram tower and get off your board. Hop onto a Tram car as it comes close and hang off the bottom platform. Tilt the camera so it's looking above your character and watch his shadow on the ground. When the shadow falls over a QP, jump and hit the right trigger. You can shimmy all over that bottom ledge, so find an angle that works best for you. The Maramagnum Tram works better than the Guell one, since there's a QP right at the bottom of the tower. But going from the Guell tower, you can also Acid Drop into the QP on top of Plaza Paralela.

TEAM CHALLENGE - 100

Required Goals: FREE THE BULLFIGHTER

Hints: You need to find the bull and run into it. That's the first and single most hardest step, because the bull's path is wide and seemingly random. (That being said--you should free the bull before trying this.) But though the path is random, he always sticks to the same areas. He'll go along either side of the Estacion Sants platform; directly in front of the Church or in front of the church's fountain; behind the front wall of Parc Guell on the school side or in front of it; between La Perdrera and Plaza Paralela, then between the Smokestacks and La Farmacia; alongside the street; and between MdM and MAMO, then between the Parc Guell Subway and Plaza Paralela.

Anyway, now that you know whereabouts the bull can be found, its time to get down to the nitty gritty. All four characters need to get at least 5,000 points in a combo where you bounce off the bull (the BULL AIR gap signifies "bouncing off the bull") by running into it from any side. BULL AIR throws you up into the air, so with the skaters, pop off a quick fliptrick before landing in a manual. Then either

shuffle the manuals, or head over to a grind ledge or QP or whatever catches your fancy. Steve-O's portion of this goal is hardest because you can't shuffle manuals, and his Wheelie is incredibly slow and low-scoring. Furthermore, doing BULL AIR with him is hard to integrate into a combo because the gap disappears as soon as you Wheelie, for unexplainable reasons. So I recommend starting the combo with Steve-O on something else, and when you have enough points, manual along a path until the bull shows up and throws you into the air.

[Special Guest] - BULL FIGHTER

Air: *****oooo (6/10)
Lip: *****o (9/10)
Run: *****o (9/10)
Flip: ***oooooooo (3/10)
Rail: *****o (9/10)
Spin: *****o (9/10)
Ollie: ***oooooooo (3/10)
Speed: *****ooo (7/10)
Switch: *****oo (8/10)
Manual: *****o (9/10)

SPECIAL MOVE: Espana Sword Slide [GRIND]

Now we're a step up from Benjamin Franklin. Ben's highest skill number was six out of ten--painfully low. The Bull Fighter's got five nine out of ten skills, which is good, but on the whole he's very lacking. Again, though, he's appropriate for this point in the game on Sick Mode.

LA PERDRERA SPIRAL RAIL - 25 pts

Hints: Get on top of La Perdrera by spining from the ground, into La Farmacia, into the brown building. Perdrera's roof is spiraled in the center; you want to grind the white ledge just before it goes down into the building itself. Ride the rail down to ground level and the goal is yours. The spiral rail isn't that long, but if you're having trouble staying balanced, use Focus Control.

SMELLS LIKE BULL DUNG - 50 pts

Hints: When the bull's been freed, it'll leave mounds of dookie in its wake. These poopy piles act like miniature kickers, so Ollie off one and do any grab trick you want. They disappear eventually, so try to find a fresh one. (Eww...)

MAKE YOUR OWN PHOENIX - 50 pts

Hints: Light your board on fire by Ollying over the flaming car on the Waterfront (after DESTRUCTION!!). Go into the back door of MdM so the catapult launches you back at the waterfront. You'll air through a flock of birds and one will catch fire and explode (neat!). (Do a Grab trick with a 720 degree spin to get the CATAPULT 720 GRAB at the same time, if you feel like it.)

DON'T TOUCH THE GROUND - 50 pts

Required Goals: HELP PEG LEG

Hints: This is all Street right here, and depends heavily on your ability to find lines and knowledge of the Bridge. You have to cross

over most of the Bridge without landing on the ground. The basic method is to start grinding on one of the safety rails from Maremagnum or Estacion Sants, then hop over to the safety rails bordering the bridge itself and Ollie off the end, but that's oftentimes difficult to do. An easier way is to grind off the slant-topped sign on the Waterfront and Ollie onto one of the red wavy rails, Grind, then Ollie off onto the safety rails bordering the bridge, finally followed by an Ollie off into Maremagnum. You don't have to go the ENTIRE way, but you do have to go most of it.

[Secret Character] - STEVE-O on MECHANICAL BULL

JUMP: Jump
GRIND: Grind
GRAB: Yee Haw!
FLIP: Bull Flip
MANUAL: Wheelie

Steve-O's bull isn't as fast as Jesse James' power scooter, nor can it get as much air. It's a bit better for comboing, thanks to its ability to Revert and Manual, but the trade-off is HORRIBLE Bailing resistance. I only recommend using him for the goals where he's required.

STEVE-O VS. THE BULL - 25 pts

Required Goals: FREE THE BULLFIGHTER

Required Character: Steve-O

Hints: Like TEAM CHALLENGE, this is made difficult largely by actually finding the bull. (Check the TEAM CHALLENGE goal for details on what paths the bull takes.) Not only that, but now you have to take the bull head-on and at full speed. The method I've used is to lurk behind the front wall in Parc Guell closest to the MAMO and wait for the bull to come charging around the other wall, coming from Estacion Sants. Hold down the Ollie button to get full speed and crash directly into the bull's head. If you did it right, time stops for a second and you get the BULL VS. BULL gap. If you're too slow and don't hit the bull, then follow it around and try to anticipate it going around a certain area. If it goes down the Estacion Sants/La Perdrera aisle, head down the aisle on the opposite side. If you're still having trouble, all I can really say is race along the bull's running areas and hope you run into it.

PARC GUELL COMBO - 50 pts

Score to meet: 15,000/25,000/100,000 pts

Hints: You have to start and land the combo inside Parc Guell--that means staying behind the brown walls between Plaza Paralela and Guell. If it's not obvious by now, definitely use the SPINE THE GUELL PLANTERS concept to get sick air and bust hefty vert Specials. This time, you WILL need to do it all in one combo, but that shouldn't slow you down. Or if you want, you can use the Tram area for Flatland.

YEE HAW! FAN BOOST - 50 pts

Required Character: Steve-O

Hints: The last Steve-O goal, you need to get on top of the shorter Plaza Paralela building and use the fanboost. To get up there, spine up into La Farmacial, then into the brown building attached to it. Use the pool there to spine back down into La Farmacia, then down into the Alleys, and go up the QP in front of Paralela. Spine transfer into the

QP on top of Paralela and Jump off the fan boost towards Parc Guell.
Do the Yee Haw! grab and tap the right trigger until you Acid Drop into
one of Guell's massive HPs.

FLIP BARCELONA'S FINEST - 100 pts

Hints: Do a fliptrick over or off these three spots:

1//Off any of the big tables in Estacion Sants

2//Go to Maremagnum through the Subway and go straight forward. You'll
go into this wavy ditch with a low fence at the far end. This ditch is
called Besos and that fence is what you need to flip over. Use the
upward pitch from the final wave like a kicker.

3//Over the ledge of MAMO closest to the Waterfront (get the MAMO FLIP
gap to make it count). Sometimes it won't work, so keep as close to
MAMO as possible and flip over the small ramp at the end of the ledge.

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<smbe>

Chapter 3: [Berlin] - Places of Interest -

Compass:

NORTH: Bombed-Out Church, Zoo-Aquarium, Apartment Building

SOUTH: Gretchen's Bar, Rasta Blume

EAST: Uber-Sport, Downzekd!

WEST: Ledgy Building

====->Afropick: Go through the door in the Ausfarht Center to get on top of the
Afropick building. There's a pair of kickers to acid drop from and a
fan boost.

====->Apartment Building: A yellow and white building in the northwest corner
of the level, there's a door on ground level that takes you up to the
top roof of the building. There's also a few ledges and QPs at ground
level, and a couple HPs on the lower roofs.

====->Ausfarht Centert: Right in front of the starting position. There's a
couple grinds and ramps in and alongside it, as well as a box of spray-
paint cans and the high score machine. You can go into the door at the
far end to get on top of the Afropick building.

====->Bombed Out Church: A large black building on the north edge of the level,
the church is great for Vert combos with a nice variety of ramps both
outside and inside. If you ascend the church from the inside, you'll
also find a few grinding rails. There's a second room inside the church
with a pool and a ladder that takes you up to a higher level.

====->Downzekd!: A building on the east side of the level, Downzekd! has a few
ledges below and above. It's between Rasta Blume and Uber-Sport.

====->Gallerie: A building with ledges on the outside and a pool on the inside,
it only opens its doors when you perform a certain Story Mode goal. If
you wanna, you can go inside and listen to Jurassic 5's Cut Chemist do
a solo mix.

====->Gas Main: Running in front of the church, the gas main is Berlin's source
of fire. Grind along the pipe to light your board up.

=====>Gold Ledge: The south end of the Ledge Building is Gold Ledge, painted with yellows and browns. Gold Ledge has a QP leading up to the lowest ledge closer to Gretchen's Bar, a narrow stair set, and three ledges going up the building. On the first and second ledges, vent systems act as kickers up to the ledge above, and there's a ladder in the inside corner that you can climb up to get to the top. Gold Ledge is also part of Gold Protrusion.

=====>Gretchen's Bar: Towards the southwest corner is a small house playing polka music with a lot of drunk Germans in leiderhosen stumbling around outside. This building is Gretchen's Bar. It's got a couple ramps and ledges on the ground and an HP in the roof.

=====>Ledge Building: Red Ledge and Gold Ledge put together.

=====>Gold Front: The wall of Gold Protrusion that's almost directly on the street. There's a QP at the base and a billboard at the top.

=====>Gold Protrusion: The part of Ledge Building that comes forward into the street. Red Ledge makes up part of this, but since two of the three walls are Gold Ledge, it's been named Gold Protrusion.

=====>Rasta Blume: This building makes up the southeast corner of the level. It's got ledges on the top and bottom, making it a nice grind spot. It's next to Downzekd!.

=====>Red Ledge: The red and white half of Ledge Building, Red Ledge likewise has three ledges going upward with vent systems that work like grind kickers and a ladder on the inside corner. There's a QP all along the bottom of Red Ledge, with a spine planter in the center. The stairs bordering the street are good for grinding. One wall is attached to Gold Protrusion, but is still Red Ledge.

=====>Spray Can Boxes: There are two cardboard boxes in the level, and you can carry up to ten cans of spraypaint. (This doesn't affect your ability to Graffiti Tag; the spraypaint cans serve as ordinary throwing items.) One box is in the corner of Gold Ledge, where you find Graffiti Tagger. The other is in Ausfarht, next to the arcade machine and at the bottom of the staircase.

=====>The Wall: A stone wall between Afropick and Gallerie. There's a QP on one side.

=====>Uber-Sport: A gray/black/blue building on the east side of the level and to the right of the starting point, Uber-Sport has a couple pipes to grind on as part of a line. It's between Zoo-Aquarium and Downzekd!.

=====>Zoo-Aquarium: Taking up the northeast corner, the Zooquarium has a lot of ledges and a fountain to grind on.

=====>DESTRUCTION!!: Get up to the top ledge of Gold Ledge (where you find the Special Guest). Grind towards Gretchen's Bar; keep tapping the grind button towards the end of the ledge or you'll just get spat off into the street. If successful, you'll land a grind on a narrow yellow pipe next to the train tracks. A sign will drop on the tracks, blocking off the tunnel. (That's an out of play area, but I figure it doesn't hurt to explain what happens anyway.) A train comes along and slams on the breaks, jarring one of the cars loose. It falls down and skids through the South end of Gallerie, knocking part of the roof down and making a

miniature QP. Then it crashes through the front of Gretchen's Bar, turning one HP into two. A police van blocks off that road.

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[Pros:]

BAM MARGERA

Air: *****oo (8/10)
Lip: *****o (9/10)
Run: ***** (10/10)
Flip: *****oo (8/10)
Rail: *****o (9/10)
Spin: *****oo (8/10)
Ollie: *****oo (8/10)
Speed: *****oo (8/10)
Switch: *****o (9/10)
Manual: *****oo (8/10)

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[You]

INLINERS RULE - 25 pts

Hints: There are two signs in the level--the first is on the white side of Ledgy Building, interrupting the first ledge. Go up the QP below it and do a lip trick on top to knock it down. The second is on the Gold Ledgy side of Gretchen's Bar. Lip or grind it using the QP below.

FREE THE SPIRITS - 25 pts

Hints: Go into Bombed Out Church and Sticker Slap the crumbling wall breaking up the rear QP twice.

FIND THE SPECIAL GUEST - 25 pts

Hints: Now you finally get to play as Paulie, his wheelchair skillz at your command. Go into the door of Apartment Complex and he'll be on the roof.

HELP WEE-MAN - 25 pts

Hints: Before doing this goal, take care of Bam's HATS ON FIRE goal--just to make life easier. Once you have, meet Wee-Man in front of Zoo-Aquarium. Sticker-Slap the window he's standing next to twice to break the glass and spill the water and bizarre mutant fish into the center ditch of Zoo-Aquarium.

STOP THE KIDS FROM SMOKING - 25 pts

Hints: There are three tobacco dispensers in the level and you have to Sticker Slap all of 'em.

1//In Ausfarht Center, next to the Arcade Machine. It'll be on the left wall of the area if you're coming in from the ramps or stairs.

2//On the white side of Ledgy Building, bordering the protruding part.

3//On the east side of the Gallerie, on the low stone wall across from DOWNZEKD! and Rasta Blume.

ARCADE MACHINE HIGH SCORE - 50 pts

Time Limit: 1:00

Score to meet: 25,000/55,000/400,000 pts

Arcade Machine: In Ausfarht's west side, actually inside the pit.

Hints: You can meet the sick score within twenty seconds with Specials and knowing where you want to skate. The lines between DOWNZEKD! and Ledgy Building are good for Street skaters, and the pool inside Gallerie is nice for verts. That is beatable within the time limit as long as you bust out your inventory of Specials.

FIND THE GRAFFITI TAGGER - 50 pts

Hints: Graffiti Tagger will be on the northwest corner of the top ledge of the gold side of Ledgy Building. Use the QPs either near Gretchen's Bar or under that protruding middle part of Ledgy Building to air up to the first ledge, then use the ladder in the corner to ascend to the top one. The Tagger will be up there, a little to the right.

BERLIN GETS OWNED - 50 pts

Hints: Go up the QP of The Wall and grind towards DOWNZEKD!. Ollie from The Wall to the arched yellow rail following in line and grind on that, then Ollie up angled at Rasta Blume when you go as far as you can. Grind on top of the lettered ledge, knocking down D, Z and K to make DOWNZEKD! get OWNED!.

[Pro]

You'll find Bam next to the stone wall near where you start.

GRIND N BARF - 25 pts

Hints: You need to play as a character that knows Grind N Barf for this goal. Bam knows it naturally and you can give it to your character, so feel free to pick. First, Grind N Barf on the rail of Ausfarht Center that's over the door to Afropick, then Grind N Barf on The Wall.

ALMIGHTY COMBO - 25 pts

Score to meet: 15,000/40,000/200,000 pts

Hints: You have to start and end the combo inside the Bombed Out Church in order for it to count. It'll have to be Vert-heavy due to the lack of rails, but if you pop out some Special Grabs and use Special Manuals to link them, it'll be in the bag. Use Focus Control for Sick mode.

LEARN THE NATAS SPIN - 25 pts

Hints: Do three Natas Spins. That's it--you don't even need to speak to Natas Kaupas. There's plenty of poles around the Afropick area for you to use.

HATS ON FIRE - 50 pts

Hints: Grind on the Gas Main towards Zoo-Aquarium. You need to Ollie

over three German cops while your board is on fire. Two are always patrolling the area around Zoo-Aquarium, and the third is either inside or going around Ausfarht. I recommend doing this before HELP WEE-MAN because that goal fills the ditch in front of Zoo-Aquarium with water, and you'll almost always find at least one cop there. If the fire dies before you get all three, run back to the pipe and try to get the last one quickly, as there's an extended window of time before one of the cops' hats gets extinguished. (You won't be able to see the hats actually on fire, but the cops will start flailing about and screaming things like "OOH! OOH! MEIN HAT ISHT ON FIRE!" when you do it right.) Sometimes, you'll have all three hats on fire and the goal still won't take; just light your board on fire and do it again. It should be easier knowing where the cops are now.

SO FOCUSED, SO CLEAN - 50 pts

Score to meet: 2,000/10,000/100,000 pts

Hints: You have to land 3 Clean focus combos to pull this off. Remember, "Clean" means you've done at least a 180 spin and landed with the board straight, and you have to do that at least once in the combo in order to get a Clean Combo. Start and land the combo while focused three times.

TOURIST LINE - 50 pts

Time Limit: 0:10

Hints: This is a basic line that's simple-ish to follow. The game explains it pretty well, but I'll say it here again for completeness: Start by grinding on the ledge in front of Zoo-Aquarium. Ollie off and manual across the street, then grind on the blue pipe. Ollie off the pipe and grind on the QP barriers ahead, then on the curved stairs. Ollie off and manual to the plywood QP and grind on the ledge of Gallerie AWAY from The Wall. Ollie off and sticker-slap the blue neon lights, grind on the same ledge on Gallerie, Ollie off when the ledge kinks up and Acid Drop as you go over The Wall.

DISTRUPT COMMUNICATION - 50 pts

Hints: This goal seems really hard, but only if you don't do it right; get on top of Afropick and use the Fan Boost to get to Gallerie. Acid Drop into the QP and use the speed to transfer from one of the QPs on the far side of the roof into the other. Do a Rocket Air [UP-GRAB-GRAB] on the way over. I always used to do this without remembering the Acid Drop part, so I never had the right speed and couldn't really do it.

PRO TOUR LINE - 75 pts

Time Limit: 0:10

Hints: Another line that's pretty well explained by the game. You gotta: first, go up the QP in front of the gold side of Ledgy Building, at the end near Gretchen's Bar, and grind on the lower ledge. Use the vent as a kicker up to the second ledge, and the vent on the second ledge as a kicker to the third. Ollie off the third ledge before the turn around the protruding part and try to land on the ledge next to Gallerie. If you can't, Wallride up to the ledge and grind it. Ollie off the ledge as it kinks up and land on one of the DOWNZEKD! yellow rails. Ride it up and Ollie onto a lip trick on the ledge above the letters.

Air: *****oo (8/10)
Lip: *****ooo (7/10)
Run: ***** (10/10)
Flip: *****oo (8/10)
Rail: *****oooo (6/10)
Spin: *****ooo (7/10)
Ollie: *****ooo (7/10)
Speed: *****oo (8/10)
Switch: *****oooo (6/10)
Manual: *****oooo (6/10)

"Hmm, yeah, I see you're gettin' betta, kick[flip] to tha limit in order to get her..." Ahh, PaRappa. You have absolutely nothing to do with this game. Except the relevance of that quote, which I brutally slaughtered by adding an extra word. OHH SNAP. The Graffiti Tagger is a really cool concept, and his stats are overall better than Bull Fighter's, but in the grand scheme of THUG2's cast, he's pretty average.

PAINT BOMBER - 50 pts

Hints: Pick up some Spray Cans from the boxes in Ausfarht or Ledgy Building and hunt down your rivals. (They look like blue versions of Graffiti Tagger and can be found spray painting the word "TOY" onto various walls.) Back in MY day, we had to spraypaint the backs of our rivals to oust them from their nest, and...oh, wait, nobody's played those games, that's right.

1//On the roof of Rasta Blume. You can grind over to it from the first ledge on Gold Ledgy, or jump up and grab onto Rasta Blume's awning while off your board.

2//Double-Jump onto the ledge of Ubersport and peg the second Tagger.

3//On the outside of the east side of the Church, standing on top of the street-level QP.

4//On the top ledge of Red Ledgy.

5//Drop down off Afropick's roof between the two ventilation kickers. The last Tagger will be on the HP below.

MARK YOUR TERRITORY - 50 pts

1//On the backside of The Wall.

2//Under the first ledge of Gold Ledgy, right near where you pick up the Graffiti Tagger to switch off to him.

3//On the front of the Bombed Out Church at ground level, just to the right of the center bulge shape.

4//On the ledge wall of Gallerie facing Rasta Blume

5//Spine onto Apartment Complex from the ground, then go up to the flat roof above the pools. The last SPAT tag is there.

TAG THE BIG BILLBOARD - 50 pts

Hints: Get up to the third ledge on either side of Ledgy Building. WALK, don't grind, along the ledge as it protrudes out into the street. When you're on the wall right over the street, jump on top of the brown/gray ledge with two yellow stripes on either side, then double-jump up again while holding the right trigger. While hanging onto the billboard, tag away.

TAGGER SKILLZ - 50 pts

Required Goal: FREE THE SPIRITS

Required Character: Graffiti Tagger

Hints: Go into the second room of Bombed Out Church and climb the ladder up to the second floor. Graffiti Tag the wall closest to the ladder until the mural goes from faded to...not-faded. When you do, Gallerie will open.

[Secret Character] - PAULIE "WHEELS OF FURY" RYAN

JUMP: Chair Hop

GRIND: Chair Grind

GRAB: One-Hander

FLIP: Sit Flip

MANUAL: Wheelie

BERLIN TOUR - 25 pts

Time Limit: 0:10

Hints: Like the other TOUR goals, you're just hitting lines before the time runs out. Start by grinding the ground-level stairs of Apartment Complex, then head over to Red Ledgy's courtyard and grind on the planter in the center. Go up the QP straight ahead of the planter and grind on the second Red Ledgy ledge. Ollie off and land on the ground. Grind on the QP bordering Afropick on The Wall side, then grind the curved fountain that fronts Ausfarht.

WHEELIN' COMBO - 50 pts

Required Characters: Paulie

Score to meet: 5,000/15,000/125,000 pts

Hints: Fortunately, Paulie is more able to carry out combos than Jesse James and Steve-O, so nailing a point score isn't as arduous. In Easy and Normal Mode, you'll probably get this goal while doing Paulie's TEAM CHALLENGE part.

SICK MODE NOTES: Here is where you'll REALLY start to feel the different points in each difficulty. Unlike the Easy and Normal scores, Paulie's Sick score requires you to actually find a line and integrate them into combos. Paulie can do Special Chair Grinds if you perform the directional combo required for any Special Grinds Bam has. This will really be the only advantage you can use, since Paulie can't Special Manual, Grab or Flip. So abuse Focus Control and hunt out the lines in Ledgy Building and near Gallerie, and just try to carry the combo on for as long as possible. It will be even easier if you put in as many multiplicatives as possible, but none of Paulie's tricks are particularly fast. Just be aware of what you're doing.

SKILLS ON WHEELS - 50 pts

Required Characters: Paulie

Hints: Go off one of the two vent kickers on Ausfarht. Do a Sit Flip

and Acid Drop into the QP attached to Ledgy Building.

TEAM CHALLENGE - 50 pts

Hints: Three things need to happen here:

1//Paulie needs to grind on the circular podyum in front of Zoo-Aquarium for ten seconds straight.

2//Bam needs to manual from a set of cones between Apartment Building and Bombed Out Church to another set in the gold side of Ledgy Building. You can just manual from one to the other no problem in Easy Mode, but Normal and Sick modes require an additional boost of speed. Spine either from the Bombed Out Church or out of the closest pool in Apartment Building, then going up the QP behind the first cones before landing and using the remaining speed boost. Stay out of the road in case a car comes by and knocks you out of the manual, but also be wary of objects on the sidewalk. Skate through once to find a path you're comforatble with. (There's also a way to circumvent all the spinning crap; get the Hot Rod manual and you'll be able to go from one set of cones to the other with a lot less trouble. Remember how to unlock it?)

3//Do a 5,000 point Vert combo in Bombed Out Church as your Custom Skater. This isn't too difficult, since you can start the combo by Spining into the church itself and busting a few flips.

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<smau>

Chapter 4: [Australia]
- Places of Interest -

Compass:

NORTH: Storefront

SOUTH: Beach

EAST: East Apartments, EMU Burger

WEST: West Apartments

=====>BALCONY CLIMB: Actually the name of a gap, this refers to the northernmost building on East Apartments (it's actually ON the north border). You gain access to the top of the East Apartments by using the balconies on this building; you can either climb up the ladders, which is slow and a pain in the butt, or you can vert up the QP in front and grind on the closest balcony rail. Ollie off before the rail ends or turns and Sticker-Slap the wall to get higher up on the balconies.

=====>Beach: The Beach doesn't take up the south end of the level. It IS the south end of the level. You can't skate on the sand, so if you land on it in the middle of a combo you'll automatically do a Combo Run-Out. Make your way back to a ledge as fast as possible if you wanna keep it going. There's a telephone wire strung above it.

=====>Big Stairs: Leading the way from the parking lot to the boardwalk, the Big Stairs are mad for flipping down. There's a bowl at the far end and a rail splits the stairs in two.

=====>Boardwalk: The area of concrete between the parking lot and the beach, the boardwalk has a couple sexy grind combos and some good QPs to vert off.

=====>East Apartments: Running from the northeast down to the beach, these guys

have some grinding rails in the top corner near Kenny, but loose import the closer to the beach you get. Most of the action you'll see will take place on top of the apartment buildings. There's five accessible buildings total, and the easiest way to get to them is by going up BALCONY CLIMB or by using a ladder next to EMU Burger.

=====>EMU Burger: A yellow building in the series of Apartment buildings, this one has nothing special about it except the whacky billboard hanging off the top. There's a ladder inset next to the building that goes from ground level all the way to the roofs of the apartments.

=====>HAWK Bridge: A long bridge in the center of the parking lot, it's got a couple QPs bordering it and ledges on the top. It's attached to the sidewalk across the street from Storefront.

=====>Kenny: The very northeast corner of the level has a fountain with a headless bear statue. You can grind the fountain or use it as a kicker.

=====>Lifeguard Hut: This white, round-roofed building overlooks the beach. It's integral for a few boardwalk lines.

=====>Lofty Yellow Building: A yellow building on the west side of the parking lot, there's a fair share of ramps and ledges on the outside. You can spine transfer up into the building from the ramp facing the West Apartments, then spine over the ramp on the inside to reach a fan boost that shoots you over to TC's Building.

=====>Mini: Just off to the west side of the boardwalk, you'll find a single wooden HP. Cool for self-inclusive vert combos.

=====>Outdoor Restaurant: Above most of the storefront, there's a balcony with a few tables and people. There's a few ways to get up there--either by using the bench next to Sleeping Beauty as a ramp or by going up a QP at the end of the road between the West Apartments and the end of the Storefront.

=====>Paradise: A zoo-like area with a pool in the center and a nice selection of grindables. You can only access it if you wake up Sleeping Beauty at the north of the level.

=====>Parking Lot: The area between the storefronts and the boardwalk, the parking lot houses the HAWK bridge, a couple buildings, and a lot of sweet stuff to combo off of. Great for Flatland.

=====>Shrimp Box: About halfway down the boardwalk, between the Mini and the Big Stairs, is an open box of Shrimp. You can carry five shrimp at a time and use them to pelt people.

=====>Sleeping Beauty: On the north of the level next to the Kenny Statue is a giant yellow crane with a sleeping construction worker inside. The crane's front and back are angled like kickers, and the arm part of the crane serves as a decent upward grind to the Storefront.

=====>Storefront: The north end of the level, the Storefront a couple ledges and some ramps to combo off of. There's an awning above street level that's decent for Flatland.

=====>TC's Building: A red brick building in the parking lot, TC's building has a couple ramps and ledges all around and a pool on the roof.

=---->Tidal Pool: A small pool next to the beach, this is okay for Street 2 Vert combos, but due to the awkward shape of the openings, it's very easy to bail.

=---->West Apartments: Unlike the East Apartments, the West Apartments are a lot less linear. The north end has a beige building with a couple QPs in front and some lipable windows followed by a series of other apartments that weave in and out of the center of the level. There's a lot of good grind spots here.

=---->DESTRUCTION!!: Believe it or not, there's two parts to this DESTRUCTION!! First, Natas Spin the fire hydrant near Sleeping Beauty to get him to wake up and open the entrance to Paradise (as you do in the WAKE SLEEPING BEAUTY goal in Story Mode). Then have the aborigine grind on either side of the crane to make Kenny's head snap off and roll over a cop car (making two kickers up to the Storefront balcony), bust up the Ten-Set at the corner of the street, and crash into a door at the first building in West Apartments. (Almost killing Koston, Mike V, Muska and Mullen in the process...)

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[Pros:]

RODNEY MULLEN

Air: *****ooo (7/10)
Lip: *****ooo (7/10)
Run: *****ooo (7/10)
Flip: ***** (10/10)
Rail: ***** (10/10)
Spin: *****o (9/10)
Ollie: *****oo (8/10)
Speed: *****oooo (6/10)
Switch: ***** (10/10)
Manual: ***** (10/10)

CHAD MUSKA

Air: *****ooo (7/10)
Lip: *****ooo (7/10)
Run: *****oo (8/10)
Flip: *****o (9/10)
Rail: ***** (10/10)
Spin: *****oo (8/10)
Ollie: ***** (10/10)
Speed: *****oo (8/10)
Switch: *****oo (8/10)
Manual: *****o (9/10)

MIKE VALLELY

Air: *****oo (8/10)
Lip: *****oo (8/10)
Run: ***** (10/10)
Flip: *****oo (8/10)
Rail: *****oo (8/10)
Spin: *****oo (8/10)
Ollie: *****o (9/10)
Speed: ***** (10/10)

Switch: *****ooo (7/10)
Manual: *****oo (8/10)

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[You]

ARCADE MACHINE HIGH SCORE - 25 pts

Score to meet: 35,000/80,000/600,000 pts

Arcade Machine: Under the dining balcony on Storefronts, to the west of the cop car

Hints: By now you'll probably need to carry your combo over the clock in order to get those Sick scores. So stick to the places you like best; the entire northwest section of the area is perfect for street skaters, what with the lines set up by the West Apartments, the Parking Lot, and to some effect, the Boardwalk. Vert skaters may want to stick to the pool in TC's Building, or possibly start from Lofty Yellow over to TC's.

BOARDWALK GRIND COMBO - 25 pts

Score to meet: 25,000/50,000/300,000 pts

Hints: The goal here is to hit all three boardwalk rails and score a set amount of points. I recommend worrying about each part separately, since it'll be hard to score enough points just from grinding and transferring. Hit the three rails first; the eastern one is pretty close to the center rail, but the center and western rail are separated by the Lifeguard Hut, and both rails kink up at the end to throw you onto the roof. Ollie off either rail before it kinks up and land a grind on the curved bench inside the Lifeguard Hut, then Ollie off onto the other one. Once you've hit all three, if you didn't get the points you need, use the QPs and the Flatland space to Special.

LIPPING THE MINI - 25 pts

Score to meet: 5,000/15,000/175,000 pts

Recommended Character: Rodney Mullen

Hints: Meet the point score on the Mini in a single combo. That combo has to have at least one Lip involved. The game suggests doing the Lip first or last in the combo, which I half-agree with; start the combo with the Lip (since you'll have a hard time building speed up after the initial one) and either Shuffle, or Ollie down and revert into a nice Flatland combo.

SICK MODE NOTES: Now you have to get over ten times the points needed for Normal mode. It's not really that hard once you have your gameplan down; my personal preference is to get onto the mini's lip and shuffle Lip tricks, going for as long as I can until I have trouble holding my balance. Then I revert and go into a Special Manual, and get Focused when I start to lose THAT balance. Rodney Mullen is particularly good for this with his 10/10 Flatland and Primo Spin manual, which moves a little slower than a regular Manual and scores a hefty amount of points.

FIND THE SPECIAL GUEST - 25 pts

Required Goal: WAKE UP SLEEPING BEAUTY

Hints: After waking Sleeping Beauty, go through the crumbled wall to

get to Paradise and find the Special Guest. Go back out any of the entrances to wind up near Sleeping Beauty again. The aborigine in his Mini Go-Kart will appear in that flat area near the fire hydrant.

DRAIN THE TIDE POOL - 25 pts

Hints: Go into the Tide Pool and grind on top of the blue box attached to the stone cliff face. Grind towards it on the yellow rail around the Tide Pool to make it easy.

INTERRUPT A MEAL OR SIX - 25 pts

Hints: Use the kickers on the crane, the kickers on the bus stop bench, or the kicker made by the police car after HELP THE LOCAL SKATE RATS to get on top of the Storefront balcony. (I find the bus stop bench works best.) Break through the fence and knock over all six tables on the western half of the balcony.

FIND THE SHRIMP VENDOR - 25 pts

Hints: Go down to the bottom level of the Boardwalk, the very lowest level of Skatable area. On the west side, a man with a tub strapped to his chest and an umbrella overhead will run into a door; follow him through to find the Secret Character. Now you can pick him up in front of the Storefront.

WAKE UP SLEEPING BEAUTY - 75 pts

Hints: Natas Spin on the yellow Fire Hydrant directly across the street from Sleeping Beauty. It's a bit misleading, since you have to hold the spin for four seconds and then it says "FIRE IN THE HOLE!"--and that's when you figure to jump away, right? In reality you have to hold the spin for a few seconds AFTER the initial four. You'll know you've stayed on long enough when the first of Australia's two DESTRUCTION!! cinemas occurs.

[Pro]

Australia's Pro is in front of the northmost building in the West Apartments.

JUMPING WITHOUT A PARACHUTE - 25 pts

Hints: Go up BALCONY CLIMB and head south along the top of the East Apartments. Skate off the corner off the last ledge and hit the right shoulder button.

TAG THE BIG BILLBOARD - 25 pts

Hints: Go up BALCONY CLIMB again. Head to the second-to-last building on East Apartments, EMU Burger, and climb off your board. Drop down onto the narrow ledge about twenty feet below the one you're already standing on and Tag the board between the google-eyed emu and the burger-lovin' kangaroo.

TREASURE HUNTIN' HANK - 25 pts

Hints: Grind or Natas Spin over the three trash cans in the level.

1//Near the big, curved 20 set at the corner of the Storefront.

2//On the western part of the boardwalk, between the Mini and the Brautwurst vendor.

3//On the east end of the boardwalk.

Now go see Treasure Huntin' Hank, who'll be on the beach, near the Lifeguard Hut. (He's the guy in the turquoise shirt and yellow cap, holding a metal detector.)

FOCUSING ON A CLEAN DOUBLE FLIP - 50 pts

Hints: You have to get focused and do a Clean 180 Double Kickflip over the two cars parked side-by-side in the parking lot. (That means nailing two separate CAR HOP gaps to make it count.) Ollieing over the cars shouldn't be a problem at all, but if you still can't quite make it, remember to Boneless or No Comply. The hard part, again, will be landing Clean. Just keep at it until you get it right.

KENNY'S REAL FEELINGS - 50 pts

Hints: Use Kenny's ledge as a kicker and Ollie over the front or back of the statue. Land a Natas Spin when you pass over Kenny's hand to break off one of the two fingers he's holding up. By the nature of this game, I betcha I don't need to tell you which fingers are up and which one is left after you're done.

TEAM CHALLENGE - 50 pts

Hints: Use any three characters (the aborigine included) to grind on the awning over TC's Building. Use the slanted brick things on either side of the front stairs like kickers. It's easier with the skater characters, but if you DO wanna use the aborigine, approach without holding the Ollie button down and jump at the top of the kicker at the last second.

EVERYBODY LOVES BIGGUNS - 75 pts

Hints: This goal is REALLY CRAZY HARD until you realize that you can cheat. The initial goal is to go up the QP in the Parking Lot that's lined up with two more QPs on different levels of the Boardwalk and transfer from that one to the lower Boardwalk one. With a skater, transfer into the pool on top of TC's building using the QP on the east side of the building, then Spine back out. Aim for the QP at an angle and Ollie out; you should have enough height and speed to land in the lower Boardwalk QP. (If all else fails, you can try the goal with the aborigine; just go up the highest QP without spinning or anything. It's easy to overshoot, though, so take your speed and the angle you go up at into consideration.)

BALANCE UP AND OVER - 75 pts

Hints: Another goal that's hard unless you cheat. LEGALLY cheat, I mean. Spine over the QP bordering the Kenny area and the East side of the Parking Lot. This speed is MORE than enough to get you up and over the bridge in a single manual. Just be sure to start the Manual BEFORE you get onto the bridge, and land it after you get the UP AND OVER MANUAL! gap. Don't try using the aborigine--he goes so fast that the top of the bridge acts like a kicker and shakes you out of the combo.

Air: *****oo (8/10)
Lip: *****oo (8/10)
Run: *****o (9/10)
Flip: *****oo (8/10)
Rail: *****oo (8/10)
Spin: *****oo (8/10)
Ollie: *****oo (8/10)
Speed: *****oo (8/10)
Switch: *****ooo (7/10)
Manual: *****oo (8/10)

SPECIAL TRICK: Rotisserie [GRAB]

And things progress a little further. The Shrimp Vendor is better yet than Graffiti Tagger, not to mention unorthodox as hell. You don't really NEED him for any one goal, but he's cool to use anyway.

SHRIMP SLAP - 25 pts

Hints: Pick up some Shrimp and hunt down the five lifeguards. Huck one shrimp at each one to perk their lives up a bit.

1//Pacing back and forth in front of the Life Guard Hut. He's the only one not on the beach itself or on the lower tier of the Boardwalk.

2//The west end of the lower Boardwalk tier.

3//In the center of the beach, just to the east of the Lifeguard Hut. He's'a doin a wiggly-hip-dance for a lady, a-huh-huh. [/elvis]

4//Pacing back and forth along the Beach, pretty close to the water.

5//On the east end of the lower Boardwalk tier.

ROLLIN' ROLLIN' ROLLIN' - 50 pts

Hints: Use the fan boost in Lofty Yellow Building to Ollie over to the pool in TC's Building. On the way over, you need to do two Rotisseries, the Special Move you get from Shrimp Vendor. After you go off the fan boost, get Focused and pull the Rotisserie combo. It's not difficult, but it doesn't always register, so feel free to change the directional commands. You only have enough time to do two grabs on the way over to TC's Building, so if you do another move by accident, you're screwed. Hit both Rotisseries and get the LOFTY ROOF GAP to be a weennar.

SEAGULL SCATTER - 75 pts

Hints: Okay--here's a truly difficult goal. You need to have really good grind balance to pull it off right. You have to hit a line with seagulls sitting along it and grind through it, scaring ten of them in one combo. The line I use most starts on the center Boardwalk rail; grind towards the Lifeguard Hut and Ollie off the rail before it kinks up to grind on the bench inside (like BOARDWALK GRIND COMBO). Ollie off the bench and onto the western Boardwalk rail, then Ollie off and Combo Walk-Out when you're at the QP. Jump up to the gray ledge in front of Western Apartments and face the beach. Caveman onto the ledge and follow it across the wire stretching over the Beach. Hold the grind until you pass over the Tide Pool and the wire attaches to a rock ledge. Once the ledge ends and spits you back out onto the Boardwalk,

you should have scared ten birds and gotten the goal.

REAL MEN FLIP STAIRS - 75 pts

Hints: Another one of those "Get Focused and Do etc etc" goals, you have to land a clean 360 Double Heelflip down the stairs connecting Parking Lot to Boardwalk. It's not as hard as FOCUSING ON A CLEAN DOUBLE FLIP, and really doesn't require any further explanation.

[Secret Character] - aborigine on MINI GO-KART

JUMP: Jump
GRIND: Grind
GRAB: Toe Hang
FLIP: Flip
MANUAL: Wheelie

HG(UG)I\$#)IG THE aborigine. I have nothing but hatred for this guy, moreso than Steve-O. He's fast, he can jump high, and he can combo well. But his Bailing tolerance is horrible, the absolute worst in the game--if you Jump, you'll probably Bail. So I recommend using him as infrequently as possible. You also can't level out if you miss a QP and are heading straight for the ground. Like I said, nothing but hatred.

HANDICAP HAVOC - 25 pts

Required character: aborigine

Hints: There are five Handicap signs in the level and you have to use the Mini Go-Kart's superior speed and power to plow 'em down.

1//In front of the Storefronts, across the street and closer to Kenny.

2//In the Parking Lot, between Yellow Lofty and West Apartments.

3//In the Parking Lot, on the east side, behind TC's Building.

4//East end of the Boardwalks.

5//Around the corner of the Boardwalks, across the street from the West Apartments.

PARADISE COMBO - 25 pts

Hints: A simple goal--Grind on all three rocks surrounding the base of Paradise in a single combo. The rocks are lined up with each other, so if you're having trouble hitting the grinds, you may need to slow down a bit.

MINI GO-KART BLAST OFF - 25 pts

Required character: aborigine

Hints: Transfer from one QP next to the HAWK Bridge to the other while doing at least a 540 spin. You have to get the FOOTBRIDGE FLYOVER gap, which means transferring over the bridge itself, but if you do it on the side with the long QPs, you won't have a problem.

HELP LOCAL SKATE RATS - 75 pts

Required character: aborigine

Hints: After opening Paradise, grind on the crane one more time.

[Bonus]

PISS OFF THE CONSTRUCTION WORKERS - 500 pts

Hints: Time for your first Bonus goals. First on the list is finding five Construction Workers and pissing them off by Beaver Blasting them; The Beaver Blast is a Special Flip you earn just for getting this far, with the accompanying Special slot. To Beaver Blast, hit [LEFT-RIGHT-GRAB].

1//The first guy is pacing back and forth along the QP of the top West Apartment building. Vert up the QP and Beaver Blast.

2//Number two is walking in circles around the ledge near the big 10-set on the Storefront. Face West and Ollie over him, Beaver Blasting on the way. It's easiest that you do the trick while you're going downhill.

3//Wandering around between Sleeping Beauty and the Storefront. Ollie over him. You can use the kickers made by Sleeping Beauty too--for some reason.

4//Numero cuatro is pacing around the south of the Kenny area, just out of range of any handy QPs. Ollie over him too.

5//The last guy is on the QP near Kenny that you can use to Spine down into the parking lot. (You used this for BALANCE UP AND OVER.) Vert up the QP and Beaver Blast away.

PISS OFF THE BIKINI GIRLS - 500 pts

Hints: If you finished SEAGULL SCATTER, then this won't be a problem. If you didn't, it STILL won't be a problem. Get onto the ledge of the last building in West Apartments and grind on it towards the Beach. The ledge is connected to a phone wire strung over the Beach. Grind all the way across it. Use Focus when you start to lose your balance, since any grind with a decent speed will keep your meter full until you cross.

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Chapter 5: [Nawlins]

- Places of Interest -

Compass:

NORTH: Church, Lil' Business Corner, Gift Shop

SOUTH: Crypt, Crypt Bayou

EAST: Boo-YA's Bottomless, O' Brien's

WEST: Gaslamp District, Ferry Bayou

====->Beads: What's Mardi Gras without beads? There are two boxes of Beads on the Northeast and Northwest corners of the level. You can carry ten at a time.

====->Boo-YA's Bottomless: The blue and red building on the southeast. There's a fan boost and some QPs up on top and a couple rails around the sides. It has a helipad as its highest point.

====->Bourbon St.: The road intersecting with Nawlins St. and the gaslamp district. It runs from O' Brien's all the way down to the ferry sitting

in Gaslamp Bayou.

- =---->Church: On the north side of the level, opposite of the crypt, the church has a couple rails and ledges but is mostly vert-based due to the QPs lining the inside. There's an angel statue set up in the center of some of the QPs, making verting over it tough.
- =---->Church Street: The street running along the Lil Business Corner/Church/Gift Shop area. It's intersected by Nawlins St. and the Gaslamp District.
- =---->Crypt: The south end of the level, opposite the church, the crypt has a hefty amount of ledges to grind and a few QPs to air up. there are a series of tombs with skulls perched on the ledges, and if you grind all the skulls off all the ledges, something is bound to happen...
- =---->Crypt Bayou: Go into the very back of the Crypt, past the raised part where you meet the Voodoo Doctor, is a narrow bridge leading into the bayou. There's a small boat on the left side of the dock, and if you stand on it for too long it'll sink into the water.
- =---->Dauphine St.: The street the Crypt is on. It intersects with the Gaslamp District and Nawlins St.
- =---->Dumpster: A long piece of stink between The Nawlins and Green Goddess, with kickers on either side.
- =---->Ferry Bayou: The swamp accessable from the Gaslamp district. There's a ferry sitting in it that can be sticker-slapped.
- =---->Gaslamp District: The gaslamp district houses the Trolley and borders the Ferry Bayou. It's great for street and vert skaters alike thanks to interwoven grind lines and QPs on either end of the street.
- =---->Gift Shop: To the left of the church is a small building with some QPs on the front and the side, and a neon light ledge to grind on.
- =---->Green Goddess: A burnt-out building that's right next to The Nawlins. There's a door on Dauphine St. that takes you up to the rooftop. The Dumpster sits in an alley between The Nawlins and Green Goddess.
- =---->Hell: Once you cause Nawlins' DESTRUCTION!! the concrete around the giant manhole cover in the Nawlins St./Bourbon St. intersection pushes up to make a hellish QP. If you spine over the QP, you'll drop down into Hell, which is composed of a very small ring grind. Ollying off the ring will launch you north, south, east or west along Nawlins St. and Bourbon St., similar to a Fan Boost.
- =---->Humidity Alley: An alley with two kickers and two back-to-back QP sets Next to Boo-YA's Bottomless and the edge of the level. It connects Bourbon St. to Dauphine St.
- =---->Lil' Business Corner: The northeast-most building, Li'l Business Corner has a few QPs in front and a ledge on top that leads into lines involving O'Brien's or the Church.
- =---->Nawlins St.: The street running from the center of the graveyard to the center of the churchyard.
- =---->O' Brien's: A red brick building sitting on the east border of the level

with a couple pools on the roof and some QPs surrounding the outside and inside. There's a large, drink-like fountain on the inside.

----->PARKing Garage: A small car lift inside Boo-YA's Bottomless on Dauphine St.

----->Rave: Inside Ye Absinthe. There are two paths in, and if you jump in the center of the room, you'll get launched up to the rooftop, like a vertical Fan Boost.

----->The Nawlins: A yellow building on the corner of the Gaslamp District and the Crypt. A big neon sign reading "NAWLINS" is hanging above the door in the big intersection. The Green Goddess is right next to it, seperated only by the Dumpster.

----->Trolley: A Trolley runs back and forth in the Gaslamp District, bordered by a couple rails and ledges. You can grind on the roof of the Trolley or Wallie off of it.

----->Water Tower: On the roof of the Green Goddess building, along with a set of QPs.

----->Ye Absinthe etc etc Building: A redbrick building with a series of pools and ledges on the rooftop between the church and the gaslamp district. Very cool for any kind of skater. The larger of the two pools on the roof is awkwardly shaped, but very hard to bail out of if you stay away from the top end, the raised part. You can also grind in the inner ledge of the larger pool, since it makes a good infinite or back-and-forth grind (depending on how much speed you have).

----->DESTRUCTION!:: As part of the RAISE THE DEAD goal in Story Mode, knock the skulls off all of the graves in the Crypt. This turns all pedestrians into zombies and makes a circular QP in the Nawlins St./Bourbon St. intersection. (I have a feeling that this isn't the actual DESTRUCTION!! since the damage is reversable and the level isn't that drastically altered. If there's something else, drop me a line <cnt2> and let me know.)

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[Pros:]

RODNEY MULLEN

Air: *****ooo (7/10)
Lip: *****ooo (7/10)
Run: *****ooo (7/10)
Flip: ***** (10/10)
Rail: ***** (10/10)
Spin: *****o (9/10)
Ollie: *****oo (8/10)
Speed: *****ooo (6/10)
Switch: ***** (10/10)
Manual: ***** (10/10)

CHAD MUSKA

Air: *****ooo (7/10)
Lip: *****ooo (7/10)
Run: *****oo (8/10)

Flip: *****o (9/10)
Rail: ***** (10/10)
Spin: *****oo (8/10)
Ollie: ***** (10/10)
Speed: *****oo (8/10)
Switch: *****oo (8/10)
Manual: *****o (9/10)

MIKE VALLELY

Air: *****oo (8/10)
Lip: *****oo (8/10)
Run: ***** (10/10)
Flip: *****oo (8/10)
Rail: *****oo (8/10)
Spin: *****oo (8/10)
Ollie: *****o (9/10)
Speed: ***** (10/10)
Switch: *****ooo (7/10)
Manual: *****oo (8/10)

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[You]

ARCADE MACHINE HIGH SCORE - 25 pts

Score to meet: 45,000/100,000/800,000 pts

Arcade Machine: On the roof of the Green Goddess, of around the large Butterfingers billboard overlooking Gaslamp District. (Facing towards the Gaslamp District yourself, go around the left side to find a downward ramp.

Hints: Still not all that difficult, busting out a cadre of Specials will pwn this goal very quickly.

SICK MODE NOTES: Okay, actually, I lied. Now your point score is craaaazy high. As you'll hear me say a lot later on, use Ye Absinthe no matter what style of skating you prefer, since it's good for both.

DANCE, DANCE, DANCE - 25 pts

Hints: Another Boombox goal, head onto the roof of Ye Absinthe and, at the top of that super-awesome bowl, head towards O'Brien's. You'll run into another pool that's rimmed with red rather than green and has a two-chimney set making up the entire fourth wall. The Boombox is sitting in front of the chimneys. Once again, you gotta pull off the tricks on the beat (or when the boombox flashes red). Now grabs have been integrated with flips, and you can do them while going up and down the QPs in the bowl.

RIVERBOAT SLAPPER - 25 pts

Hints: You need to slap the Ferry in Ferry Bayou; approach it head-on from Gaslamp District, passing through the Dixie band there, Ollie over the fence and sticker-slap the back of the boat. Do this three times; each time you do it, the boat gets further away. You should be able to make it all three times without a problem, but you won't be able to recover from the last one. Which is okay, really, cause it's not like you need to make it back to land.

FIND THE JESTER - 25 pts

Hints: There's a single car driving around the streets of Nawlins--a Mardi Gras float shaped like a giant fish. Get in front of the float to stop it, then jump on top of it to free the Jester. Now you can skate as him if you go into O'Brien's.

MARK YOUR TERRITORY - 25 pts

1//On the back of the Butterfinger billboard on the Green Goddess roof.

2//On the roof of Boo-YA's Bottomless, on the ramp leading up to the helipad.

3//In the Humidity Alley, on the wall of Boo-YA's Bottomless.

4//On the ledge of Lil Business Corner. (Grind over to it from O'Brien's, or go up the QPs in front and get off your board.)

5//In the Dumpster alley, closer to Bourbon St., against the Green Goddess wall.

WATER TOWER SLAP - 25 pts

Hints: Use the kicker on The Nawlins roof facing the Water Tower to Ollie the gap between buildings and Sticker-Slap the Water Tower. Aim at the Tower before you launch at it and don't go up the ramp at full speed (otherwise, you'll launch too high to Sticker Slap.) Go to the ramp without holding down the Ollie button, then press and hold it down halfway up, Ollying at the top of the kicker.

RAISE THE DEAD - 25 pts

Hints: Go into the Crypt and grind on every ledge you find with a skull sitting on it. There are five Crypt ledges to grind. When you've knocked off all the skulls, the crypt will start to glow and you'll hear screams. If you miss a skull, a counter that says "SKULLTIME" will count down from ten in the center of the screen. When the counter reaches zero, the skulls you knocked down appear on the crypt again.

SAVE NAWLINS - 100 pts

Required Goals: RAISE THE DEAD

Hints: You have to do four things to finish this goal. First, Spine into Hell using the QP made by the broken street parts. You HAVE to do a Spine Transfer otherwise it won't count. Second, land a grind on the small ring in Hell. Just hit the grind button a lot on your way down the pit and you'll hit it; it's the same size as the hole you fell into. Third, jump off the ring. It doesn't matter when or where, as long as the prompt to jump comes up. You'll be launched down either direction of the Nawlins St./Bourbon St. intersection, depending where you jumped from. Last, do a Grab trick when transferring QPs over the statue in the Church. The Grab is randomized and diagonal, but all I've seen so far are the Benihana and Airwalk. Do the grab and get the CHURCH STATUE gap to send the Voodoo Doctor back into the murky swamp from whence he came. (Don't worry--he'll be behind the Big Crypt if you still need to use him.)

The Nawlins Pro is going to be on Nawlins St., next to Boo-YA's Bottomless.

NAWLINS STREET SPINE - 25 pts

Hints: Spine from the higher pool in O'Brien's over to the pool in Boo-YA's Bottomless.

WALLIE THE TROLLEY - 25 pts

Hints: When the Trolley has come to a stop, approach it from Bourbon St. You have to Ollie, Wallride and Wallie off the train in one very clear, very deliberate combo. Ollie at the Trolley at an angle. You should be able to Wallride at the peak of your Ollie. Wallride just long enough for the Wallride animation to actually show, then Wallie off.

SPINE TRANSFER COMBO - 25 pts

Hints: Spine off the QP on the helipad of Boo-YA's. Revert as soon as you land in the street QP and roll up the next one to Spine into the lower pool on O'Brien's. Revert again and Spine over the opposite QP that you landed in to Spine into the QP inside O'Brien's. (If you're going fast enough, the Revert alone will carry your combo into the next QP you have to go up. Timing is crucial, though, so pay attention to what you're doing.)

TAG THE BIG BILLBOARD - 50 pts

Hints: The Big Billboard for this level is on O'Brien's, sitting on the east border of the level. There's a pipe you can climb up to get to it, but it's just out of reach. Use the lower pool as a kicker by Bonelessing out of it. Get off your board in midair and hold down the right shoulder button. If you aimed at the pipe, you'll grab onto it and you can haul yourself up to tag away.

MANHOLE MANUAL - 50 pts

Hints: There are three small manhole covers on the streets between each of the four main buildings (except for O'Brien-Boo-YA's, where there's two) and you need to manual over five of them in a single combo. Vert the QP between O'Brien's and Boo-YA's to gain speed, and then start the manual before the first manhole cover. Both covers between O'Brien's and Boo-YA's are lined up in the center of the road. Don't turn left or right, since you'll lose too much speed. Instead, keep going to the right of the big manhole cover (between Ye Absinthe and The Nawlins) to hit the third small one, then over to the left side of the street for the fourth, and back to the right for the last. The only really hard part about this one is accuracy; even when they're glowing, the small manhole covers can be hard to pinpoint.

If you want, you can do it along Nawlins St., since most of those manhole covers are lined up with each other. Spine over the QPs below the Neversoft Eye on the Crypt and manual down the center of the street, then go the left side of the street to get the last two nearest the Church. It's up to you.

FOR THE BIRDS - 50 pts

Hints: An easy goal, head up to the roof of Boo-YA's Bottomless and

face the Crypt. You'll see three birds flying in place against the sky. Use the yellow Parking lines on the south end of Boo-YA's to line yourself up with the birds (the fourth line from the right will be the one), build up a little speed, and Spine over the QP. You'll land back in the street. Spine the graveyard QP to nail the birds. You probably won't get all three at once, but that's okay.

GASLAMP DISTRICT - 50 pts

Hints: Use the purple rails on the planters past the Trolley to get up to the gaslamps in Gaslamp District. Grind through the gaslamps when you reach up to them--you'll Kiss The Rail and destroy them. The purple rails kink up, so it's easy to reach the lamps. Grind through three of them.

BIG AND FOCUSED - 50 pts

Score to meet: 40,000/100,000/500,000 pts

Hints: Score a combo while Focused; you can start before you Focus, but the combo has to end Focused. Try using Ye Absinthe's larger pool for all kinds of skating-style fun. Remember to use Specials to keep the points coming in and keep the Special Meter full.

[Special Guest] - JESTER

Air: ***** (10/10)
Lip: *****o (9/10)
Run: *****o (9/10)
Flip: *****o (9/10)
Rail: *****o (9/10)
Spin: *****o (9/10)
Ollie: *****o (9/10)
Speed: *****o (9/10)
Switch: *****o (9/10)
Manual: ***** (10/10)

SPECIAL TRICK: Manual Entertainer [MANUAL]

The best overall Special Guest in the game, Jester's stats are mad tricked-out (for a Mardi Gras float clown just "giving it a try"). If your character is suffering from poor stats, you may want to find this guy first and use him for most of the goals in the level. He can be annoying, but mute buttons were invented for a reason.

GIRLS GONE CRAZY PARADE - 50 pts

Hints: Pick up some Beads and get on top of the Mardi Gras float. You have to throw Beads at five different girls partying in the streets. It's not easy to do it all in one ride, and the float does eventually go into a no-play zone. It drives in an easy-to-decypher, hard-to-describe pattern from Dauphine St., to Gaslamp St., to Church St. and vice-versa. Stop the float by standing in front of it at the edge of the level, then hop on and try to aim at the girls. It will drive in one direction twice, then go in the other direction twice before going the first way again.

DROP A HURRICANE - 50 pts

Hints: Go into O'Brien's and get off your board. Double-jump against the giant fountain shaped like a glass and tap the right shoulder

button to Acid Drop into it.

TEAM CHALLENGE - 50 pts

Required Characters: You, Pro, Jester

Hints: Go into the Churchyard and perform a Special with all three skaters. I recommend doing Vert tricks, since it's easy to bail or get spat out into the streets if you Grind. Flatland works also.

BALCONY BREAKER - 50 pts

Hints: Probably the most frustrating goal in the game, The reason people have so much trouble with BALCONY BREAKER is simply because it's hard to do. You have to break three balconies in one combo by wallying up through them, so you're heavily dependant on speed and comboability. My recommended path is to go up the planter next to the Pro on Boo-YA's Bottomless facing the Crypt, then Wallie up onto the ledge made by the roof of the building. Ollie off the ledge before it disappears into the helipad and land in the street in a Manual. Head back for the Nawlins St./Bourbon St. intersection and Combo Run-Out so you have some speed. Run over to the planter of Ye Absinthe on Nawlins St. side, closest to the intersection, and get back on your board as you go up it. You should have enough speed to Wallie up through two balconies on Ye Absinthe. (If you're doing this as You and having trouble, you may want to rely on the Pro or Jester.)

[Secret Character] - VOODOO DOCTOR on MOTOR TRIKE

JUMP: Jump

GRIND: Grind

GRAB: Superman Seatgrab

FLIP: Barspin

MANUAL: Wheelie

Now that you've seen a whole bevy of Secret Characters, the Voodoo Doctor is fairly average. Decent Bailing Tolerance, okay speed, okay comboability...he looks cool, though.

TRICYCLE VS ZOMBIE - 50 pts

Required Goal: RAISE THE DEAD

Required Character: Voodoo Doctor

Hints: A fun, easy goal. Go 'round Nawlins and find ten zombies wandering through the streets and just plow right through them. They're always on the street, so check corners and dark places, not to mention around the crater to Hell. Do this goal after RAISE THE DEAD, before you do SAVE NAWLINS.

SUPER TRASH - 50 pts

Required Character: Voodoo Doctor

Hints: Head for the Dumpster and use the edges as kickers to air over it. When you do, do the Superman Seatgrab. It only works if you hit the DUMPSTER DIVE gap.

NATAS NEVERSOFT - 50 pts

Recommended Character: You, Pro, Jester

Hints: Simple--land a Natas Spin on the Neversoft icon in the wrought-

iron gate in front of the crypt. The Voodoo Doctor jumps too high to land on it, so use a skater. Stay on for ten seconds.

SIGN SPINNER - 50 pts

Hints: Spin three neon signs by grinding past them. The first is a neon sign on the southwest corner of Green Goddess (you can reach it by going up a QP on the back of the building and aiming left). If you stay on that ledge, you'll grind past the second, which is hanging over the Nawlins St./Bourbon St. intersection. Finally, go up the balcony on Boo-YA's Bottomless from the Crypt side and grind on the rail when it levels out. You'll nail the last sign which also hangs over the intersection.

[Bonus]

THE EQUALIZER - 1000 pts

Time Limit

Hints: There's a few different steps to this goal that are hard to really make out since you're on a time limit, so I'm gonna break it down for you.

1//Get up onto the roof of Boo-YA's. Either use the fan boost or a QP to get onto the helipad, since there are security guards blocking the walk-ramp. (You don't lose the goal if you hit them.)

2//Get off your board and grab onto the landing skid on the helicopter. This is where the Time Limit starts.

3//Let go of the helicopter when it stops over O'Brien's and Acid Drop into the pool. Go up the opposite side you fell into and get off your board with the right shoulder button held down in order to latch onto the helicopter again.

4//Let go of the helicopter again and Acid Drop into O'Brien's. Head up to the raised part of the pool and use the QP to Spine over the helicopter and into Boo-YA's.

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<smsk>

Chapter 6: [Skatopia]

- Places of Interest -

Compass:

NORTH: Barn Pool, Chicken Coop

SOUTH: Skatopia Sign

EAST: Trailer, Garage

WEST: Pile O' Burnin' Junk, Bigslope, Log Grind

====->Alley: A narrow, U-shaped alley slices between Barn and Barn Pool.

There's a grind rail and small Flatland area, but it's mostly used to hide stuff out of sight.

====->Barn: This guy is on the north end of the level. It has a VERY nice vert setup behind it, and a few grindables hidden in the middle and back.

====->Barn Pool: The pool behind the barn. It's shaped like an L and is open at one end.

=---->Bigslope: The steep slope on the west side of the level, bordering Mountain. QPs on the left and right make it into an HP, but the downward grade makes it very hard to combo.

=---->Bigslope Cam: On the west side of the Mountain, part of Shaft Exit Level, Bigslope Cam ends with the mineshaft kicker and has a special camera angle when you travel down it. You need to complete the goal LOCATE THE CHAINSAW goal in Story Mode for this slope to be cleared of its trees.

=---->Bus Bowl: A uniquely-shaped bowl with steep ramps perfect for verting. Two long grind lines start up there as well, not to mention a very long hill for those looking to challenge themselves at flatland.

=---->Chicken Coop: The actual chicken coop is where you come out of when going through the Red Shack, but this will be more in reference to the area behind the Barn Pool. There's a QP on one end a Flatland area. There's a blue, tarp-covered planter you can grind on.

=---->Garage: On the east side of the level beyond the Trailer and sitting against the road is an open-air garage with a pool inside.

=---->House: Just beyond the Skatopia Sign is a house lined with plywood kickers and QPs. Nice spot for vert comboists, but there are better.

=---->Log Grind: Three logs have been set up on the west side of the level and you can grind them all in one combo. Ollie off right at the end of each log to get a Fan Boost.

=---->Mineshaft: There's a shack on the top of the Bus Bowl, and beyond that shack is a drop down into the mountain. This mineshaft has a single QP in it that's only good for spining into, and leads to a kicker outside for getting some sweet air.

=---->Mountain: In the center of the level, a giant mountain rises up into the sky. Bus Bowl is on the top and the Mineshaft is inside.

=---->Pile O' Burnin' Junk (Pile): On the western side of the level between two of the log grinds is a pile of junk and propane tanks. Ollying off this pile acts similar to a fan boost and lights your board on fire for a limited time.

=---->Pond: Between the Bus Bowl and the barn is a pond that doubles as a Bowl. The water drains out every time you land.

=---->Road: The path the car follows in Skatopia--from the flat area around the Skatopia Sign, up between the HPs made by the mountain and the Garage, past the front of the barn, then up into the Bus Bowl.

=---->Shacks: A Red Shack and a Green Shack stand on either side of the house beyond the Skatopia sign. Going into the Red Shack pops you out at the Chicken Coop, and going into the Green Shack sends you into the Bus Bowl.

=---->Shaft Exit Level: The level of the mountain where the Mine Shaft exit is located. Stretches around the side of the mountain.

=---->Skatopia Sign: The first thing you'll see when you start the level is a blue sign that says "SKATOPIA" on it. There's a QP on the front and back, so you can spine transfer over it. You can also grind on the log borders to find some sweet lines.

=====>Trailer: On the east side of the level is a small trailer car with a tarp on the roof and a ramshackle plywood kicker on one side. Good for verting, but best as part of a grind line.

=====>West QP: A QP stretching from behind the Barn Pool to the end of Bigslope.

=====>Zipline: There are two ziplines in the level. The first is on the west side of the house, and grabbing onto it drops you onto the top Log Grind. The other one is on the east Mountain wall, on Shaft Exit Level, and it brings you up into the Bus Bowl.

=====>DESTRUCTION!!: When you complete FIND THE CHAINSAW, Bigfoot jumps down and steals Jesse James' souped-up skateboard. He does a manual down the Bigcam Slope next to Bus Bowl, clearing it out. (Again, I'm not sure if this is the actual DESTRUCTION!! or not. If it isn't, drop me a line <cnt2> and let me know.)

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[Pros:]

TONY HAWK

Air: ***** (10/10)
Lip: *****o (9/10)
Run: *****oooo (6/10)
Flip: *****ooo (7/10)
Rail: *****o (9/10)
Spin: ***** (10/10)
Ollie: *****ooo (7/10)
Speed: ***** (10/10)
Switch: *****oo (8/10)
Manual: *****ooo (7/10)

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[You]

ARCADE MACHINE HIGH SCORE - 25 pts

Time limit: 1:00

Score to meet: 50,000/150,000/1,000,000 pts

Arcade Machine: Inside the Mineshaft.

Hints: This is as hard as it'll get in Story Mode. Bust out all your Special tricks and crazy-combo to bring up those Multiplicatives. You'll definitely need to carry a combo over the time limit, and thankfully Skatopia has no shortage of specialty areas--the Garage and Barn Pool are excellent for Verts, and there are plenty of ledges along Road and Mountain that are great for grinding. If you want to Flatland, I recommend sticking to the back of the level, behind Barn Pool, where the car isn't constantly driving around in your path.

LOCATE THE CHAINSAW - 25 pts

Hints: In Bus Bowl, next to the top of Mine Shaft, stands a single tree. Climb up the tree like it's a normal ladder. The chainsaw is at the top.

THE LEGEND OF BIGFOOT - 25 pts

Required Goals: LOCATE THE CHAINSAW

Hints: Find Bigfoot on Shaft Exit Level, right near the Mineshaft.

ZIPLINE TOSS DROP - 25 pts

Hints: Get up to Shaft Exit Level however pleases you--use the ladders, use the QPs, whatever. Get off your board and jump into the Bus Bowl Zipline with the right shoulder button pressed down. When you're up in the air, Acid Drop into the Bus Bowl.

LAUNCH THE FIREWORK - 25 pts

Hints: The overall goal is to catch your board on fire and light the firecracker on top of Barn. The only source of fire in the level comes from the Pile and it burns out REALLY quickly. So Ollie off the top of the Pile and land on the Barn Roof, then haul booty over to the firecracker. It'll take a few tries to get the angle, height and distance right, but keep at it. You can also get off your board once on the roof and walk over the string to set it off. Optimal conditions have you landing just over the gap in the Barn where you find Ryan Sheckler, as the firecracker is pretty much right there.

TAG THE BIG BILLBOARD - 25 pts

Hints: This Big Billboard is on the Mountainside. On Shaft Level Exit, there'll be a rope ladder you can climb up underneath the Bus Bowl. Climb it to get to the billboard, and it's tags away.

MARK YOUR TERRITORY - 25 pts

1//Near the mineshaft exit on Shaft Exit Level, there's a netting ladder. Going further along Shaft Exit Level, the netting ladder ends, leaving bald mountainface followed by a ladder. The first SPAT tag is on that mountainface area, so get off your board and sloooooowly walk to the edge and let your skater grab the ledge on his own accord. If you hold the right shoulder down, you'll Acid Drop into the QP below.

2//In the Alley, next to the open end of Barn Pool.

3//Still in the Alley, on the opposite side of the second tag, there's a ladder set against the Barn. Climb the ladder up to a low Barn roof, where the third tag is waiting.

4//On the side of the small wooden shack on top of Bus Bowl, near the top entrance of Mine Shaft.

5//On the back of the Skatopia Sign.

FIND RYAN SHECKLER - 25 pts

Hints: Double-jump into the alcove of the Barn to the right of the ladder.

[Pro]

You can pick the Birdman up in front of the house near the beginning of the level.

TREE TOP SPIN AND BOMB - 25 pts

Hints: Okay...here's a frustrating one. The goal is to Natas Spin on top of a tree, then Acid Drop into a nearby QP. If you try Natas Spinning on a tree TOO close to a QP, you'll wind up Acid Dropping when you hit the Grab and right shoulder buttons. The View Goal window shows a tree perched on Shaft Exit Level--DO NOT USE THAT. Instead go behind the Garage. There are two trees standing over a QP, and you want to go up the one farthest away from it. Natas Spin the top of the tree when you stand up on it, and use the joystick and Focus Control to Ollie over the QP. Acid Drop, and the goal is yours.

MOUNTAIN TOP MANUAL - 50 pts

Recommended Character: Ryan Sheckler

Hints: In the Bus Bowl, as the bowl turns into the Road, there's a blue garden hose stretched from one QP to the other. This is your starting line. You have to manual from behind the hose, down the Road, and out of the Skatopia front gates. If your custom skater has good Manual stats, you can use him, but Ryan Sheckler comes with a 10/10 on Manual as well. Watch out for the car, since it'll knock you out of your manual.

SICK MODE NOTES: I hope you've unlocked the Cheat Codes, because you may need them starting here...with the more realistic physics, maintaining manual balance is a lot harder, especially for a long period of time. Use a Special Manual with a decent speed, and when you hit the curve around the Pond, hit Focus Control to make balancing easier. For once, I DON'T recommend the Hot Rod or Paulie Butt Manual, since they go too fast and it's easy to overshoot a turn. Use Focus to get around the Pond, then let go when you've straightened out. Kick in Focus again once you get down into the House area to ensure a solid path through the front gates.

LUMBERJACK COMBO - 25 pts

Hints: Grind all three Log Grinds in a single combo. It sounds easy, but in the later difficulties, it's not. Start by grinding the top log. If you don't make it right from one log to another, land in a manual and hop onto the next one.

SPINE THE MINE - 50 pts

Hints: You have to Spine down the Mineshaft from Bus Bowl. Use the wooden shack on the top of Bus Bowl as your base measurement; go up the QP directly in front of it and Spine when you reach your peak.

SKATOPIA SPINE COMBO - 50 pts

Hints: Okay, another Spine combo like in Nawlins. Spine out of Bus Bowl and into the Road. Revert as you land and Vert up the other side of the Road. Spine into the Garage, Revert again, then Spine out into the QP you used for TREE TOP SPIN AND BOMB. (It helps if you Spine out of the Garage as close to the front of the park as possible without going up the short side. Most times, when you're having trouble with this goal it's because you hit the Revert too early or too late, so try to time it just as you land. Use Focus Control for help if you need to.)

DOWNHILL LINE - 50 pts

Hints: Alright, are you ready for mad grindage?! WHOO YEAH. (Sorry, spontaneous explosion moment.) At the end of the Road, when it turns into Bus Bowl, grind on the eastern ledge, going downhill. When the ledge starts glowing, you've started the goal. Hop over to the Pond and grind the inside ledge, then Ollie off and grind on the eastern QP ledge leading into the Garage. Ollie off the Ledge and Combo Run-Out, since the next ledge isn't lined up with the last one. Caveman onto the western ledge of the Garage Pool, then Ollie off, Manual over to the Trailer, and Wallie up to grind the Trailer's roof. Ollie off that to grind the wooden Half-Bowl, and then Ollie and Manual over to the front of the Skatopia Sign.

JUMP TO THE WEATHER BALLOON - 50 pts

Hints: The weather balloon is suspended over the Bigslope/House area of the level and the only way to reach it is to use a tiny QP lined up with a kicker. In the Bus Bowl, Vert up the QP directly under the curved wooden beam that's second to the right. Spine over, and if your aim was on, you'll land in the mini QP. From the QP, go off the kicker. When you reach the balloon, get off your board and tap the right shoulder button to latch on.

SCRAPE THE HIVES - 50 pts

1//Go up the QP bordering the Garage and the Road, and grind on the higher of the two ledges towards the Skatopia Sign. Wallride on the side of the Garage immediately after landing the grind.

2//Inside the Alley, opposite side from the Barn Pool opening. Come from the Road and Ollie up. Wallride at the peak of your jump to scrape through the beehive.

3//Go up the QP on the east side of the top of the level, beyond the Barn and Barn Pool. Grind south, towards the bottom of the level. When the rail ends, do a short Ollie, followed by a Wallride.

4//Just past the Pond if facing south, there's a small kicker/funbox on the left side of Shaft Exit Level. No Comply off the kicker and Wallride up against the Bus Bowl wall.

5//Grind on the West QP towards Skatopia Sign. When the orange fence on top of West QP disappears and turns into a mountain, Ollie and Wallride up for the last hive.

[Special Guest] - RYAN SHECKLER

Air: ***** (10/10)
Lip: ***** (10/10)
Run: ****ooooo (4/10)
Flip: ***** (10/10)
Rail: ***** (10/10)
Spin: *****oo (8/10)
Ollie: *****ooo (7/10)
Speed: *****oo (8/10)
Switch: *****oo (8/10)
Manual: ***** (10/10)

Special Tricks: The Shark [Grind]
 Sheckler Grab [Grab]

What is there to say about Ryan Sheckler...? He's the youngest Pro skater in the world, his character model's face is scary...that's really it. He breaks the pattern of Special Guests getting stronger with each level (boasting a 4/10 Run stat, ouch). He's good for a few goals here and there, but he's otherwise nothing special.

ONE LONG ELECTRIC WIRE - 50 pts

Hints: The Long Electric Wire starts in Bus Bowl. You have to land the grind between the second and third telephone poles from the top (as to the Bus Bowl as possible) and ride the entiiire thing down to the end near the Skatopia entrance. Even in Easy Mode, this goal is difficult, so try to land a Special Grind, and use Focus Control when you start to lose control.

NORMAL MODE NOTES: If you can hold your balance until you go around the barn, activate Focus Control as you cross over to the Pond. If you're using a Special Grind, then you'll be able to stay Focused all the way down to the end.

SHACK ATTACK - 50 pts

Hints: Another difficult one (they're throwing as many hard challenges at you as possible now), you have to go into one of the two colored Shacks and combo your way downhill to go through the other one. The catch: NO WALKING. This is a test of pure skating skill. You have to start the combo before entering the first Shack, so go into it with a No Comply.

From the Green Shack, manual over to the righthand QP in Bus Bowl and grind on it. Follow the ledge as it curves around the Road, then Ollie off before it curves to the right. Manual to the left of the Red Shack, go past it and up the gray QP beyond it. Revert and Manual, so now you're facing the opposite direction, and aim yourself into the Red Shack.

From the Red Shack, land in a Manual or Grind on the Barn Pool's ramp. Cross the Road and land a grind on the QP ledge bordering the Road. Ride it down until it spits you out near the Bigslope. Land in a Manual and try to position yourself around so you can head into the Green Shack.

Once you nail either combo and get the SHACK COMBO Gap, you'll have the Goal.

OVER THE HOUSE - 50 pts

Hints: Spine out of Bus Bowl's unfinished dome, going between the center board of wood and the one you Spined over for JUMP TO THE WEATHER BALLOON. If you aimed it right, you'll roll into a QP right behind the House. Use your speed to go up the kickers and air over the House itself. Sometimes, if you hit the QP in between the two sets of kickers, you can make it over, but only try it if the kickers themselves aren't working.

ZIPLINE WIRE BOMB - 50 pts

Hints: Grind on the top Log Grind, then Ollie up onto the Zipline wire. Ollie off the Zipline Wire before Bigslope ends and Acid Drop into the

QP at the bottom. Simple, ne?

[Secret Character] - BIGFOOT on MOTORIZED SKATEBOARD

Air: ***** (10/10)
Lip: ***** (10/10)
Run: ***** (10/10)
Flip: ***** (10/10)
Rail: ***** (10/10)
Spin: ***** (10/10)
Ollie: ***** (10/10)
Speed: ***** (10/10)
Switch: ***** (10/10)
Manual: ***** (10/10)

JUMP: Ollie
GRIND: Chainsaw Grind
GRAB: Hairy Foot Grab
FLIP: Bigfoot Flip
MANUAL: Chainsaw Manual

Bigfoot, the best Secret Character in the game. Why? His Bailing Tolerance is on par with a normal skater's. He has a full arsenal of Lip Tricks. He can Freak Out. And best of all, he can MANUAL UPHILL. While his speed may be a little too much for certain goals, he's still an excellent character to use if you're having trouble. The only thing he can't do that a normal skater can is Combo Run-Out.

SKATOPIA TRANSFER - 50 pts

Hints: Build Special, and Transfer from either QP lined up with the QP on the back of Skatopia Sign.

GROW SOME PLANTS - 50 pts

Required Character: Bigfoot

Hints: Bigfoot Flip over the three planter squares scattered in the level. The first is near the Bigslope Zipline's base, the second is near the Pond on Shaft Exit Level, and the third is to the west of the Barn.

A CLEAR PATH - 50 pts

Hints: Get Special, jump into the purple bus in Bus Bowl (This sets you out right on top of Bigslope Cam) and land in a Manual. Ollie off the kicker on the bottom of the slope. There's really nothing more to it. If you're doing it and the goal isn't registering, make sure to land the Manual right at the top of the slope, not after it pitches downward.

MANUAL UP A SLOPE - 100 pts

Required Character: Bigfoot

Hints: Manual from the bottom of Bigslope up to the top.

[Bonus] - Bam

EMERGENCY!!

- Places of Interest -

====->Box Bombs: In front of the Barn, a small pyramid of Box Bombs has been

set up. Standing on top of a Box Bomb activates it, making the top light up. There are eight boxes to stand up in total--three in the front, five in the back.

=---->Fountain O' Glory: Further up the Road from the Rockets Battery, the Fountain O' Glory is a giant stand-up rocket with a ring-QP base and a detonation cable leading from the top to the ground. You can get to the top of Fountain O' Glory either by shimmying up the detonation cable, or using the ring-QP base to vert up to it and grab onto the top edge.

=---->Giant Bomb: A large, round bomb in the center of Bus Bowl, the words WORLD DESTRUCTION TOUR have been scrawled across it in celebration of Skatopia's decimation...

=---->Rockets Battery: In the Road between Bus Bowl and the Garage. Rockets Battery has several blue rockets on the top that you can Natas Spin, and a kicker on the north side.

=---->Spin Bomb: On the roof of the House, a gray cable is coming out of the chimney. Climb up the cable to get to a small ring platform with four large fireworks rockets attached to them.

SPIN BOMB - 200 pts

Hints: Get up to the ring platform and grind around the outer rim four times.

ROCKETS BATTERY - 200 pts

Hints: Do a Natas Spin on top of any of the blue rockets.

NORMAL MODE NOTES: In Normal and Sick Modes, you have to hit four Natas Spins rather than one; furthermore, a portion of the rockets recede into the box once you've Spun on them. You need to use the joystick and Focus Control to aim where you're jumping too when you Ollie off a rocket. The rocket sections are divided up into quarters. If you lose the combo, the rockets get reset and you have to do it all again.

FOUNTAIN O GLORY - 200 pts

Hints: Get up to the top of Fountain O' Glory and grind down the detonation cable.

BOX BOMBS - 200 pts

Hints: Get off your board and jump on the top of each Box Bomb.

NORMAL MODE NOTES: In Normal and Sick Modes, you have to land on all eight Box Bombs in two combos, max. The best way to do it is to start a Manual right near the Box Bombs, then Combo Run-Out and hop onto the first box of the short pile of boxes. I can't really describe how to jump on them in order, so here's a very crappy ASCII graph. The diagram assumes you're looking at the boxes from the front. The [X] squares are boxes you can't step on.

SHORTER ROW:

[2]
[3][X][1] <-----= Manual

HIGHER ROW:

[8]
[4][X][7]
[5][X][X][X][6] <----- Manual

Try to hit 1-5 in one combo if you can. If you can't do it, then hit box 5 fourth, and get treat box 6 as your fifth one. Fortunately for us, Bam's got a 10/10 Run stat, making this goal easy and kinda fun.

GIANT BOMB - 200 pts

Hints: Double-jump up to the top of the Giant Bomb.

[Bonus] - Tony

EVACUATE THE DOGS - 1000 pts

Time Limit: 0:05

Hints: Skatopia's about to blow! There's no way for you to make it out in time, so you have to pick up as many dogs on your way down the Road as possible to increase your time, and each dog ups the time remaining by one second. I'm not sure where all the dogs are, but here's a line that works either way:

1//In the center of the Road, straight ahead from where you start

2-3//In front of the foremost Box Bombs

4-7//Make a tight turn from the Box Bombs towards the Fountain O' Glory

8//Next to Fountain O' Glory, on the left side

8//In front of the Rockets Battery kicker

9-10//On the slope between Red Shack and the House

11//Between the Skatopia Sign and the House

12//On the right of the Skatopia Sign

You don't have to save every dog, but you DO have to make it out of the park itself.

[Bonus] - You

ESCAPE LINE - 1000 pts

Hints: Your starting point varies depending on the difficulty you're playing. In Easy mode, you start just past the Fountain O' Glory; in Normal and Sick, you start behind the Barn Pool. So I'm going to break it down for each difficulty, since there's a different line you can follow.

EASY MODE NOTES: Hop onto the ledge immediately to your right. Grind down and Ollie off before it curves too far right. Land on the porch of the house and Manual over to the Skatopia Sign.

NORMAL MODE NOTES: Now you start behind the Barn Pool, as previously mentioned. Go up the QP directly in front of you and grind on top.

Ollie off and Manual over towards the Pile (if you run out of speed, Combo Run-Out and beeline for it, since you want to hold onto as much of your timer as possible). Ollie off Pile, using the propulsion to send you at Bigslope Cam. Grind on the wire to the left of Bigslope Cam and Wallride along the face of the Mountain. Wallie off and Manual between Red Shack and House towards the back of the Skatopia Sign. This will take several tries and there are a myriad of paths you can take, so if what's above doesn't work for you, you can mix, match and customize.

-----|-----|-----|-----|-----|-----
<smso>

[Story Mode Spoils]

EASY MODE:

Skaters:

Shrek
Phil Margera
Alien
Geeky Kid
Space Monkey 1

Wax Slide [GRIND]
Don't Feed Phil [GRAB]

Pro Skater

NORMAL MODE:

Skaters:

The Hand
Paulie "Wheels of Fury" Ryan
Alien Doctor
Boat Captain
Lost Soul 1

Paulie Butt Manual [MANUAL]

Pro Skater

SICK MODE:

Skaters:

Call of Duty Soldier
Nigel Beaverhausen
German Drunk 1
Mime
Zombie 1

Moves:

Salute [GRAB]
Hero [GRIND]

Levels:

Pro Skater

-----|-----|-----|-----|-----|-----
<smc2>

TRAINING

Straight Outta Compton! ...I mean, Jersey.

YOU: Agh!

BAM: Come on, let's get this jerk in the van. Get in there!

Hello, Butt Nuggets

YOU: What...?

KOSTON: What's going on?

BOB: Did I...?

SPARROW: Where am I?

MIKE V: When I find out who did this, they're dead...

BAM: Hey! You scumbags are going down! Did you ever think the last words you were gonna hear would be...

SPARROW: AIEEEEE!

BAM: Hello, butt nuggets!

KOSTON: Real funny, guy...real funny.

TONY: What's happenin' fellas? In case you're wondering why Bam and I "invited" you here tonight, let us enlighten you...

BAM: "World Destruction Tour," a round the world, sick as hell skating competition that Tony and I threw together and YOU jackoffs are gonna compete in.

SPARROW: Ahh yeah, that's what I'm talking about.

RODNEY: Alright, this sounds cool.

MIKE V: Whatever.

TONY: We're splitting into two teams. I'll be the captain of one team...

BAM: And the captain of MY team will be--oh...Phil.

PHIL: Damnit Bam, the tire jack's rammed right up my--

BAM: We're going global, baby! Racking up some serious points for some balls-to-the-wall skating.

TONY: And some rediculous stunts and challenges.

BAM: Like that. Fifty points if you get someone to hose their pants.

SPARROW: Hey--c-come on now, that's sweat!

BAM: Whoo...and twenty bonus points if you think there's luggage in the trunk.

RODNEY: Whoa-ho-ho-ho...

SPARROW: What, I just had a fruit salad!

TONY: There's gonna be no cameras, no press, and no crazed fans. Just us embarking on a round the world party. Oh, and one more thing: the losing team pays for the ENTIRE trip.

SPARROW: Booyah!

KOSTON: Bitchiiiiin'...

BOB: Ain't gonna be me!

TONY: So if everyone's down with the program, I say it's choosing time. Mike V, you're with me.

MIKE V: Good choice, Birdman.

What'sh there to deshide?

TONY: Only two left...you gotta pick one.

BAM: Hmm...do I want the noob...or do I want PAULIE "WHEELS OF FURY" RYAN, the ten year old skating madman?

PAULIE: Yeah!

BAM: No more grinding on woodchippers, huh, Paulie?

PAULIE: Thash right baby!

BAM: Hmm...

TONY: C'mon, Bam, make up your mind.

YOU: Wh--ahh--what--

PAULIE: What'sh there to deshide?

YOU: Are you serious? You can't decide between me and a kid in a body-cast?

PAULIE: You want shomma me?!

YOU: Ow!

PAULIE: BRING IT ON, BITCH!!

BAM: I like that! He's fired up! This kid's got game, I take Paulie!

PAULIE: Ya numba oooone!

TONY: C'mon, kid, these guys suck. You're with me!

BAM: Ladies, let the first annual World Destruction Tour...BEGIN!

PAULIE: Wooo yeah, looksh like my shishter!

Training Goal Set

TONY: Before we get rolling, you should cruise by the training area to brush up on your moves. Some of the other fellas are also there to teach you some sweet new tricks. Once you're ready to head out, come see me.

BOSTON

Boston Goal Set

TONY: Brutal road trip! Gas station burritos, plus a van crammed full of dudes...nothing like a ninety mile-an-hour Dutch Oven. Are you ready to get rollin'? Start off by knocking out the stuff that'll rack us up some serious points. Come and see me when you're ready to move on.

No, YOU are!

ANNOUNCER: THUG is filmed before a live studio audience.

BOSTONIAN GUY: Donna, youah rack is wicked awesome!

DONNA: Stahp it, youah retahded.

BOSTONIAN GUY: No, you ahh--

MUSKA: Ohhhh my goodness...

BAM: HA! Nice catch, dumbass! Yes...I'm just doing that chick a favor!

MUSKA: Youah retahded!

TONY: Yo, check it out. The first stage of the competition is over and leading by fifty points is...my team.

MIKE V: YEAH.

RODNEY: Alright!

PAULIE: Yeeeeeehaw!

BAM: Holy crap, it's Paulie!

PAULIE: Oh yeah, look out, pooper comin through! Pleashe keep your handsh inshide the porta-potty while you...TAKE A DRINK, BITCH!

MUSKA: Yeah, whoo!

BAM: Hahaha, that was awesome! Gimme that pad. Launch a Local--that's a hundred points, slackers, and that's a win for us! Which also means it's time for you losers to face...the Wheel of Loogies! Phil, why don't you do the honors, Fat Boy!

PHIL: Okay..."Cut One Loose."

TONY: Ouch...that means one of us is going home.

YOU: Oh man, I hope it's not me...

BAM: Tony's team, circle up around me and let's see who's gettin' the boot.

That Sucks.

BAM: If I could leave our soon-to-be departed skater with just one final word, it would be...FIRE IN THE HOLE!

BOB: Hhhh...

RODNEY: That sucks.

SPARROW: Bing! Hahaha!

BAM: Later Burnquist! Everybody else, let's hit it! We're heading to Spain!

BARCELONA

Barcelona Goal Set

TONY: Que pasa? Welcome to Spain! Here's the skinny: with Burnquist gone, you're gonna have to get EXTRA rediculous. I suggest starting off with a Hiroshima Snot Rocket, but here are some other things you might try.

Jusht the Way I Like It

SPARROW: Wah!

WEE-MAN: Good one!

TONY: With the killer session you had here, that puts us back in the lead!

SPARROW: You mean that puts US back in the lead, bro. Since you and I are the newest Pros, we gettin' traded. Thanks for the points, homie.

PAULIE: Ohh lookiddat rack! Woo baby!

BAM: No biggie, man, our team is solid now. You, me, Koston, Paulie...

PAULIE: Mi grande chorisho esh el jefe mamashita. OW! Yeah, jusht the way I like it!

BAM: Next stop, Berlin. You just have to knock it out there and we're chillin'.

MIKE V: Hey yo, check it out, we're on TV!

We'd Best be Germany-Bound.

HUGH JASS: Some are calling it the biggest underground sporting event in history. The world's top skaters are going head-to-head in an unpededented competition. European World News obtained this video earlier today.

BAM: Come on come on come on come on...

KOSTON: This bull's hung like a bull!

BAM: Shh...don't be so loud, you'll wake the Fat Boy up! Haha...Oh man, this is going to be so good. How'd you like that, Fat Boy?

PHIL: Oof, ow!

MIKE V: Looks like the word's out, boys. This thing's no longer just between us.

TONY: If we have ANY chance of shaking this buzz, we'd best be Germany-bound.

BERLIN

Berlin Goal Set

BAM: Alright, Berlin. Now that we've ditched that deadweight Sparrow, we're gonna kick some ass. Me and Paulie will be around, you just gotta find us. When you're ready to move on, go see Fat Boy Phil.

It's Kinda Ironic, Man

SPARROW: Hey, guys! Check me out! I'm going big...WHOO! OH SH**!!

MIKE V: Dude, could he suck any more?

MUSKA: It's kinda ironic, man. Him nailing a weiner cart? Get it?

BAM: What an idiot...

TONY: Well he's not our problem anymore. The Hock A Loogey hit "Rookie Swap" again and we got our old teammate back.

MUSKA: What up, man?

MIKE V: Hey, welcome back, rookie.

BEAVERHAUSEN: Mates! Nigel Beaverhausen: writer, produced director.

MUSKA: What?

MIKE V: You gotta be joking me...

BEAVERHAUSEN: Today, I'm here to chat you up about skateboarding.

MIKE V: Oh man, come on...

BEAVERHAUSEN: When I did my first skate video, "Crotch Crackers and Grape Splitters 7..."

BAM: Oh, man...

BEAVERHAUSEN: ...the kids went nuts for it!

BAM: EW!

BEAVERHAUSEN: Huh huh huh huh...no pun intended.

MUSKA: This dude is crazy!

BEAVERHAUSEN: The contest you blokes are doing is tubular! Mega-righteous! Dudes, I'm talking rad to the MIZZAX.

BAM: Koo-koo...

BEAVERHAUSEN: That is why I must capture it all on video for you. It'll be huge! Worldwide! And with a name like Nigel Beaverhausen, you can't go wrong! So, homies, what do you say?

MUSKA: I say you get a mullet, bro.

Insert Sophomoric Joke Here

BAM: I guess he got his answer, huh?

MUSKA: Hey yo, if Australia's our next stop, isn't Bangkok on the way?

MUSKA: Yeah! YEAH!

AUSTRALIA

Australia Goal Set

TONY: Oh man, Thailand was out of control! Now we can own Australia because Bam's team missed their flight from Bangkok! They passed out on a boat and wound up in India! You just need to get crankin' on these tricks. Come and see me when you're ready to move on.

From the Yabbo in the Bit

BAM: Once again, the Wheel Of Loogies has spoken! Since you were the last one to get YOUR points...it's bye-bye time.

MUSKA: Take it easy on 'im, man.

BAM: You got any last words?

YOU: Well I--guess I'd just like to say--OW! OW! OOH OW!

RODNEY: Waiiit a minute. Phil, you didn't add this right! We didn't lose, it's a tie.

PHIL: Oh yeah, I guess I should'a carried the one. YOW! OWW!

BAM: Hahaha, nice math, Fat Boy.

SPARROW: Wh-what?! Whassis mean? I...I finished last for our team, but I'm not going home--uh, because we tied, huh?

MUSKA: Hey dude, I think these two cats right here need to go have a little showdown, you know what I'm saying?

TONY: Yeah.

RAMP KID: Totally rad! Tony Hawk, Bam, yanks!

TONY: Hey kid.

RAMP KID: I can't believe it, I just bought your video! Can you put a

pen to it for me?

KOSTON: What the crap.

MIKE V: Is this for real?

TONY: What the hell--where'd you get this?

RAMP KID: From the yabbo in the bit. He's 'round the corner, selling them things.

MIKE V: This guy's dead.

MUSKA: Let's take 'im out.

TONY: Let's see. We want to nail this guy, AND we need to figure out who's being sent home today. Anyone thing the challenge for these two should be who can wreck Beaverhausen the most?

RODNEY: Yeah, alright.

PHIL: That works.

TONY: You have your mission...now go get'im.

Piss Off Some Aussies

SPARROW: Haha! Yeah, nailed it. Alright. Come on guys, what's next, huh?

BAM: You stole his clothes? That was your big stunt? You're an idiot, why are you still on my team? Gimme that. I got an idea.

YOU: ...

BAM: Sweet. With those clothes and lame mask, you look just like Beaverhausen. Now go piss off some Aussies; they'll take care of the rest.

I Don't Have a Ticket Home

BEAVERHAUSEN: What is the bloody noise? Nigel Beaverhausen is trying to create--GAHH! Can I help you...? Help me! Help--

TONY: Awesome, way to take care of that tool!

MIKE V: And now you get to roll with us to New Orleans. Mardi Gras, baby!

SPARROW: Wait! What about me?!

MUSKA: Fool, we're taking off.

SPARROW: Ohh no no no no no, this can't be it! This can't be. Come on, gimme another chance! Guys...GUYS!! I don't have a ticket home!

NAWLINS

Nawlins Goal Set

TONY: Another town, another party. And no fiesta is bigger than Madri Gras in New Orleans: drunks, idiots...and drunk idiots. We're talking major moron convention. If you want to get noticed here, try these insane stunts.

Here, This Might Help You Decide

BAM: Move it, drunks! Can't this sumbitch go any faster? Look out, new ride coming through! You like it? It's my BMW: my Boozed up Moron Wagon.

BEAVERHAUSEN: Yes! That's bloody rich! Look--I want to make you dudes another offer. Now, I've captured your entire competition on video, including everything here in New Orleans.

MIKE V: Let's kill him!

BEAVERHAUSEN: Wait wait wait wait!

PAULIE: Cap your ass.

BEAVERHAUSEN: Word is that your next stop is Skatopia. An outsider like me would get strung up by me willies trying to bust in there.

BAM: Hey, I'm starting to like this deal.

MIKE V: I don't give a damn.

BEAVERHAUSEN: If you can get me footage of the final stage of the tour, I will pay for this entire event!

BAM: Are you serious?

BEAVERHAUSEN: Everything.

TONY: Hmm...what do you guys think?

PHIL: Here, this might help you decide.

TONY AND BAM: You got a deal!

BEAVERHAUSEN: Bloody BRILLIANT! Cheers then, gents!

PAULIE: Sheeya later, butt crumpet.

BAM: Nice!

TONY: Whoa whoa, we got business to take care of first.

BAM: What's the point? You guys are so far behind now. There's no way you can win!

RODNEY: Whatever, dude...

BAM: But hey, if that's what you want then...The Equalizer? Augh, we're screwed!

MIKE V: Sorry, Bam.

BAM: The Equalizer is a gnarly all-team stunt. You pull it off and we're all tied up.

MIKE V: Man, the Equalizer's gonna be hardcore! Me and the boys are gonna run upstairs and "borrow" a helicopter. Meet us up there and when we take off, just grab on and do some insane tricks. Oh yeah: security's gonna be tight, so watch out. Come on, let's do this!

Muska Crashes

MUSKA: Whooo yeah! Ride 'em cowboy! Uh, uh, uh-oh! Tony! TONYYYY!

Bring It Home

YOU: We did it! We're all tied up--

TONY: Shh. They'll be fine. They've been busted for skating many times. I'm sure they can handle it. But we gotta move on.

MUSKA: Oof!

YOU: What's that mean? I have to skate the final leg alone?

TONY: Would I really leave you hanging like that? I'm skating with you. You and I are gonna bring it home.

SKATOPIA

Skatopia Goal Set

TONY: We saved the best for last: Skatopia, the skateboarding mecca. We've circled the globe, invaded four continents and pissed off a lot of people. This is our last shot to cinch this thing, so let's tear it up--Hall Of Fame style!

BAM: When you little dirtbags have scored all you can, find me. We'll total things up, then you can crown my team the champion.

Super-Power Skateboard

JESSE JAMES: You should be able to fly up these hills with this thing.

Explosions are Fun!

BAM: To celebrate our complete domination, I'm gonna blow this hell-hole sky high!

Rescue the Critters

TONY: We gotta get outta here, but let's take the critters with us!

Grand Finale

BAM: Alright, time for the grand finale! This place is gettin' torched! Yo, what's that rookie still doin way up there? Hey loser! Let's make this interesting! We're up, but if you can bust Skatopia in one combo, you get a thousand points! You know why? 'Cuz it'll never happen,ahaha!

One Little Thing

BAM: It's beautiful...so beautiful. My life finally has a meaning.
What--NO!!

TONY: That was ridiculous! I've never seen anything like that before!
World Destruction Tour champs--I love the sound of that!

BEAVERHAUSEN: Yes yes, bonkers, madcap, the mutt's nuts. Now where's
my tape?

TONY: Tape? What tape?

BEAVERHAUSEN: Come on, come on, come on--I've managed us a live, inter-
national broadcast! The whole world is about to see me! I mean, us.

MIKE V: Glory hog.

BAM: Hey, it's the old Beaverbanger. I bet you're looking for this.

BEAVERHAUSEN: Cheers!

PRODUCTION CREW: We're live in 3...2...

BEAVERHAUSEN: Anarchy, destruction, utter chaos! Images captured by the
only man bold enough to bring them to the big...er, small screen: ME!
Nigel Beaverhausen (writer, producer, director). I'm speaking, of
course, of the now famous World Destruction Tour! Four weeks I've
trekked the earth with the world's top skaters, becoming so close with
them, we practically shared the same breath. So, without further ado,
here is the compelling...nay...gripping story of the World Destruction
Tour! Brought to you by Nigel Beaverhausen.

PHIL: Ape, we're out of toilet paper, I need some toilet paper up here!

BEAVERHAUSEN: Th...th...thuh...

TONY: Thank you, world, for tuning in! And before we go, we'd just like
to leave you with one little thing.

CREDITS

HUGH JASS: Good evening, here are the stories making international
headlines. Crowds of adoring fans mobbed the home of Paulie "Wheels of
Fury" Ryan today. When asked about his newfound celebrity, Paulie told
the female reporter:

PAULIE: Hey lady! Let'sh shee them shweater pimplesh...heheheh...OPEN
UP SHOP!

HUGH JASS: In Barcelona, many Spaniards are upset that their national
pasttime, the Running of the Bulls, is quickly being replaced by the
new, more wildly popular sport of "Snap a Bull in his Beanbag with a
Rubber Band and Run Like Freakin' Hell."

HUGH JASS: In australia, American skater Eric Sparrow is recovering
nicely after having his head surgically removed from another man's
*#&\$(!. When asked about the incident, one official simply said,
"Well, he certainly gives new meaning to the term 'butthead.'"

HUGH JASS: Reports from New Orleans state that zombies have taken over the French quarter. However, a closer investigation showed that the zombies were just really pasty drunks who haven't seen the outside of a bar in months.

HUGH JASS: Wannabe TV Producer, Nigel Beaverhausen, now known as "The Screaming Inch," is wanted in 973 different countries around the world for, quote, "flashing patch."

HUGH JASS: And finally, Tony Hawk and Bam Margera, the founders of the World Destruction Tour, have been officially banned from ever returning to Boston, Barcelona, Berlin, Australia, New Orleans, and even Thailand. Upon hearing the news, Tony and Bam replied, "Hey, good call."

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<smtx>

- [Text Messages]

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BOSTON

1/4 FROM: TONY HAWK

"You banked your first points! Every once in a while, you will receive a text message. Check these messages as they might contain important and useful information. The phone icon will appear when you have a new message. Pause the game and select 'View Messages' to read these."

2/4 FROM: BAM MARGERERA

"What do you get when you blast a fire hose at a bunch of drunks through an electric fence? 100 points for my team! Top that, sucker!"

3/4 FROM: TONY HAWK

"Good job! I think we have enough points now to take the lead on Bam's team. I'm hanging out on the street over by Jeers. Come see me when you are ready to move on to the next city!"

4/4 FROM: TONY HAWK

"Wow! We've completed every possible goal in this level. Let's move on to the next city."

BARCELONA

1/5 FROM: STEVE-O

"Guess what? Steve-O just joined the party! Find me and I'll show you a real ride...nothing like that rolling cocktail dress you call a skateboard."

2/5 FROM: WEE-MAN

"I heard that someone got 100 points for using a leaf blower to rocket Phil's crusty underpants into the face of some Spaniards! Oh yea, that was me! Ha! You suck!"

3/5 FROM: TONY HAWK

"We have to be in the lead with all the points you have scored. I think we are safe to leave this city now. I'm out near the street so come see me and we'll tally up our points!"

4/5 FROM: BOB BURNQUIST

"In case anyone cares, yes my nuts are finally healing. And yes, one of them still has the markings of a tennis ball. Thanks!"

5/5 FROM: TONY HAWK

"I didn't think we could do it, but we've scored all the possible points in this city! Let's get out of here!"

BERLIN

1/3 FROM: TONY HAWK

"Oh man, Sparrow just tried to do a blindfolded 900 and took out an entire polka band! I think he might have even killed the tuba player. We need you back!"

2/3 FROM: BAM MARGERERA

"We have killed this city. Those dorks on Tony's team are probably still trying to do kickflips. I say we leave and get a head start on the next city. Meet up with Phil when you want to leave."

3/3 FROM: BAM MARGERERA

"Dude, YOU ruled this city! We've got all the points we can get, so let's make like trees and leave!"

AUSTRALIA

1/4 FROM: THAI-BABY68

"You through big good-time party! You come back Thailand soon! I call phone number you give but man name Bob Burnquist answer. Who he? P.S. How to get water buffalo off grandfather's roof?"

2/4 FROM: TONY HAWK

"It's good to have you back! Our team performed really well here in Australia. I think we're ready to take off. If you want to come with us, come and see me."

3/4 FROM: TONY HAWK

"You've cleared your list! Australia is out of things for us to do. Let's hit the road!"

4/4 FROM: ERIC SPARROW

"I've got this one locked up! You can't possibly do something better...I stole Nigel's clothes! I'm brilliant!"

NAWLINS

1/3 FROM: PAULIE

"Hey pork sniffer! Let me know when you come close to my score. I'll be treating the ladies to a hot plate of southern fried Paulie!"

2/3 FROM: TONY HAWK

"Right on! We've got more points than Bam can count. When you think you've had enough, com see me!"

3/3 FROM: TONY HAWK

"Our team has cleaned up Nawlins! Nothing more to do here, so let's head out!"

SKATOPIA

1/3 FROM: MIKE VALLELY

"We're in jail but we should be rollin' your way soon. Beaverhausen will be here to bail us out any minute. Before we got nabbed, we stole his truck!"

2/3 FROM: TONY HAWK

"I really think we have enough points to win this thing! Let's go see Bam and we'll call a final point tally!"

3/3 FROM: TONY HAWK

"There is no way that Bam's guys can beat us now...you scored so many points! Come meet up with me so we can hand Bam and his team the loser trophy!"

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- [Expenses] - <sm\$\$>

Are you curious to how much money the Pros wound up owing by the end of the game? Here's the list Phil flashes Tony and Bam in Nawlins.

STOLEN TENNIS BALL MACHINE -----	\$576
DEAD BULL -----	\$3,599
DESTROYED CANNON -----	\$12,000
DESTROYED PORTA-POTTY -----	\$899
MENTAL ANGUISH -----	\$857,000
DESTROYED WIENER CART -----	\$4,599
DESTROYED KOALA STATUE -----	\$58,599
INTENSIVE CARE - MIME -----	\$650,000
1000 CANS - SPRAY PAINT -----	\$5,899
1000 CHARGES - GRAFFITI REMOVAL -----	\$8,200,199
TRASHED HOTEL - BOSTON -----	\$800,000
TRASHED HOTEL - BARCELONA -----	\$450,000
TRASHED HOTEL - BERLIN -----	\$740,000
TRASHED HOTEL - AUSTRALIA -----	\$975,000
TRASHED HOTEL - NEW ORLEANS -----	\$1,200,321
THAI "MASSAGES" -----	\$12,000
MISC. DAMAGES - RE: ELEPHANT STAMPEDE ---	\$1,300,492
SUNKEN POLICE CAR -----	\$35,000
HIJACKED PARTY BOAT -----	\$82,000
SYNCRONIZED TOILET INFERNOS -----	\$38,485
BULLDOZER DEMOLITION DERBY -----	\$357,899
RENTAL CAR CATAPULT -----	\$25,000

HOTEL SEWAGE ERUPTION -----	\$800,000
EXPLODED LIFEGUARD STAND -----	\$79,000
INDOOR BONFIRE -----	\$654,000
STOLEN FARM ANIMALS -----	\$79,000
 TOTAL:	 \$21,117,551.84

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[Classic Mode]

Hokay! If you're tired of all the contemporary "free roaming" crap, Neversoft put in a Classic Mode--where you have two minutes to tear up a level and ten goals to accomplish. There's no storyline here--just move on from one thing to the next, trying to rip as many sick stunts as you can.

+ Reinstated are the COLLECT S-K-A-T-E, FIND THE SECRET TAPE, and HIGH/PRO/SICK SCORE goals, with the new addition of HIGH COMBO and semi-recent COLLECT C-O-M-B-O (a goal from THPS4 that never stood out all that much). Each level has an additional set of unique goals.

+ Story Mode was painfully short, but Classic Mode is over twice as long, with FOURTEEN different current and classic levels to play through. (I guess Neversoft finally got the point that not everybody likes to poke around older levels just for Gap hunting.)

+ Another old-skool THPS move, five STAT POINTS are hidden in each level. When you start with three points in each of the ten skating traits, and collecting a Stat Point lets you add one more Stat to each trait. Stats are also interchangeable, so if you need more of a particular trait for a goal, you can take out points from other skills and add them to the necessary trait.

+ You have to beat six goals in a level in order to move on to the next bracket. (Eight in Sick Mode.) That doesn't mean six/eight between two levels in one bracket, it means six/eight in one specific level.

+ You have the option of playing as the Pros and any characters you've unlocked by playing through the game. All of their stats will be the same as your custom character's.

+ There are very few differences between Normal and Sick mode. Beside the game physics being more real in higher difficulties, like Story Mode, the only other change comes in the SCORE and HIGH COMBO challenges. Each one of those goals will have a slash mark separating the Normal points from the Sick points. For example:

HIGH SCORE - 30,000/100,000 pts

PRO SCORE - 60,000/200,000 pts

SICK SCORE - 100,000/300,000 pts

HIGH COMBO - 10,000/75,000 pts

The first number is what you have to meet in Normal mode and the second is Sick mode. Since HIGH, PRO and SICK SCOREs are all of similar nature, they'll be listed all together. HIGH COMBO sometimes has its own section, depending if its difficulty in that level or if there's a different suggestion for it than for the SCOREs.

Bracket 1: [Barcelona]
- Places of Interest -

Compass:

NORTH: Parc Guell, School

SOUTH: Maramagnum

EAST: MAMO, Bull Cage

WEST: Estacion Sants

====>Alleys: A general name applying to the Farmacia/Plaza Paralela/Smoke-stacks/Perdrera area and the paths running between them..

====>Bridge: A massive bridge with wavy red rails spans across the waterfront, connecting Estacion Sants to Maremagnum. There's an infinite amount of lines that you can mix and match thanks to the safety rails, benches, and decorative rails. You can also use it to flatland. In Story Mode, you need to complete HELP PEG LEG in order to make the bridge close.

====>Bull Cage: This is between Parc Guell and the MAMO. Throw a tomato at it to cause Barcelona's DESTRUCTION!!. When open, it makes a miniature QP.

====>Church: Past Estacion Sants, the church is a red-brown building draped with green tarpaulins. There's a couple planters with QPs in front, and construction barricades blocking the church's doors also make makeshift QPs. The church has a ledge you can grind in part of a nice line.

====>Cines: A movie theater in Maremagnum. Going through the front doors spits you out an air vent on the back, onto a cable over the water.

====>Estacion Sants: The starting area, Estacion Sants has a nice selection of ledges and rails for the Street Skater, and once you free the Bull. some decent Verts, too. You can rip a nice, big combo in this area alone.

====>La Farmacia: A small building standing next to la Perdrera and kind of tucked away in the center of the Alleys, la Farmacia has a QP on one side and a pool on the roof. You use both mainly to get up to the top of Plaza Paralela and La Perdrera.

====>La Perdrera: A circular building taking up a large portion of the main area, la Perdrera has a long, spiralling grind on the inside and three pools on its roof. It's the giant building you see to your left at the starting point.

====>Maremagnum: A park on the opposite end of the bridge, Maremagnum has a nice variety of TrickObs to please any skater. One end of the tram can be found in a corner of the area.

====>Museo del Arte Moderno (MAMO): A big building next to the bullcage, it has a nice ledge in front of it, and going inside brings you up to a kicker. It's on the opposite side of the Alley between the MdM and one of the Plaza Paralela buildings.

====>Museo del Medevil (MdM): A brown-brick building designed to look like a small castle, MdM has two doors (one facing the street, the other on the opposite side) that bring you up to a pair of catapults. The cata-

pulps launch you automatically, giving you nice air to bust a big vert trick. The rear catapult sends you toward the Waterfront, and the front one sends you onto La Perdrera.

====>Parc Guell: Parc Guell is a place made just for Vert skaters. Having six MASSIVE HPs, you can bust sick airs here, especially if you spine from one to the other. There's an area for flatland near the top and a couple grind spots, but serious Street skaters need look elsewhere. The other end of the tram ride is at the very top of this area.

====>Plaza Paralela: Actually two buildings, Plaza Paralela sit on either side of the smokestacks. Both buildings have doors on floor-level which you can go into to get to the top floor of the shorter building. You can get to the roof of that building by either spine transferring off la Farmacia and going up the HP, or by busting through the windows on the top floor where there's a ledge and double-jumping up.

====>School: A pinkish-redish building between Parc Guell and the Church, the school has some ledges to grind and verts to grab or flip. Otherwise it's not that important.

====>Smokestacks: Three massive, brown smokestacks stand in the middle of Plaza Paralela. Each one has a ladder that you can climb up, leading to small platforms.

When you free the bull, the smokestack closest to the road gets knocked over, integrating it into a line and making a QP next to the Estacion Sants subway entrance.

====>Subway Entrances: There are three subway entrances total: one in Estacion Sants, one in Parc Guell and one in Maremagnum. You can access the other two areas by going into any one of them, which saves time in Classic Mode.

====>Tram: There are two towers--one set up at the top of Parc Guell, the other in Maremagnum. One long wire stretches around the two of them, running parallel to each other over the Alleys and the Bridge. Four tram cars always travel along the wire.

====>Tomato Crates: Barcelona's Pelting item, you can carry up to ten tomatoes and there are two places to get them. The first is in the area between Estacion Sants, Church, and La Perdrera; the second is across the street from both Museos, on the Waterfront.

====>Waterfront: The area across the street from Plaza Paralela, Estacion Sants and the Alleys that borders the water before it turns into the bridge. There's a QP, a crate of tomatoes, and a few lines integrated with the bridge there.

====>DESTRUCTION!!: In the FREE THE BULLFIGHTER goal, you have to throw a tomato at the front of the bull cage. This releases the bull, and it goes on a rampage chasing after a Parc Guell street mime. He'll knock over a red dumpster in front of Church, knock over the wavy awning and flatten a bench in Estacion Sants, and destroy one of the three Smoke Stacks. The dumpster becomes a kicker of sorts, as does the Estacion Sants bench; the wavy awning turns into a series of narrow HPs that you can't Spine over; the Smokestack crumbles, making the alley between Plaza Paralela and La Farmacia into an HP; and a car crashes on the

Waterfront, creating a place to light your board on fire.

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[STAT POINTS]

1//In front of Parc Guell's tram. Go inside the tram and drop down from the top to get it. Don't jump out since it's literally right below the tram roof's ledge.

2//This one's floating near the top of the MdM. Climb the nearest Smokestack (BEFORE you free the bull) and jump over to the MdM, holding down the right shoulder button so you'll automatically grab onto the roof. Now just walk towards the frontmost catapult to pick up your Stat Point.

3//On the bouy net next to the Bridge. Get off your board and jump over the green QP across the street from Estacion Sants. Caveman onto the rope and hold the grind until you get the Stat Point.

4//Grind on the left safety rail on the middle section of the Bridge, then hop over to the red wavy rail to the left of that when it dips low enough for you to transfer. Jump off the wavy rail when it ends and grind on the side of Cines. Ollie off to get your next Stat Point.

5//Go onto the roof of La Perdrera. Go around the start of the Spiral grind and head into one of the brick-rimmed pools on the far side. The last Stat Point is floating just beyond the pool, but if you stand on its rim, you'll get it.

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HIGH SCORE - 30,000/100,000 pts

PRO SCORE - 60,000/200,000 pts

SICK SCORE - 100,000/300,000 pts

Hints: Street skaters: USE THE BRIDGE! The rails and flatland sections make it perfect for you guys. Vert skaters, try the buildings that make

up the Alley if you like pools, or the Parc Guell spines, which are easy for scoring big points and big air. When you play Sick Mode, you need to absotively abuse your Specials, so have some Grabs, Grinds, and Manuals easily equipped by using the UP-DOWN or DOWN-UP commands.

HIGH COMBO - 10,000/75,000 pts

Hints: Like for High Score, use either the Bridge if you're better with Street, or Parc Guell if you're Vert. If you can meet HIGH SCORE in one combo, you'll nail this one, too, but it's not easy. Again, abuse your easy-to-do special tricks.

COLLECT S-K-A-T-E

S//You find S in Estacion Sants, between a couple of those yellow-topped booths. Ollie up to get it.

K//Head over to the Church and go up the QP in front of it to grab K.

A//Grind on the striped ledges in front of Parc Guell and ollie over

the gap for A.

T//Grind on the MAMO ledge and ollie off when it ends for T.

E//Head onto the Bridge and when you're about halfway across, turn around so you're facing Estacion Sants and Parc Guell. Grind on the red safety rail to your right, then Ollie over to the red and white wavy rail when it gets low enough for you to hit it. The E is there.

COLLECT C-O-M-B-O

C//Grind on the ledge on Estacion Sants.

O//Ollie over to the red rail next to La Perdrera

M//Grind the red rail.

B//Jump away from the rail after it turns and go into a Manual, then Wallie up the School ledge to get the B.

O//You can get the O by Flatlanding over to the QP and going off it OR by getting off your board and jumping up to it.

COLLECT 5 TAPAS

Hints: All five Tapas are in Maremagnum, so head down the subway tunnel in Estacion Sants to get there quickly.

1//On the yellow rail at the entrance.

2//Hovering over the uniquely walled pool near the wall. Spine over it to grab it.

3//On the awning of Cines. Use the pink planters on either side of the front door as kickers to launch up there.

4//On top of the graffiti wall. Wallie up to the top, or climb off your board, grab the top of the wall and shimmy over to it.

5//On a wire suspended over the water. The easiest way to get to it is to go over to the tram and hop on the wire before it connects with the log post in the water and grind on it, collecting the last tapa.

GET THE SECRET TAPE

Hints: The Secret Tape can be found on the Bridge. Since it's open as soon as you start the goal, you don't need to worry about freeing the boat. The Tape is on the red wavy rail in the very middle of the bridge, and you can get it either by climbing off your board and double-jumping against one of the wavy rail's support pillars and shimmying over, or by Grinding the slanted sign on the Waterfront onto the red wavy rail lined up with it and hopping over to the center one when you get close.

MANUAL THE SUBWAY

Hints: This one is really easy--build up speed and Manual down the ramp of any one of the subway entrances. If you have enough speed

you'll be able to make it most of the way up the ramp where you come out. You don't have to go all the way up to get this, but you must have started the Manual BEFORE the downward pitch.

GRIND THE WORLD'S LONGEST BENCH

Hints: Head up to Parc Guell, up to the tram. In front of the tram is a little Flatland area, then a ditch with more flatland. The wavy bench closing in most of the Flatland ditch is what you gotta grind. Just hop on one end and ride through to the other end until you get the WORLD'S LONGEST BENCH gap. It's only made difficult by the back-and-forth motion of the camera, so focus on the balance meter and it's in the hole (as Bill Murray once said).

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<cmau>

Bracket 2A: [Australia]

- Places of Interest -

Compass:

NORTH: Storefront

SOUTH: Beach

EAST: East Apartments, EMU Burger

WEST: West Apartments

====->BALCONY CLIMB: Actually the name of a gap, this refers to the northernmost building on East Apartments (it's actually ON the north border). You gain access to the top of the East Apartments by using the balconies on this building; you can either climb up the ladders, which is slow and a pain in the butt, or you can vert up the QP in front and grind on the closest balcony rail. Ollie off before the rail ends or turns and Sticker-Slap the wall to get higher up on the balconies.

====->Beach: The Beach doesn't take up the south end of the level. It IS the south end of the level. You can't skate on the sand, so if you land on it in the middle of a combo you'll automatically do a Combo Run-Out. Make your way back to a ledge as fast as possible if you wanna keep it going. There's a telephone wire strung above it.

====->Big Stairs: Leading the way from the parking lot to the boardwalk, the Big Stairs are mad for flipping down. There's a bowl at the far end and a rail splits the stairs in two.

====->Boardwalk: The area of concrete between the parking lot and the beach, the boardwalk has a couple sexy grind combos and some good QPs to vert off.

====->East Apartments: Running from the northeast down to the beach, these guys have some grinding rails in the top corner near Kenny, but loose import the closer to the beach you get. Most of the action you'll see will take place on top of the apartment buildings. There's five accessible buildings total, and the easiest way to get to them is by going up BALCONY CLIMB or by using a ladder next to EMU Burger.

====->EMU Burger: A yellow building in the series of Apartment buildings, this one has nothing special about it except the whacky billboard hanging off the top. There's a ladder inset next to the building that goes from ground level all the way to the roofs of the apartments.

====->HAWK Bridge: A long bridge in the center of the parking lot, it's got a

couple QPs bordering it and ledges on the top. It's attached to the sidewalk across the street from Storefront.

----->Kenny: The very northeast corner of the level has a fountain with a headless bear statue. You can grind the fountain or use it as a kicker.

----->Lifeguard Hut: This white, round-roofed building overlooks the beach. It's integral for a few boardwalk lines.

----->Lofty Yellow Building: A yellow building on the west side of the parking lot, there's a fair share of ramps and ledges on the outside. You can spine transfer up into the building from the ramp facing the West Apartments, then spine over the ramp on the inside to reach a fan boost that shoots you over to TC's Building.

----->Mini: Just off to the west side of the boardwalk, you'll find a single wooden HP. Cool for self-inclusive vert combos.

----->Outdoor Restaurant: Above most of the storefront, there's a balcony with a few tables and people. There's a few ways to get up there--either by using the bench next to Sleeping Beauty as a ramp or by going up a QP at the end of the road between the West Apartments and the end of the Storefront.

----->Paradise: A zoo-like area with a pool in the center and a nice selection of grindables. You can only access it if you wake up Sleeping Beauty at the north of the level.

----->Parking Lot: The area between the storefronts and the boardwalk, the parking lot houses the HAWK bridge, a couple buildings, and a lot of sweet stuff to combo off of. Great for Flatland.

----->Shrimp Box: About halfway down the boardwalk, between the Mini and the Big Stairs, is an open box of Shrimp. You can carry five shrimp at a time and use them to pelt people.

----->Sleeping Beauty: On the north of the level next to the Kenny Statue is a giant yellow crane with a sleeping construction worker inside. The crane's front and back are angled like kickers, and the arm part of the crane serves as a decent upward grind to the Storefront.

----->Storefront: The north end of the level, the Storefront a couple ledges and some ramps to combo off of. There's an awning above street level that's decent for Flatland.

----->TC's Building: A red brick building in the parking lot, TC's building has a couple ramps and ledges all around and a pool on the roof.

----->Tidal Pool: A small pool next to the beach, this is okay for Street 2 Vert combos, but due to the awkward shape of the openings, it's very easy to bail.

----->West Apartments: Unlike the East Apartments, the West Apartments are a lot less linear. The north end has a beige building with a couple QPs in front and some lipable windows followed by a series of other apartments that weave in and out of the center of the level. There's a lot of good grind spots here.

----->DESTRUCTION!!!: Believe it or not, there's two parts to this DESTRUCTION!!! First, Natas Spin the fire hydrant near Sleeping Beauty to get him

to wake up and open the entrance to Paradise (as you do in the WAKE SLEEPING BEAUTY goal in Story Mode). Then have the aborigine grind on either side of the crane to make Kenny's head snap off and roll over a cop car (making two kickers up to the Storefront balcony), bust up the Ten-Set at the corner of the street, and crash into a door at the first building in West Apartments. (Almost killing Koston, Mike V, Muska and Mullen in the process...)

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[STAT POINTS]

1//On the green building of the West Apartments--it's the second building in the line, and very close to the starting point. All you need to do is take a right and it'll be in front of you. Get off your board and go to the left of the front of the building. Double-jump against it holding down the right trigger button, and you'll latch onto the sign. Shimmy over to the center for the Stat Point.

2//Further down the West Apartments, the second point is on a ledge above the red building next to the green one. Use the QP under the rail to air up. Grind or hop off your board and the next Stat Point is yours.

3//On the Boardwalk, grind on either rail next to the Lifeguard Hut. Jump when the rail kinks up to launch at the second tier of the hut and either get off your board and grab onto the roof, or grind on it till you come around to the Stat Point hovering over the front.

4//On the far end of the Storefront balcony. Since your stats aren't that great this early in the game, it's better to use the bench near Sleeping Beauty to launch up onto it, then go around the corner and up the QP to get the point.

5//The last point will be where Kenny's head ought to be. Boneless off the kicker-like rim of the fountain and sail over the statue.

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HIGH SCORE - 65,000/150,000 pts

PRO SCORE - 130,000/300,000 pts

SICK SCORE - 200,000/450,000 pts

Hints: Fortunately, Australia is a place with a lot of unofficial lines for you to mix and match. I recommend focusing on the Parking Lot and Boardwalk, since there's not much to do on the Beach, and cars can easily interrupt a nice combo on the Storefront (although you can use BALCONY CLIMB to nail a very creative infinite grind/sticker-slap combo good for extra combo multipliers. You can also hop off the apartments at the top and land in another area if you get tired of hopping back and forth without going up).

HIGH COMBO - 30,000/100,000 pts

Hints: Like mentioned above, using the Storefront isn't recommended, but take advantage of BALCONY CLIMB for sick comboage. For the Vert skater, the Parking Lot is rife with all sorts of QPs and HPs that you can transfer over and such; just beware of the cars idling here and there because they can knock you out of your combo just as easily as any moving car can.

COLLECT S-K-A-T-E

Hints: I found it easiest to collect the letters out of order, since they have a really weird line--AKTSE seems to flow the smoothest, but you can do it however you want to.

S//In the pool on top of TC's Building. Use the Lofty Yellow Building's Fan Boost, since the T is in that building.

K//On a QP at the end of the Storefront at street level

A//Get up to the second tier of fire escape rails in BALCONY CLIMB. Grind from that to the first building in East Apartments if you have to.

T//Go into the Lofty Yellow building and Spine Transfer over one of the QPs inside.

E//Climb up one of the poles on the beach, or grind off the ledge of the last West Apartment building, to get E from the wires over the Beach.

COLLECT C-O-M-B-O

C//On a rail in front of the Lofty Yellow Building.

O//Hop over the gap in the rail and grind again. The O will be on a planter linked to the rail.

M//Keep grinding the planter as it turns back into a rail to grab M.

B//Hop the RAIL 2 PLANTER gap to get over to the West Apartments, then hop up a ledge and ride it out for B.

O//Hop over to the ledge of the next building in West Apartments to get the O.

SMASH 5 FLOWER POTS

Hints: You have to GRIND or WALK THROUGH each flower plant in order to break it!

1//On the top of the QP in the back of Lofty Yellow Building.

2//On the top stair in front of TC's Building.

3//On the lowest ledge of an East Apartment building, the one next to the EMU Burger that's closer to the Beach.

4//On the planter in front of the Storefront, near the Arcade Machine and under the Storefront balcony.

5//On the ledge of a West Apartment building close to the Beach.

FIND THE SECRET TAPE

Hints: Use BALCONY CLIMB and grind over to the East Apartments. Ollie

the gap between the first and second building in order to grab the Secret Tape.

FIND AND HIT FIVE G'DAY RAMP TRANSFERS

1//Transfer over the Gap on the front of HAWK Bridge (the part closest to the Boardwalk).

2//Between two East Apartment buildings, on street level. The gap is directly behind Kenny.

3//The Gap on BALCONY CLIMB's street level QP.

4//Between TC's Building and the East Apartments is an area with redbrick ground. In front of the EMU Burger building (which is yellow at ground level, so you don't have to back up and angle the camera to check), there's a gray bowl that's mostly open, and broken up by a red-brick stair case (coming from Kenny). Gap over this staircase from the curved part of the bowl to land in the straight part.

5//The northmost building in the West Apartments has a QP with a gap for the front door. Nail that for number five.

BUST ALL FIVE YELLOW STREET LIGHTS

Hints: Return to the green building on the West Apartments where you grabbed the first Stat Point of the level and repeat the process you did to get it. Once on the sign, Caveman onto the top so you grind towards the Storefront. All five street lights are attached to the sign, so keep your balance and build up speed between the second and third lights by hopping along the wire in order to nail all five in one combo. If you fall, you have to go back to the green building and start from the beginning.

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<cmsk>
Bracket 2B: [Skatopia]
- Places of Interest -

Compass:

NORTH: Barn Pool, Chicken Coop

SOUTH: Skatopia Sign

EAST: Trailer, Garage

WEST: Pile O' Burnin' Junk, Bigslope, Log Grind

====->Alley: A narrow, U-shaped alley slices between Barn and Barn Pool. There's a grind rail and small Flatland area, but it's mostly used to hide stuff out of sight.

====->Barn: This guy is on the north end of the level. It has a VERY nice vert setup behind it, and a few grindables hidden in the middle and back.

====->Barn Pool: The pool behind the barn. It's shaped like an L and is open at one end.

====->Bigslope: The steep slope on the west side of the level, bordering Mountain. QPs on the left and right make it into an HP, but the downward grade makes it very hard to combo.

=====>Bigslope Cam: On the west side of the Mountain, part of Shaft Exit Level, Bigslope Cam ends with the mineshaft kicker and has a special camera angle when you travel down it. You need to complete the goal LOCATE THE CHAINSAW goal in Story Mode for this slope to be cleared of its trees.

=====>Bus Bowl: A uniquely-shaped bowl with steep ramps perfect for verting. Two long grind lines start up there as well, not to mention a very long hill for those looking to challenge themselves at flatland.

=====>Chicken Coop: The actual chicken coop is where you come out of when going through the Red Shack, but this will be more in reference to the area behind the Barn Pool. There's a QP on one end a Flatland area. There's a blue, tarp-covered planter you can grind on.

=====>Garage: On the east side of the level beyond the Trailer and sitting against the road is an open-air garage with a pool inside.

=====>House: Just beyond the Skatopia Sign is a house lined with plywood kickers and QPs. Nice spot for vert comboists, but there are better.

=====>Log Grind: Three logs have been set up on the west side of the level and you can grind them all in one combo. Ollie off right at the end of each log to get a Fan Boost.

=====>Mineshaft: There's a shack on the top of the Bus Bowl, and beyond that shack is a drop down into the mountain. This mineshaft has a single QP in it that's only good for spining into, and leads to a kicker outside for getting some sweet air.

=====>Mountain: In the center of the level, a giant mountain rises up into the sky. Bus Bowl is on the top and the Mineshaft is inside.

=====>Pile O' Burnin' Junk (Pile): On the western side of the level between two of the log grinds is a pile of junk and propane tanks. Ollying off this pile acts similar to a fan boost and lights your board on fire for a limited time.

=====>Pond: Between the Bus Bowl and the barn is a pond that doubles as a Bowl. The water drains out every time you land.

=====>Road: The path the car follows in Skatopia--from the flat area around the Skatopia Sign, up between the HPs made by the mountain and the Garage, past the front of the barn, then up into the Bus Bowl.

=====>Shacks: A Red Shack and a Green Shack stand on either side of the house beyond the Skatopia sign. Going into the Red Shack pops you out at the Chicken Coop, and going into the Green Shack sends you into the Bus Bowl.

=====>Shaft Exit Level: The level of the mountain where the Mine Shaft exit is located. Stretches around the side of the mountain.

=====>Skatopia Sign: The first thing you'll see when you start the level is a blue sign that says "SKATOPIA" on it. There's a QP on the front and back, so you can spine transfer over it. You can also grind on the log borders to find some sweet lines.

=====>Trailer: On the east side of the level is a small trailer car with a tarp on the roof and a ramshackle plywood kicker on one side. Good for verting, but best as part of a grind line.

=---->West QP: A QP stretching from behind the Barn Pool to the end of Bigslope.

=---->Zipline: There are two ziplines in the level. The first is on the west side of the house, and grabbing onto it drops you onto the top Log Grind. The other one is on the east Mountain wall, on Shaft Exit Level, and it brings you up into the Bus Bowl.

=---->DESTRUCTION!/: When you complete FIND THE CHAINSAW, Bigfoot jumps down and steals Jesse James' souped-up skateboard. He does a manual down the Bigcam Slope next to Bus Bowl, clearing it out. (Again, I'm not sure if this is the actual DESTRUCTION!! or not. If it isn't, drop me a line <cnt2> and let me know.)

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[STAT POINTS]

1//On the roof of the House--just go up any ramp and grab the roof. Haul up and walk onto the peak.

2//On the roof of the Garage. Spine out of the Bus Bowl, into the Road. Go up the QP bordering the Garage and get off your board in midair to land on the roof.

3//On the east side of the Chicken Coop area, there'll be a QP on the very right topped with a rail bordering the Chicken Coop itself. Go up the QP and grind on the rail. When the rail comes to a curved stone wall, hop and Wallride. You'll fall just short of the Stat Point, so Wallie before you land to grab it.

4//On top of a tree on the west side of the Chicken Coop area. Just get off your board and climb up the tree like a ladder or pipe.

5//Go into the Bus Bowl, the near entirely-enclosed area with steep walls. The Stat Point is visible, so aim at it, go up the QP, and Spine Transfer at it.

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HIGH SCORE - 65,000/150,000 pts

PRO SCORE - 130,000/300,000 pts

SICK SCORE - 200,000/450,000 pts

Hints: Verters ought to take good advantage of the Garage, the Barn Pool and the Spine Transfer combos from the Bus Bowl to past the Garage. I don't recommend Bus Bowl itself due to its unusual shape, since it's easy to go off-target if you're going too fast. Street skaters should abuse all the ledges along the Road and on the Mountain and Pond. Of course--Special Tricks always help, so don't be afraid to bust them out. For people who like Flatland, stick to the Chicken Coop to avoid the car.

HIGH COMBO - 30,000/100,000 pts

Hints: BEWARE THE CAR. It moves fast and its path crosses a lot of good flatland and Vert areas. Street Skaters should rely on grinds for High Combo; Verts, stick to the Barn Pool or the Garage. This is actually

one of the harder High Combos go get due to the bizarre contours of the level.

COLLECT S-K-A-T-E

S//On the top rail of the Barn Pool. Grind towards it from the west side of the Barn.

K//Ride the rail until it slopes down for K.

A//Go into the Road and head downhill. Grind on the right-side QP and Wallie up to grab A.

T//On the back rail of the roof of the House.

E//In the air over the QP just past the House. Vert up the QP to nab it.

COLLECT C-O-M-B-O

C//Start up the Road, where the C is hovering on the QP between the Garage and the Trailer. Grind downward.

O//Follow the QP's ledge.

M//Hop the gap from the QP to the back of the Skatopia Sign.

B//Hop off the Skatopia Sign and go into a Combo Run-Out.

O//Caveman onto the rightmost QP and grind for O.

GET THE FIVE BAGS OF DOG FOOD

1//The right corner of the front of the House, where the dogs are standing.

2//Next to one of the Garage's open ends, facing uphill.

3//In the Alley, on the west side.

4//On top of the Bus Bowl, next to the Mineshaft.

5//Along Shaft Exit level on the East side of the Mountain.

GET THE SECRET TAPE

Hints: The Secret Tape is floating above the hill next to Bigslope Cam. Somewhere between the first and second Log, ride up the West QP and hop up to the orange and yellow fence attached to it. Ride the fence out and you'll collect the Secret Tape when the rail ends.

FRONT FLIP [GRAB-UP-UP] THE SKATOPIA SIGN

Hints: If you don't know how to do a Front Flip, do a Ctrl+f for <smtr> and look up the goals NOVICE - DO A FLIP and NOVICE - DO A ROLL. Now, you need to Spine from the QP in front of the Skatopia Sign to the one behind it (or vice-versa). Build up speed and use Focus to help you land it.

HIT THE FIVE SKUNK GRINDS

1//On top of the Red Shack. Go up behind it, since the ground is higher and its easier to land a grind on it.

2//Scale the Mountain using the ladders and nettings directly behind the House. Two levels up, there will be a yellow wire with the second skunk on it.

3//This will be on the low roof on the east side of the Barn. Use the ladder in the Alley to get up to it.

4//Grind the highest Log Grind, the skunk is at the very tip.

5//On the small hut on the southwest of Skatopia. You can grab onto the edge and grind over it.

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Bracket 3: [Berlin]
- Places of Interest -

Compass:

NORTH: Bombed-Out Church, Zoo-Aquarium, Apartment Building

SOUTH: Gretchen's Bar, Rasta Blume

EAST: Uber-Sport, Downzekd!

WEST: Ledgy Building

=====>Afropick: Go through the door in the Ausfarht Center to get on top of the Afropick building. There's a pair of kickers to acid drop from and a fan boost.

=====>Apartment Building: A yellow and white building in the northwest corner of the level, there's a door on ground level that takes you up to the top roof of the building. There's also a few ledges and QPs at ground level, and a couple HPs on the lower roofs.

=====>Ausfarht Centert: Right in front of the starting position. There's a couple grinds and ramps in and alongside it, as well as a box of spray-paint cans and the high score machine. You can go into the door at the far end to get on top of the Afropick building.

=====>Bombed Out Church: A large black building on the north edge of the level, the church is great for Vert combos with a nice variety of ramps both outside and inside. If you ascend the church from the inside, you'll also find a few grinding rails. There's a second room inside the church with a pool and a ladder that takes you up to a higher level.

=====>Downzekd!: A building on the east side of the level, Downzekd! has a few ledges below and above. It's between Rasta Blume and Uber-Sport.

=====>Gallerie: A building with ledges on the outside and a pool on the inside, it only opens its doors when you perform a certain Story Mode goal. If you wanna, you can go inside and listen to Jurassic 5's Cut Chemist do a solo mix.

=====>Gas Main: Running in front of the church, the gas main is Berlin's source of fire. Grind along the pipe to light your board up.

=====>Gold Ledgy: The south end of the Ledgy Building is Gold Ledgy, painted with yellows and browns. Gold Ledgy has a QP leading up to the lowest

ledge closer to Gretchen's Bar, a narrow stair set, and three ledges going up the building. On the first and second ledges, vent systems act as kickers up to the ledge above, and there's a ladder in the inside corner that you can climb up to get to the top. Gold Ledgy is also part of Gold Protrusion.

====>Gretchen's Bar: Towards the southwest corner is a small house playing polka music with a lot of drunk Germans in leiderhosen stumbling around outside. This building is Gretchen's Bar. It's got a couple ramps and ledges on the ground and an HP in the roof.

====>Ledgy Building: Red Ledgy and Gold Ledgy put together.

====>Gold Front: The wall of Gold Protrusion that's almost directly on the street. There's a QP at the base and a billboard at the top.

====>Gold Protrusion: The part of Ledgy Building that comes forward into the street. Red Ledgy makes up part of this, but since two of the three walls are Gold Ledgy, it's been named Gold Protrusion.

====>Rasta Blume: This building makes up the southeast corner of the level. It's got ledges on the top and bottom, making it a nice grind spot. It's next to Downzekd!.

====>Red Ledgy: The red and white half of Ledgy Building, Red Ledgy likewise has three ledges going upward with vent systems that work like grind kickers and a ladder on the inside corner. There's a QP all along the bottom of Red Ledgy, with a spine planter in the center. The stairs bordering the street are good for grinding. One wall is attached to Gold Protrusion, but is still Red Ledgy.

====>Spray Can Boxes: There are two cardboard boxes in the level, and you can carry up to ten cans of spraypaint. (This doesn't affect your ability to Graffiti Tag; the spraypaint cans serve as ordinary throwing items.) One box is in the corner of Gold Ledgy, where you find Graffiti Tagger. The other is in Ausfarht, next to the arcade machine and at the bottom of the staircase.

====>The Wall: A stone wall between Afropick and Gallerie. There's a QP on one side.

====>Uber-Sport: A gray/black/blue building on the east side of the level and to the right of the starting point, Uber-Sport has a couple pipes to grind on as part of a line. It's between Zoo-Aquarium and Downzekd!.

====>Zoo-Aquarium: Taking up the northeast corner, the Zooquarium has a lot of ledges and a fountain to grind on.

====>DESTRUCTION!!: Get up to the top ledge of Gold Ledgy (where you find the Special Guest). Grind towards Gretchen's Bar; keep tapping the grind button towards the end of the ledge or you'll just get spat off into the street. If successful, you'll land a grind on a narrow yellow pipe next to the train tracks. A sign will drop on the tracks, blocking off the tunnel. (That's an out of play area, but I figure it doesn't hurt to explain what happens anyway.) A train comes along and slams on the breaks, jarring one of the cars loose. It falls down and skids through the South end of Gallerie, knocking part of the roof down and making a miniature QP. Then it crashes through the front of Gretchen's Bar, turning one HP into two. A police van blocks off that road.

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[STAT POINTS]

1//On the west side of the front of the Bombed Out Church. Simplest way to do it is to get off your board and hop up on the lowest ledge (you'll be on the one to the left of the curved yellow one) and get under the Point. Double-jump up to snag it.

2//On Red Ledgy, the next point is on the second tier. The easiest way is to Spine the planter in the Red Ledgy Court and air up right underneath it, but you can also use the ladder in the corner.

3//Inside the middle fountain of Ausfarht Center. You can only see it if you're facing the fountains from inside the Center.

4//Get up to the highest ledge on Gold Protrusion's wall. The fourth Stat Point is on top of the Big Billboard, so get up to the highest ledge, then Double-jump up onto the brown and gray platform and then up to the billboard itself.

5//Go into the door of Apartment Building and face Red Ledgy . The last Point is between the two in plain sight, so you can Ollie or grind over to it.

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HIGH SCORE - 100,000/200,000 pts

PRO SCORE - 200,000/400,000 pts

SICK SCORE - 300,000/600,000 pts

Hints: Due to natural progression and Berlin's strung-outedness, these scores are harder to reach than the last ones have been. The Bombed Out Church is a great place for vert skaters, if you're careful of the support pillars dividing the pools up. Afropick is another good place to go. Street skaters should try to ride those long lines starting at Zoo-Aquarium and the Ledgy Building. Berlin doesn't have very many infinite grinds, the best one being a small circle in front of Zoo-Aquarium, so make use of Flatland areas as you go. The areas near Rasta Blume and Gallerie have very comboable ledges.

HIGH COMBO - 60,000/150,000 pts

Hints: Like always you should stay away from the street. Traffic in Berlin is much lighter than most levels, but that doesn't mean a car won't come through every now and then. The Bombed Out Church is a nice place to score a hefty Vert combo due to the connected pools on ground floor, but the oddly-spaced pillars sometimes make it difficult to land properly, so keep your finger hovering over the buttons that make you level out or get off your board. Street skaters might want to capitalize on the line that starts on top of the Zoo-Aquarium (the line you'll start following for COLLECT S-K-A-T-E). Otherwise, use that central area to your advantage. (Of course, the streets also have the advantage of being very open for flatland tricks...so it's up to you.)

COLLECT S-K-A-T-E

S//On the top ledge of Zoo-Aquarium. You can either double-jump up to the middle and then the top ledge and grind through it, or you can use the narrow QP in the center of the street to air up to the blue pipe

and hop over the gap to the Z-A. The K is in the opposite direction, though, so it's up to you.

K//Grinding towards the blue pipe, hop onto the pipe then onto the Uber-Sport ledge, then hop away as it kinks slightly to the right to get the K.

A//On the very top tier of Gold Ledgy, at the top of the ladder.

T//Grind on the top Gold Ledge and follow it as it curves around and leads into a wire connected to Afropick.

E//Turn 'round and go off one of the cooling vent kickers. Ollie off for the E.

COLLECT C-O-M-B-O

C//On the rail over the door in Ausfarht Center.

O//Hop the gap over to the ledges in front of Afropick.

M//Manual through the street then grind on the stairs next to Red Ledgy. Hop the gap over the plywood plank.

B//Ride the stairs until they curve towards Apartment Building. Ollie off and Manual across the street. Go up the QP on the side of Apartment Building and Spine over.

O//Revert and Manual after Spining, and go up the other side of the HP. Get off your board after you get the O to ensure a win.

GET THE SECRET TAPE

Hints: Head into the Bombed Out Church and ascend the ladder in the back room, which is already open. Walk or grind around the pit so you're facing south (away from the mural) and go through the arch. There's a set of four broken black rails arranged in a ring shape, and then to the right of the rails is a sketchy plywood plank attached to a platform outside. (There's also a beer stein here for ACID DROP FROM THE FOUR BEER STEINS.) Get as close to the Church as possible, then turn around so you face south again. There'll be a gap followed by another pair of plywood planks. Get on your board and Ollie over the gap, then get off again as to not fall over the edge. Go from the planks do the gray, crumbled platform, and from the platform up the ramp that makes up the top, front part of the church. Go up to the top of the ramp and collect your hard-earned Tape.

GRAB OVER THE SOLDIER

Hints: The Grab trick you need to perform is randomized, but it's always a diagonal-Grab. You need to do the Grab while going over the soldier sign in the street between Red Ledgy and the Apartment Building. Build up Special, since you'll need the speed and might want Focus Control. You can build up speed from either end you choose to approach it; from the far end of the street, grind on the two planters, and from the near end, rebound off the narrow QP. Use the kickers on either side of the planter and Boneless off them to gain the necessary air. Hit the Grab and clear the sign. This might take some practice, but it's pretty easy once you get it.

ACID DROP FROM THE FOUR BEER STEINS

Hints: This is a frustrating goal, because some steins are really anal about where you can drop to make it count and others are just wicked hard to get to. If you're having trouble, you might wanna put it off for later when your stats are higher up. Almost always, it's easiest if you reach the spot you're supposed to Acid Drop from, center the camera behind you with the left trigger, climb on your board and hold down on the left analogue so you won't go rolling over the edge at a bad angle prematurely.

1//We'll do the hardest one to get to first--because if you don't nail this after a couple tries, you won't be able to get the other four. Head for the Bombed Out Church. The back room is open, so don't worry about Sticker-Slapping it. Launch up to the red ladder, get off your board, and grab on with the right trigger. Climb up to the top and walk or grind around the pit (grinding is faster but walking is safer). On the opposite side of the ladder and the mural is an archway with four broken rails arranged in a ring position. Ignore the rails and head to the right. Walk across a dingy plank of plywood to find the first stein hovering over a small stone platform. Acid Drop here. If you have about a minute and a half left, head for the others. Use your discretion if you feel like you can make it or not.

2//Head for Red Ledgy and get up to the third tier however is easiest for you. The second Stein will be in front of a pillar, so your walking room is very narrow. Stand in front or just off to the side of the stein and hop off, tapping the right trigger to Acid Drop.

3//Get on top of Afropick. The third Stein is over one of the ventilation kickers--I personally find it easier to go between the kickers, since that registers also, but it's up to you. As soon as you're in the air, hit the right trigger to fall into the HP just below. Acid Dropping into Red Ledgy's courtyard doesn't count.

4//The fourth and last stein is on the top tier of Gold Ledgy. Get up there and climb on your board, but don't go anywhere. Aim yourself straight at the edge and go off WITHOUT OLLYING. Smash the right trigger to fall in.

PUT THE SPACE MONKEY BACK TOGETHER AGAIN

1//The first Space Monkey part is on the planter ledge right in front of the starting point, leading into Ausfahrt Center.

2//Go through the door up to Afropick's roof to find the second part hovering above the Fan Boost. Transfer over the gap in the QPs made by the fan boost to nab it.

3//Head for Apartment Building and Spine up the QP on the side closest to the Church, then Hip Transfer from one HP to another. (Or you can just get off your board once on that middle roof and jump up to grab it.)

4// Make way to Gretchen's Bar. Grind on the top ledge above it to grab the fourth Space Monkey part hovering just between the bar and one of the pink Inline Skaters signs.

5//Get back on top of Afropick and use the fan boost to get over to the Gallerie roof. Air up the QP right ahead of you as you land to get

the last Space Monkey part.

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Bracket 4A: [Airport]
- Places of Interest -

Compass:

NORTH: Main Lobby

SOUTH: Loading Bay, Departure Lobby

WEST: Baggage Belt, Helipad, Baggage Claim

----->1st Escalator Slope: Just beyond the starting point is a slope with four rails you can grind down, or flat areas you can manual down. This brings you down to the second floor of the Airport.

----->2nd Escalator Slope: Go past O THE S to find the 2nd Escalator Slope, which is identical to the 1st, just a little longer.

----->Baggage Belt: To the right of the starting point is an enclosed area with a conveyor belt running into a metal box. You can grind the side of the belt or just ride on top of it to go through the box. This brings you out into the Helipad.

----->Baggage Claim: Follow the Baggage Belt through the Helipad to get here-- an area with a very SWEET pair of infinite grinds. You can either ride around the circular machine in the center, or hop from the escalator rails along to the walkrails spread around the area. You can also reach this area if you go through MULIN' after the 1st Escalator Slope.

----->Departure Lobby: Go down the 2nd Escalator Slope to reach the Departure Lobby, a happy place for any skater who likes Vert or Street. There's a wide open space perfect for flatland and plenty of QPs everywhere. Rails line the perimeter, just waiting to be comboed on. The glass walls are also Wallyable. At either end of the Departure Lobby is a spiral ramp that leads down to the Luggage Bay.

----->Helipad: Follow the Baggage Belt out into an open area with a ramp and a helicopter to jump over. It's decent for flatland tricks and it leads into the Baggage Claim.

----->Left Bathroom: Between the MULIN' and O THE S is a bathroom on the left side of the wall. It has two entrances, so you'll probably hit the rails and lockers in here as part of a Street line.

----->Lighting: There's a series of hanging fluorescent lights running from the top of the Airport down to the Loading Bay. While hard to access, they make one INCREDIBLY sick and varied line. Not to mention some good stuff can be found up there.

----->Loading Bay: The final floor of the Airport, the Luggage Bay is below the Departure Lobby. It has a luggage cart to skitch on and is lined with QPs and ledges. You can go through one of the Yellow-Taped doors to go back up to the beginning of the level.

----->MULIN': Just to the right after the 1st Escalator Slope, MULIN' is the first of two security gates in the level. It's easy to miss if you don't go through the Baggage Claim area. There are two kickers in front that let you hop over the gate (earning you the MULIN' gap).

----->O THE S: Following the 1st Escalator Slope and MULIN', O THE S is bordered by a pair of HPs and has two kickers on the front that you use to go over the gate rather than through it (earning you the O THE S gap).

----->Payphones: Also scattered throughout the level are metal arches embedded on the left or right made up of a series of payphones. These arches are grindable and can launch you up into the air if you Ollie at their peak. They aren't like kickers, so you NEED to Ollie.

----->Right Bathroom: Almost exactly to the right of the starting point, the right bathroom is similar to the left in that it has a couple rails and lockers to grind on and two exit points. You'll only pass through here if you're hitting a Street line.

----->Trees: The area between O THE S and 2nd Escalator Slope is lined with benches and bench-planters with palm trees shooting up through them. Each bench-planter serves as a very tight infinite grind--something to try out if you ever feel up to it.

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[STAT POINTS]

1//Go through the Baggage Belt and into the Helipad. Go beyond the helicopter and to the right. The Stat Point is hovering behind a wirelink fence, but all you need to do is hop on the ledge above the rightmost escalator and press up close to the fence to get it.

2//Go for the divider on the 1st Escalator Ramp. Boneless off the top and grind on the light, then Ollie to the second light.

3//Look for another payphone arch on the opposite side of the Right Bathroom, just before O THE S. Get off the board and jump up to the light hanging over it. Grab on and shimmy as close to MULIN' as possible, then climb up and Caveman so you'll be facing the way you came. Ollie off to get the point.

4//Boneless off one of the kickers on O THE S, aimed towards the Stat Point.

5//The last guy is hovering over a pile of crates in the Loading Bay. You can either grind the lower set of crates, grind the lights, or just jump from the crates to nab it.

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HIGH SCORE - 125,000/250,000 pts

PRO SCORE - 250,000/500,000 pts

SICK SCORE - 400,000/750,000 pts

HIGH COMBO - 80,000/200,000 pts

Hints: I'm lumping HIGH COMBO in with all the SCORE challenges this time because I feel like it'll save a little space and a portion of my sanity. Nailing HIGH COMBO and all three SCOREs in one go is natural if you know the right place to go. This technique is purely Street, and focuses more on the multiplicatives rather than the point total. If you go into the Baggage Claim area, there are four rails around the central

area that line up with each other and two rails on the escalators leading from the Helipad. Grind on any one rail and hop over the gaps until you get to the escalator rails; rather than keep hopping to try to get all the way up, let gravity take its course and slide back down. Hop the gaps again until you're grinding up a rail on the opposite escalator. You'll be crossing past these lines so quickly that balance only matters after a good while of going back and forth. You can also do flip tricks between gaps to get those multiplicatives even higher. You may want to max out your Rail stats just for this scenario--it's a good thing you can rearrange them to fit a particular situation and put them back again when you're done. And if you're just not cool with this and still want to take your hand at some QPs, the Loading Bay is great for Vert skaters due to its bean-shape. Just stay away from the breaks in the center.

COLLECT S-K-A-T-E

S//When you start, veer to the left to see a payphone arch. Ride up the arch and Ollie when you get to the top, so you land in a grind on the lights hanging overhead. Jump the gap between the two lights and keep grinding for the S.

K//Get off the lights and grind down the divider between the escalators in the 1st Escalator Slope.

A//Climb up the second tree in the Trees area. You can climb it like the trees in Skatopia.

T//Grind the ledge on the 2nd Escalator Slope, then jump onto the light hanging over it. Grind, then Ollie off when the light ends to grab the T.

E//The E is hovering between the highest level of red rails set against the glass wall in the Departure Lobby. Go up one of the ramps set on either side of that series of rails angled towards the E. Land a grind on the highest rail and Ollie over the gap between rails for E.

COLLECT C-O-M-B-O

C//Grind on the center of the moving platforms.

O//Ollie off and manual, then No Comply or Boneless off the top of the divider in the 1st Escalator Slope. Land on a grind on the lights.

M//Hop from the first light to the second, and the second to the third to pick up the M.

B//Hop over to a pair of lights to the right. Grind on those and Ollie the gap for B.

O//Ride along the last light, then Ollie off for O.

CRUSH THE SUSPICIOUS SUITCASES

1//Grind on the Baggage Belt and you'll plow through it as you enter the Helipad.

2//On top of the Baggage Claim.

3//In the Right Bathroom, next to Australia's Metal Detector Guy (wtf is he doing here, anyway?)

4//On O THE S' backside, visible only from behind. Facing it in that direction, the third suitcases are on the right belt.

5//On a pile of crates in the Loading Bay.

NOSE MANUAL DOWN THE ESCALATOR SLOPE [DOWN-UP]

Hints: Pick a slope in the level. You don't have to do a Nose Manual particularly (I did it with a regular Manual), but as long as you make it from the top of the slope to the bottom and get the MANUAL THE SLOPE! gap, you've gotten the goal. (It helps to build up speed and enter the manual BEFORE you hit the slope.)

GRAB OVER THE COPTER!

Hints: Grind on the Baggage Belt to build up speed. Ollie off just before you come out in the Helipad and Boneless/No Comply off the ramp facing the helicopter. You don't have to go over the rotor blades, but you should try to get over a nice, bulky part. The Grab is going to be an up-down-left-right move. In order to make it count, you have to hit the HELICOPTER HOP! gap.

GET THE SECRET TAPE

Hints: Remember how you got the "E" in COLLECT S-K-A-T-E? You want to do the same thing--go up the ramp against the glass wall. Only this time, you HAVE to use the ramp on the right and you have to aim to the right as well. The Secret Tape is hovering over the highest red rail in the Departure Lobby. When you've gotten high enough, grind on the rail, Ollie the gap and land in a grind again. Ride it through for the secret tape.

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Bracket 4B: [School]

- Places of Interest -

Compass:

NORTH: Gym

SOUTH: D2S/S2D

EAST: Diving Boards

WEST: Skate Park

====->D2G: "Diving Boards to Gym." This refers to the path connecting the two going from one to the other.

====->D2S: "Diving Boards to Skate Park." This refers to the path connecting the two going from one to the other.

====->Diving Boards: Down in one corner of the level are a pair of pools and three diving boards for you to Acid Drop from or Lip onto from below. One of the pools is elevated into a kicker at one part and you'll bail if you try to land a vert trick on it.

====->G2D: "Gym to Diving Boards." This refers to the path connecting the two going from one to the other.

----->G2S: "Gym to Skate Park." This refers to the path connecting the two going from one to the other. Runs underneath Gym Awning.

----->Gym: A large building near the starting point, there's a variety of planters around the outside, a QP on the back, and a nice selection of TrickObs on the roof. You can get inside the building by bursting through the glass ceiling windows.

----->Gym Awning: A long awning that you can grind on attached to the gym. You get onto it from the roof of the gym. The end goes down into the Skate Park and kinks up into a kicker. Runs above S2G.

----->S2D: "Skate Park to Diving Boards. This refers to the path connecting the two going from one to the other.

----->S2G: "Skate Park to Gym." This refers to the path connecting the two going from one to the other. Runs under Gym Awning.

----->Skate Park: An area composed entirely of bridges, ramps, TrickObs, walls, and all sorts of other nifty things. This area is big and rediculously anonymous (the entire level is, really), so almost everything you read here will be based on the few lines you can hit.

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[STAT POINTS]

1//Go up a QP bordering a building in front of the Gym and past the Gym Awning. Level out on the roof, then turn around and go off the kicker aiming back towards the Awning to nab the first point.

2//This one is hovering just off a free-standing wall in the Skate Park. Go to the opposite end of the wall and Wallie up to the top. Grind on it and Ollie off to nab the Stat Point.

3//There's a building bordered by a QP on D2S. Climb on top of that building for another Stat Point.

4//Climb up the highest Diving Board using the ladder on the back. The next Point is up top.

5//G2D. On the side of the curved path, a wire will come from the ground and cross over the path to a platform with a construction worker and the last Stat Point on it. Grind or shimmy across the wire to reach the platform.

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HIGH SCORE - 125,000/250,000 pts

PRO SCORE - 250,000/500,000 pts

SICK SCORE - 400,000/750,000 pts

HIGH COMBO - 80,000/200,000 pts

Hints: Like most early THPS levels, School sorely lacks solid lines, leaving you to fill the gaps with Flatland, whether you're a Street or Vert skater. The roof of the Gym has an assortment of QPs, but their odd arrangement makes them hard to land a big vert trick. The level as a whole is generally unfriendly to Street Skaters, so you might want to

use the infinite grind on the lip of the southmost pool, or improvise a big Fliptrick-Flatland combo in the Skate Park.

COLLECT S-K-A-T-E

S//Head for G2S. Grind on the rail dividing it in two and Ollie over to the ledge on the left (or vice-versa).

K//Go onto a bridge with the K hovering over it and get off your board. Jump up directly underneath to grab it.

A//Wallie up the freestanding wall and grind on the ledge to grab the A.

T//Get on top of the building on S2D and Ollie off the end of the roof for the T.

E//Grind on one of the black rails directly between the pools and Ollie off for the E.

COLLECT C-O-M-B-O

C//Start grinding on a ledge in the Skate Park--you should be able to see the letter, since there's so many anonymous ledges in here. Grind that ledge.

O//Hop the gap between ledges. If you don't have enough speed, Boneless.

M//If you STILL don't make it, hop off your board and run up the side of the sewer trench. Grind on the ledge following the C ledge.

B//Ollie off the ledge and over to the connecting one. The angle is too sharp to grind straight through, so if you don't move you'll be thrown onto the grass.

O//Hop over from the ledge to the top of the inner S2D QP. Ollie off and land on your feet in order to avoid taking a spill on the QP's base.

SET OFF THE FIVE ALARMS

Hints: In order to "set off" the alarms, you have to Wallride through

1//The first one is on the right wall on G2D near the end.

2//This one is behind the Diving Boards themselves. It's actually set a little off to the side of the eastern one.

3//Behind the freestanding wall in the Skate Park area, there's a small hut...thing...anyway, the next alarm is on the front of that.

4//Against a wall to the left of the KICKER GAP (a pair of Kickers facing each other just before S2G).

5//Right next to the Gym's front door.

SMASH THE FIVE SCHOOL BOOKS

1//Grind on a ledge across the gym area from the Gym itself (it'll be

to the left of the starting point).

2//Go up the same building where Stat Point 1 was. Grind on the ledge of the building TOWARDS the Gym to nail the books.

3//Go down G2S. On the right will be a QP fronting some open space (you can't really call it Flatland area since This level comes from THPS1, where you couldn't Manual and there's no room to Flatland anyway). The third books will be on the ledge of the QP.

4//On a lower ledge on the S2D building on the Diving Boards side.

5//D2G. The Books will be the first thing on the ledge on the right.

DOUBLE KICKFLIP THE KICKER GAP

Hints: The KICKER GAP is made of a pair of kickers facing each other in the Skate Park at the end of G2S. Build up a Special and Grind at the kicker closest to G2S using the rail splitting the same path in two for speed, then No Comply over and nail the Double Kickflip. It's not too difficult in the long run, and you can use Focus Control if you're having trouble.

GET THE SECRET TAPE

Hints: Get onto the Gym Awning and skate down on it. When it curls up into a ramp at the end, Ollie up to grab the Tape.

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Bracket 5: [Downhill Jam] - Places of Interest -

Compass:

NORTH: Starting Point

SOUTH: Finishing Point

====->Big Crate: Down towards the end of Downhill Jam are a pair of kickers bordering a large square inset into the ground. This large square is apparently a giant crate. Who.

====->Dam: Towards the middle of the level is a long, downward HP with a ledge on the left side and a platform up on the right. You can bust open the dam and make sprays of water shoot out if you wallie over a circular handle. Due to the sloping nature of the pipe, vert trick combos are hard to pull off.

====->Finish Line: All the way down at the bottom of the level is a pier with a few peds standing around the edges. If you keep going, you'll be put back up at the start of the level with whatever combo you had going.

====->Neversoft Building: Not the actual Neversoft programming hut o' magic itself, but an associated gap is something like "neversoft electrician something something." Near the Finish Line there's a building on the right side that seems otherwise inaccessible. Get off your board next to the building and jump repeatedly up the stone next to it and you'll eventually get to the platform with all the people and a safety rail on it.

----->Rail Pillar: Just beyond the Dam in the center of a series of raised platforms is a pillar with five or six short grinding rails on the top.

----->Starting Line: A Roll-In ramp leading into a skatepark area marked with a line and a banner flag.

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[STAT POINTS]

1//Uh boy...here we go. Okay, first Stat is just beyond the starting line, past a pair of parrallel pipes high in the air. Double-jump against the wall next to the pipes (be sure to face the wall so you CAN double-jump) with the right shoulder button held down and you'll grab the closest pipe. Caveman onto the pipe and Ollie off when it ends for the point.

2//Climb on the first outcropping of rock with one of the five Crates on top either by Ollying on from the kicker in front of it, or by jumping repeatedly from the low end on the opposite side. Use the kicker on the outcropping, aim at the Stat Point, and Boneless off for the necessary air.

3//Another set of double pipes are just beyond the third Point. (This feels more like a C-O-M-B-O line than Stat Point collecting.) No Comply off the ramp between the first outcropping and the dual pipes, and grind on the rightmost pipe. Ollie off for the third Point.

4//After going through the Dam, on the right there will be a kicker facing a large billboard suspended over a pool of water. Go off the ramp and Wallie the sign. Grind on the top of the sign and Ollie off for the Point.

5//Scale the mountain onto Neversoft Building. Grind the safety rail and Ollie off the end for the fifth and final Point. Hoo-rah.

-----|-----|-----|-----|-----
HIGH SCORE - 165,000/325,000 pts

PRO SCORE - 325,000/650,000 pts

SICK SCORE - 500,000/1,000,000 pts

HIGH COMBO - 100,000/250,000 pts

Hints: HHOGH\$(@HV43ybobu\$E#@. This level SUCKS. It's linear, yet it lacks lines; it's enclosed and there's no decent areas to do ANY kind of tricking; all Flatland is downhill and is almost certified to be broken up by a ramp or a pillar of stone; the amount of stuff to grind is minimal at best; there are no pools and any QPs are shaped so awkwardly that landing a trick is much too difficult. This level depends heavily on your ability to Combo Run-Out and Flatland, which isn't everybody's cup of tea, I know, but even the Dam isn't good for verting and there literally IS almost nothing to grind on. Even scoring a massive combo is next to impossible...sigh. The only guaranteed way to rack up good points is...ugh...Lipping. Put in a good Special Lip and go up any convenient QP. Shuffle after holding the Special for a while to build up multiplicatives. Good luck--that's about all I can say.

COLLECT S-K-A-T-E

S//On the black double-pipes forward and to the left of the Starting Line (where you picked up the first Stat Point). Again, double-jump against the stone wall and you'll grab onto the pipe. Caveman onto it going south.

K//Go off the kicker that you took for the second Stat Point. Land on the outcropping and grind on the rail for K.

A//Just before the Dam starts, there'll be a kicker hugging the left wall. Go up that ramp and grind on the pipe emerging from the wall and running to collect A.

T//Do what you did to get the fourth Stat Point--go off the ramp to the right once the Dam opens up into the Rail Pillar's area. Wallie up to and grind on top of the billboard, then Ollie off to nab T.

E//Roll over to the Neversoft Building and Grind on the rail in front of it. Ollie the gap, then Ollie off for E.

COLLECT C-O-M-B-O

C//Grind on the second set of black double-pipes--they're on the right at street level and go downward. For effectiveness, grind on the left pipe.

O//Ollie off the pipes about three-fourths of the way down to nab O.

M//Land in a Manual, then air up the QP directly ahead. Transfer over the waterspout that looks incredibly like a Neversoft sign on the wall for M.

B//Revert and Manual over to the large ramp on the left before the Dam. Land a grind on the pipe, but almost immediately Ollie off to the right and get off your board. The odd arc will send you crashing through the B.

O//Manual or walk up to the left lip of the Dam and grind down. Ollie off the end and this goal is TOAAAAAST.

SMASH 5 CRATES

1//On the stone wall next to the first set of black double-pipes, where you got the first Stat Point and the S in SKATE. Simplest way up there is to go up the mountain on the right side (if facing it) on foot, jumping up it until you get to the platform.

2//Go off the ramp that you took for the second Stat Point. Land on the outcropping and smash through the second crate.

3//Climb up the right wall of the Dam (you can skate up it too, somehow) and go downhill. You'll see a pipe stretching over the dam onto another platform--as well as the third crate.

4//Grind over the pipe mentioned above. You'll land on a curved platform with a QP attached to the mountain wall. There's another platform beyond it, so you have to transfer over the gap. If you don't make it, get off the board and press against the wall of the second platform. Just keep jumping up and you'll get to the top of the platform and you can smash the fourth crate.

5//Roll over to the Neversoft Building at the end of the level. Just past a few poorly-placed kicker-boxes will be the fifth and last crate.

GRAB OVER THE GIANT CRATE

Hints: You know where the Giant Crate is (if you read this level's PoI) so I'll skip all that in favor of what to do. Have a full Special meter for the speed and go up one of the kickers on either side of the crate. (Doing it from the top of the level down is easiest, but you can do it in the opposite direction too.) Go up the ramp with a No Comply and nail your Grab. Once you get the OVER THE GIANT CRATE! gap with your grab, j00 is a w33n4r! The Grab is randomized.

MANUAL [UP-DOWN] THROUGH THE PUDDLES

Hints: Like the Airport's NOSE MANUAL DOWN THE ESCALATOR SLOPE, you can do any manual through the puddles to make it count.

1//The first puddle is in the center of the land, next to the first set of black double-pipes.

2//Stick to the left of the level, ignoring the kickers and TrickObs. The second puddle will be set just before the kicker closest to the outcropping with K, a Crate and the second Stat Point on it, touching the left wall.

3//The third puddle is half in the top of the Dam in the very center.

4//Past the Rail Pillar, on the left and at ground level, the fourth puddle is on the upraised part after the dip in the ground.

5//At the end of the downward ramp at the Finish Line.

GET THE SECRET TAPE

Hints: The Tape is on top of the Rail Pillar. In order to reach it, grind the rail suspended over the far end of the Dam (which you had to access for SMASH 5 CRATES). Once you get to the new platform, use the QP to transfer over the second platform. If you don't make it, get off your board, press against the second platform's wall and jump repeatedly. Climb up onto the rocky area as the second platform curves to get to the third platform, then do another QP transfer to get from the third to the fourth. If you don't make this one, get off your board again and just walk up the gray path. Now face the Rail Pillar, in the center of this giant circle. Aim for it and Boneless off the kicker. When you're over the pillar, get off the board to land without bailing (and subsequently tumbling over the edge) and jump over the rails to get to the Tape.

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<cmna>

Bracket 6A: [Nawlins]
- Places of Interest -

Compass:

NORTH: Church, Lil' Business Corner, Gift Shop

SOUTH: Crypt, Crypt Bayou

EAST: Boo-YA's Bottomless, O' Brien's

WEST: Gaslamp District, Ferry Bayou

=====>Beads: What's Mardi Gras without beads? There are two boxes of Beads on the Northeast and Northwest corners of the level. You can carry ten at a time.

=====>Boo-YA's Bottomless: The blue and red building on the southeast. There's a fan boost and some QPs up on top and a couple rails around the sides. It has a helipad as its highest point.

=====>Bourbon St.: The road intersecting with Nawlins St. and the gaslamp district. It runs from O' Brien's all the way down to the ferry sitting in Gaslamp Bayou.

=====>Church: On the north side of the level, opposite of the crypt, the church has a couple rails and ledges but is mostly vert-based due to the QPs lining the inside. There's an angel statue set up in the center of some of the QPs, making verting over it tough.

=====>Church Street: The street running along the Lil Business Corner/Church/Gift Shop area. It's intersected by Nawlins St. and the Gaslamp District.

=====>Crypt: The south end of the level, opposite the church, the crypt has a hefty amount of ledges to grind and a few QPs to air up. there are a series of tombs with skulls perched on the ledges, and if you grind all the skulls off all the ledges, something is bound to happen...

=====>Crypt Bayou: Go into the very back of the Crypt, past the raised part where you meet the Voodoo Doctor, is a narrow bridge leading into the bayou. There's a small boat on the left side of the dock, and if you stand on it for too long it'll sink into the water.

=====>Dauphine St.: The street the Crypt is on. It intersects with the Gaslamp District and Nawlins St.

=====>Dumpster: A long piece of stink between The Nawlins and Green Goddess, with kickers on either side.

=====>Ferry Bayou: The swamp accessible from the Gaslamp district. There's a ferry sitting in it that can be sticker-slapped.

=====>Gaslamp District: The gaslamp district houses the Trolley and borders the Ferry Bayou. It's great for street and vert skaters alike thanks to interwoven grind lines and QPs on either end of the street.

=====>Gift Shop: To the left of the church is a small building with some QPs on the front and the side, and a neon light ledge to grind on.

=====>Green Goddess: A burnt-out building that's right next to The Nawlins. There's a door on Dauphine St. that takes you up to the rooftop. The Dumpster sits in an alley between The Nawlins and Green Goddess.

=====>Hell: Once you cause Nawlins' DESTRUCTION!! the concrete around the giant manhole cover in the Nawlins St./Bourbon St. intersection pushes up to make a hellish QP. If you spine over the QP, you'll drop down into Hell, which is composed of a very small ring grind. Ollying off the ring will launch you north, south, east or west along Nawlins St. and Bourbon St., similar to a Fan Boost.

=====>Humidity Alley: An alley with two kickers and two back-to-back QP sets Next to Boo-YA's Bottomless and the edge of the level. It connects

Bourbon St. to Dauphine St.

----->Lil' Business Corner: The northeast-most building, Li'l Business Corner has a few QPs in front and a ledge on top that leads into lines involving O'Brien's or the Church.

----->Nawlins St.: The street running from the center of the graveyard to the center of the churchyard.

----->O' Brien's: A red brick building sitting on the east border of the level with a couple pools on the roof and some QPs surrounding the outside and inside. There's a large, drink-like fountain on the inside.

----->PARKing Garage: A small car lift inside Boo-YA's Bottomless on Dauphine St.

----->Rave: Inside Ye Absinthe. There are two paths in, and if you jump in the center of the room, you'll get launched up to the rooftop, like a vertical Fan Boost.

----->The Nawlins: A yellow building on the corner of the Gaslamp District and the Crypt. A big neon sign reading "NAWLINS" is hanging above the door in the big intersection. The Green Goddess is right next to it, seperated only by the Dumpster.

----->Trolley: A Trolley runs back and forth in the Gaslamp District, bordered by a couple rails and ledges. You can grind on the roof of the Trolley or Wallie off of it.

----->Water Tower: On the roof of the Green Goddess building, along with a set of QPs.

----->Ye Absinthe etc etc Building: A redbrick building with a series of pools and ledges on the rooftop between the church and the gaslamp district. Very cool for any kind of skater. The larger of the two pools on the roof is awkwardly shaped, but very hard to bail out of if you stay away from the top end, the raised part. You can also grind in the inner ledge of the larger pool, since it makes a good infinite or back-and-forth grind (depending on how much speed you have).

----->DESTRUCTION!/: As part of the RAISE THE DEAD goal in Story Mode, knock the skulls off all of the graves in the Crypt. This turns all pedestrians into zombies and makes a circular QP in the Nawlins St./Bourbon St. intersection. (I have a feeling that this isn't the actual DESTRUCTION!! since the damage is reversable and the level isn't that drastically altered. If there's something else, drop me a line <cnt2> and let me know.)

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[STAT POINTS]

1//On the ledge of the Gift Shop.

2//In front of Boo-YA's Bottomless--use the HP made by that and O'Brien's to get speed and air up to it.

3//At the top of the ladder on the east wall of The Nawlins.

4//Over a QP in the Water Tower area.

5//Over a line of lights strung between the O' Brien's and Lil' Business Corner.

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HIGH SCORE - 200,000/400,000 pts

PRO SCORE - 400,000/800,000 pts

SICK SCORE - 600,000/1,250,000 pts

HIGH COMBO - 150,000/300,000 pts

Hints: Ye Absinthe. That's all I need to say.

Okay, maybe I should say more. Shuffle those grinds if you're Street, and use Revert-Manual combos to link Vert tricks. Remeber, you can also use Combo Run-Out, which restores a little bit of rail balance when you Caveman back onto a grind. You can use Boo-YA's Bottomless if you prefer, or O' Brien's more regularly-shaped pools, but avoid The Nawlins and the Water Tower.

COLLECT S-K-A-T-E

S//Over the spire of the Big Crypt. You can spine over it to grab it, or skate up the back ramp and Ollie up and Natas Spin.

K//In one of the lower QPs on the roof of Boo-YA's Bottomless.

A//Spine over the same QP the K was on to wind up in the top pool of O' Brien's. The pool slopes downward and the A will be over the QP at that end.

T//On a corner ledge above the ground on Ye Absinthe building. If you go up one of the QPs on either side of the Rave entrance along Church Street, aim towards Gaslamp District and grind on the first ledge you come across. You'll grab the T as you go around the corner.

E//Over a QP on the corner of Gaslamp and Dauphine. It's to the right of the Crypt if you were facing it.

COLLECT C-O-M-B-O

C//Approach the Gift Shop from the Gaslamp District. Go up one of the QPs on the side and grind on the neon-light ledge. It'll kink up and to the left. Ollie off the end of the ledge to grab C.

O//The O is stationed behind the angel statue in the churchyard. There are a few different ways to nail it, but the one I've found to be easiest is to land in the yard itself in a Manual, then go up one QP and transfer the gap over to the other side of the statue. You can also land a grind on the railing surrounding the church and Ollie the gap, or take any number of variations. I've found the first one to be simplest, since you're aimed right at the M and don't have to deviate too far off the line.

M//You'll find the next letter on a planter-kicker next to O' Brien's. It's basically right ahead of the angel statue in the Church. Go up the planter and Wallie to get M and go up to the next letter.

B//Wallie up after grabbing M and you should wind up on a balcony of O' Brien's. Try to land on the blue rail to your right, but if you don't, hop off your board and go over to the rail on foot.

O//Ride the rail and Ollie off before it curves in to join the main building of O' Brien's. Land in a manual. Hopefully you'll have enough speed to go up the QP at the end of the street and grab the O hanging over the banner flag.

GRAB OVER THE BIG CRYPT

Hints: Go into the crypt. The Big Crypt is the one with the dome on top and a spire sticking up--it's where you first meet the Voodoo Doctor in Story Mode. There's a QP running all around the side at ground level, and you need to Spine from one QP to the other nailing the again-randomized Grab trick. It'll be one of the diagonal directions. It's really easy to Spine over.

COLLECT FIVE VOODOO DOLLS

Hints: The Voodoo Dolls are marked with yellow--anything red is a Crystal Ball. It's not easy to get both in one go, so make sure you know what you're getting!

1//Spine over the front gate in the Crypt. It'll be hovering over the Neversoft icon.

2//On a rail on the roof of Boo-YA's Bottomless. It'll be closer to the intersection of Nawlins St. and Bourbon St.

3//On Boo-YA's Bottomless, over the highest QP facing O'Brien's.

4//This one is friggin' weird to get...in O' Brien's, the area with the Hurricane fountain, there are two strings of lights suspended above. The lower set of lights has the doll hanging over it. There's no obvious way to land that grind, so go up the wooden walk-ramp on the inside, get off your board, and hop over to the lights with the right trigger held down. If you grab the top lights instead, jump off and hit the right trigger when you're about to pass the lower lights. Hop up and grind on the lights.

5//The last one is hovering over one of the telephone wires in the Gaslamp District. Climb on top of the trolley and Caveman onto the inside wires.

SMASH FIVE CRYSTAL BALLS

Hints: the Crystal Balls are marked with red and are harder to spot than the Voodoo Dolls.

1//In the Humidity Alley, over one of the QPs. Spine over the QP closest to Dauphine St to get it.

2//On a QP directly to the east of the Crypt.

3//In the Crypt itself, grind on the back ledges separating the Crypt from the Crypt Bayou. The third ball is over the gap between the walls.

4//On the roof of The Nawlins, between the two chimney stacks on the

edge of the building.

5//On the Green Goddess roof. Transfer from one of the QPs nearest the crypt over to another. It's hovering over the highest QP.

GET THE SECRET TAPE

Hints: Go up to the roof of The Nawlins and face the Crypt. There's a plank of wood like a steep, narrow kicker set up against a chimney. Go up the kicker and Ollie off the top for the Tape.

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Bracket 6B: [Training]
- Places of Interest -

Compass:

NORTH: WDT Room

SOUTH: Taxi

EAST: XL Funbox

WEST: THE HP

=====>A Real Pool: In the Secondary Room, there's a genuine pool with genuine water being pumped into it by a white, rectangular machine that I can't quite remember the name of. (I know it's not a refrigerator, so it's one step in the right direction, I guess.) To my knowlege, there's no way to drain the water.

=====>BLADRZ RUL LOLZ: This is in reference to the alcovy-signy-alcovy area above A Real Pool. Climb up the ladder above the not-a-refrigerator to reach an alcove, which has a narrow ledge for you to shimmy across attached to it over a sign that says BLADERS RULE. Beyond the sign is another alcove with a small rail inside that leads into the Main Room.

=====>Glass Alcove: Above THE HP is this room surrounded on three sides by glass that you can break through. Wow?

=====>Large Funbox: Sitting in the middle of the Secondary Room, this funbox is not as large as the monster behind it, but it's self-contained. It has a QP on one side that becomes half of an HP once you bust down the concrete wall on the XL Funbox, plus a rail and a couple ledges.

=====>Light System: One of two lines hidden on the ceilings of both rooms, a bunch of flourescant lights hang down, ready for you to grind on if you can get to them. Stick with them and they'll take you to hard to reach objects or places.

=====>Main Room: Going down from the WDT Room brings you into the Main Room, an area many THPS vets are familiar with--that's right kiddies, the Hangar is back again. Except they've replaced the plane and a few other objects with rails and ledges. THE HP and the Taxi are here.

=====>Pile o' Crates: Sitting against the wall seperating the Main and Secondary Rooms on the Secondary side are two piles of crates. One is actually just a pile of ONE crate. The other is a pile of two.

=====>Recessed Ramps: A set of three QPs sit in their own little alcove in the Secondary Room. The area sits against the wall opposite the WDT Room.

=====>Red Button Door: A door you open in Story Mode by breaking through to

Secondary Room and wallriding over a red button on the wall. It's the only real door connecting the two rooms (the others are holes in the wall or alcoves) and sits against the long QP on the south end of the area.

=---->Secondary Room: This room is completely new. No helicopter or crappy pseudo-lines; pools and funboxes and TrickObs and QPs galore.

=---->Sprinkler System: One of two lines hidden on the ceilings of both rooms, about five or six different lengths of sprinkler pipe curl about in their own lines. There's nineteen sprinklers total on the pipes.

=---->Taxi: A Taxi towards the back of the Main Room. It's beyond THE HP. Man...that is such a Taxi. I wish I had a Taxi just sitting in my room like that.

=---->THE HP: Why call it that? Because it is THE Half-Pipe. Training is a revamped Hangar from about three other Tony Hawk games, and this HP has been there for every single one. It's about as famous as School II's Leap of Faith. Anyway, THE HP is the one found near the Taxi--the wooden guy partially in-set into the ground, with two ramps on the outside.

=---->WDT Room: The starting point. There's a QP on one wall, and two ramps leading down into the main room seperated by a wall. There's a sign between the walls reading "WORLD DESTRUCTION TOUR."

=---->XL Funbox: This is the big, ramp-edged, rail-topped, concrete-fronted monstrosity against the far wall in the Secondary Room. There's a QP inside that you can access by going through the glass on the top of the funbox, and a concrete wall that can be broken down in Story Mode for use in Classic and Free Skate Modes.

=---->Yellow Pipe: In one corner of the Secondary Room, a yellow vent pipe sits against the wall, leading up to an alcove.

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[STAT POINTS]

1//In the air over THE HP. No Comply off one of the kickers bordering it on the outside to grab it.

2//On one of the flourescant lights in the Main Room. Air up the QP beyond the Taxi angling towards the wall. Land a grind on the Sprinkler Pipe and let it curve around. Ollie onto the light when the sprinkler pipe ends.

3//Go up the ladder in the not-a-refrigerator in A Real Pool. The third point is hovering in the first alcove in SKATRZ RUL LOLZ.

4//The fourth point is on one of the sprinkler pipes in the secondary room. The simplest way to get access to that pipe is to go up the QP on the back of the room and land a grind on the pipe hanging in the air. Ollie over to the sprinkler pipe to the left.

5//The last point is hanging over a rail over the XL Funbox. You can either go up the HP from under the XL Funbox, or grind the rails to nab it. In order to get to those rails, use the sprinkler pipes in the Main Room to get up there, or go up the Yellow Pipe nearby.

-----|-----|-----|-----|
HIGH SCORE - 200,000/400,000 pts

PRO SCORE - 400,000/800,000 pts

SICK SCORE - 600,000/1,250,000 pts

HIGH COMBO - 150,000/300,000 pts

Hints: Not as bad as Downhill Jam, but these points are nonetheless difficult to reach. Street skaters will have a hard time finding some decent combo places, since there's a lot of floor clutter preventing Flatland and the best Grind spots are the sprinkler pipes looping across the ceiling in their own little lines. Vert skaters, you'll have a bit of an easier time with three pools and THE HP to aid you--though the QPs against the walls, with their odd formation, tend to throw you off if you go around a tight corner or something like that.

COLLECT S-K-A-T-E

Hints: Again, it's a little easier to collect the letters out of order. SKETA worked best for me, since comboing from the K to the E is easier than getting them seperately--then you could hop off E's Sprinkler Pipe and roll into the recessed QPs for T. But it's up to you.

S//The S is on the QP in the WDT room--right behind the starting point.

K//Go up one of the QPs on either side of the roll-in ramps connecting the Main Room and the WDT Room. Grind on the sprinkler pipe. The K is sitting on the middle pipe.

A//The line breaks down here, since A is found in the SKATRZ RUL LOLZ alcove connecting to the pool in the main room. In order to nab this, you can go into the secondary room and land a grind on the higher rails hugging the walls. The last rail kinks upward, aimed right at the alcove. Or you can just go up the ladder into the SKATRZ RUL LOLZ area and shimmy over.

T//Air off one of the recessed QPs in Recessed Ramps and transfer to the other one.

E//On the looped Sprinkler Pipe in the Secondary Room. This is almost directly in line with the same pipes near the K, so if you follow the pipes and ollie through the Secret Tape alcove, you can grind on another set of Sprinkler Pipes over the Secondary Room. Ride the pipe through for the E.

COLLECT C-O-M-B-O

Hints: This time, COMBO is easier to get if you do more of a...well... COBOM. The letters will be listed in the usual order, but the requirements for M// will be written as if you were getting them after the second O//.

C//Ollie over a pair of kickers in the Main Room, near the Red Button Door.

O//Land in a Manual and go up the blue QP on the edge of the room. Grind on it and go through the hole for O.

M//After getting the SECOND O, hop back over to the rails on the side of the room. Ride them out until they turn, then Ollie off (get off your board if you think you'll hit the QP). Manual to the Large Funbox and grind on the rails or ledges, then manual over to the foremost ramp in the Recessed Ramps area.

B//The QP ledge eventually kinks upward. Ollie off the kink and grind on the upper pipe for B.

O//Follow the rail and hop over to the lights to grab O.

GET THE SECRET TAPE

Hints: Ride the sprinkler pipes on the wall of the Main Room that separates it from the WDT Room. Follow them towards the Secondary Room and when the rail kinks upward, Ollie through the little alcove to nab the Secret Tape.

BREAK ALL THE SPRINKLERS

Hints: Hokay. There's nineteen sprinklers for you to break. I've made and submitted to GameFAQs a map showing where all 19 are since describing it is just too much work with not enough payoff. You need to get up to the sprinkler system however you can--I prefer using the QP at the back of the Main Room, beyond the Taxi, as my starting point. Grind on the ledge of the QP westward, hopping on the rails over THE HP, and they will eventually kink upward into the start of a line that covers most of the sprinklers in one go. You can also vert up the QP and grind on the sprinkler pipe there to find another line. The last line is sort of self-inclusive--vert up the pool next to the WDT Room and hit three more sprinklers above it. If this is too intimidating, save it for later on.

Copy and paste this address into your web browser bar to see the map.

http://db.gamefaqs.com/console/gamecube/file/thug_2_training_sprinkler.png

GRAB OVER THE HALFPIPE

Hints: Reaaaal simple. Head for THE HP and go up one of the kickers bordering it on either side. Do your Grab--again randomized, again diagonal-control--with a full Special Meter to clear THE HP without a hitch. If you do your grab and get the OVER THE HALF-PIPE gap, then the goal is yours.

GRAB ALL THE SKATEBOARDS

1//Wallie off the inside left wall coming from the WDT Room.

2//Inside the Glass Alcove.

3//Use the QP behind the Taxi to vert up to the sprinkler pipe above. Aim to the east and ride it until it curves back towards the WDT Room. Ollie off the sprinkler and onto one light, then Ollie from there over to the other light. The third board will be between the two.

4//Go back to the QP behind the Taxi and this time aim the other way. Follow the sprinkler pipes/lights in a line until you pop through an alcove connecting the two rooms with the next board hovering in it.

5//Climb up the Yellow Pipe and nab the last board.

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<cmb>

Bracket 7: [Boston]
- Places of Interest -

Compass:

NORTH: Statehouse, Riboff Bank

SOUTH: Construction Yard

EAST: Hospital

WEST: Apartment Complex, Museum

====>Apartment Complex: Down the road as it turns right from the starting point, there's an opening in the buildings and a series of ramps, QPs, and HPs inside, you can spine through the windows of the buildings from the front. One building has a man doing a very swivelly-hip dance for a goat in a chair, and the other has a parody of the Star Wars Kid. Press the interaction button while off your board and he'll get up and swing a field hockey stick around, making noises while space-adventurish music plays.

====>Church: Across the street from the Commons and next to the Library, the Church has some stairs to grind and a nice series of ramps for you to access on the rooftop, if you can find a way up there.

====>Commons: The center area of Boston is taken up by a park with a statue of George Washington in the center. This park's got a couple planters for grinding, a little flatland, a staircase to gap down, benches off too one side, and QPs surrounding the statue. You can also pick up apples in one corner to throw at pedestrians.

====>Construction Yard: Most of the south end of the level is taken up by a construction yard with a variety of TrickObs. You can spine over one wall to get into the Tea Boat.

====>Hospital: The hospital has two QPs on street and rooftop level and is fronted by a planter with two chimney volcanoes you can Hip or Spine Transfer. To the right of the hospital is an air vent that someone took extreme care to put Grind Blockers on. Until you can find something powerful enough to knock them down, you can ollie up into the air vent and pop up in the Construction Yard.

====>HPLB: "Half-Pipe Ledges Building." The brown building between Library and Church with one HP set above the ground on Commons side of the street, and a ledge on the other.

====>Jeers: A bar to your left at the starting point. The sign of the bar and the inside are made to resemble the one from "Cheers." There's a yellow rail in front of it.

====>Library: Across the street from the Commons and next to the Church, the Library has QPs on street level and kickers on the rooftop. You can go inside the Library for a bit of quiet, a couple grindables lining you on either side.

====>Metals: A curved, flat piece of modern art crap in front of Riboff Bank. It's one of Boston's Finest Rails.

- =---->Museum: The Museum is right next to the starting point. It's got a few rails and ledges, and some open space to flatland.

- =---->Riboff Bank: Between Scollay Square and Statehouse is a bank fronted by Metals and a bus shelter. There are rails surrounding the outside of the bank up near the top. The only ways in are to transfer from the QP on the wall close to Statehouse to one that's inside the building, or to shimmy across the lower rail on the building itself and jump through the breakable glass on the west side.

- =---->Scollay Cable: If you go into the VERY top corner of Scollay Square, on top of that brick-lined pathway, there'll be a gap in the fence you can walk through. That takes you into an alcove above Scollay Square. There's a cable running from one corner of the alcove up to the roof of the church. It's a very handy shortcut that you can grind or shimmy across.

- =---->Scollay Square: The entire northwest corner of the level between the bank and the Hospital, this relatively open area is great for flatlanding. You can grind on a couple rails and ledges here, and the raised Subway Entrance in the center has about three different kinds of ramps on it.

- =---->Statehouse: A Redbrick building on the north side of the level, the Statehouse has a few rails and ledges on streetlevel, a staircase to flip down, and a multitude of QPs and HPs on the outside. Two statues of George Washington stand on either side of the staircase.

- =---->Subway: No, not the way a sandwich should be...but it IS to the side of the Commons, beyond the benches. There's two entrance ways leading down into a narrow Flatland area with four benches on the left and right for you to grind on. There's a third one in Scollay Square that's blocked off from access, but counts as a "Subway" in goals where subways are pertinent.

- =---->Tea Boat: Nice for vert skaters, the Tea Boat is basically an ongoing bowl with room enough to manual in the middle. You reach it by spinning over the construction yard gate.

- =---->DESTRUCTION!!: A new feature for every contemporary level--destroying things to alter the layout of a level. Sometimes it involves grinding a certain bar or throwing a tomato--it varies from level to level. In Boston, light your board on fire using the flaming trash can in the southwest corner of the Commons, then grind on both cannons not too far away. The cannons shoot off into the half-finished building in the Construction Yard, causing most of it to collapse on itself. This tears down part of the stone fence in front of the building and gives you a couple of really neat QPs and HPs to play with.

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[STAT POINTS]

- 1//In the Geeky Kid's room in the Apartment Complex. Use one of the QPs on the street to Spine into the room, and get off your board to fall straight down.

- 2//On the corner of the roof of the Library. You can just vert up one of the Library's QPs to grab it, or you can get onto the roof and walk over to that corner.

3//Get onto the lower rail attached to the side of the Riboff Bank. (I find it easiest to jump on top of the bus terminal while off my board, then jump to the rail and shimmy over until the building stops turning.) Caveman onto the lower rail, then Wallie up to the second. You may or may not hit the grind, but if you time it right you should connect with the Stat Point.

4//Get on top of the Church either by spining from the HPLB, or by going up Scollay Cable. The Point is on the HP facing the Construction Yard.

5//Get on top of the Hospital. Go up the QP bordering the big ventilation shaft and grind on the rail above it. Follow the rail until it turns into a telephone wire. Hold the grind until you get past the entrance to the Construction Yard and pick up the last Stat Point.

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HIGH SCORE - 235,000/500,000 pts

PRO SCORE - 350,000/1,000,000 pts

SICK SCORE - 700,000/1,500,000 pts

Hints: Boston is LOADED with all sorts of neat mini-lines that you can mix up to customize your own monstrous ones. This is a Street Skater's paradise, with plenty of clear flatland area and a lot of rails and ledges. The pools on top of the Church and Library are okay for Vert skaters, but you may like the Apartment Complex a bit more as it's a bit easier to stay there and bust big combos. However--now things are really stepping up, and if you haven't made use of your Focus Control before, now is the time.

HIGH COMBO - 175,000/375,000 pts

Hints: The problem with all the mix'n'matchable lines is that you can accidentally break your combo if you mistime an Ollie. What's more, traffic in that center area of the level is pretty heavy; like I've said before, cars are your worst, worst, WORST enemy. Knocking into one is a 100% guaranteed Combo-breaker, and if you're too busy working on a line and not watching the street, the chances are that you'll knock into one. Bailing is most definitely not recommended, since not even Freaking Out can make up for the lost points with quickly-earned Special anymore.

COLLECT S-K-A-T-E

S//On the arch of the black rail in front of Statehouse.

K//Over one of the ledges in Scollay Square. If you walk up the stairs of the brick staircase/walkway thing and grind on the right ledge, it curves and will throw you out into the center of the square. You can grab the K on the way.

A//Transfer from the lower QP to the upper one on the end of the Hospital closest to the big vent.

T//Head into the Construction Site and go up a ramp set against the wall opposite the Hospital vent. The T is obscured by a building hanging overhead, but if you get close or look from the street, you can see it.

E//Head into the Apartment Complex. The last letter is hanging in the air between two QPs on street level, on the inside. Transfer from one QP to another to nab it.

COLLECT C-O-M-B-O

C//Over the fire hydrant in front of Statehouse. You should grind the blue rail coming from the direction of Jeers and ollie over that onto the other blue rail to get it and build up speed.

O//Ollie off the second blue rail as it kinks up. Wait until you fall a little before hitting the grind button so you land a grind on the bus terminal rather than the Riboff Bank.

M//Ollie off of the bus terminal and manual into Scollay Square. Go up the brick QP with Birdman's face displayed on a tv monitor and transfer the gap to the QP to its right.

B//Manual or grind down to the Hospital and nab the B from in front of the two volcano pillars.

O//Manual over to the QP barrier blocking off the Construction Yard and grind on top. Follow the grind out until it curves to grab the O.

SMASH THE FIVE TEA BARRELS

1//On the Tea Boat, next to the mast.

2//On the side of the Park, halfway between the four benches and a little to the side.

3//On the raised platform part of the Museum.

4//On top of the raised center area in Scollay Square.

5//In the street-level HP of HPLB.

GET THE SECRET TAPE

Hints: Grind or shimmy up the Scollay Cable. Easy!

BACKFLIP [GRAB-DOWN-DOWN] DOWN THE COMMON STAIRS

Hints: Like the similar Skatopia goal, you need to use the new front/back/sideflip technique down the staircase of the Commons. Build up Special for the speed and Focus Control, then head for the Commons stairs from in front of Statehouse. Activate Focus Control and No Comply from the top of the staircase. Hold the grab button and double-tap down on the left analogue stick. If you land the Backflip and get the BOSTON COMMON STAIRS gap, then you've accomplished the goal.

GRIND THE FIVE PIDGEON RAILS

Hints: In order to hit the Pidgeon Rails, you have to grind through the part of the rail with the pidgeons actually sitting on top of them.

1//The blue rail in front of Statehouse that's closer to Jeers. The pidgeons are sitting at the very end, near the fire hydrant.

2//The barrier fence in the top corner of Scollay Square. It's the one

that sits in front of the hole in the fence that leads up to Scollay Cable.

3//Get on top of the Library via one of the QPs on the sides. Stand on the edge of the roof that's closest to the construction yard and Cave-man onto it in the direction of the Commons. The third Pidgeon rail is stationed on a phone wire attached to the roof, between two trees in the Commons.

4//Grind up one of the short rails on the Museum steps, then Wallie up to the multicolored banner. Land a grind for the fourth rail.

5//Grind on the blue wall separating the Construction Yard from the Tea Boat. Grind in the direction of the giant Hospital vent QP.

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<cmca>

Bracket 8A: [Canada]
- Places of Interest -

Compass:

NORTH: Parking Lot, Cabin, Bridges
SOUTH: Roll-in Ramps
EAST: Parking Lot
WEST: Mechanical Ramp

====->Big 'Dozer Blade: You actually start on this thing; it's a bulldozer blade just sorta sitting there. The sides of the blade make QPs, and the center is a kicker/roll-in cross.

====->Bridges: Above and around the Corral are a series of suspended wooden bridges weaving between trees and over the no-play area. The Bridges connect the main area to the Mechanical Ramp and everything to follow.

====->Cabin: This thing behind you and to the left as you start the level. There's a snowdrift in front that you can ollie off of to reach the roof of the Cabin, and you can use the pointed roof as a grind line for speed.

====->Corral: The Corral area is circular, with a giant tree in the center and a QP made up of snowbanks and logs surrounding it like a fence. It's on the southern border of the map, close to the Mechanical Ramp and heavily bordered by the Bridges.

====->LAG Ramp: "LOAD AND GO" Ramp. You access this sloped HP by Ollying off the Mechanical Ramp's kicker when it's raised.

====->Mechanical Ramp: A ramp dominating the western border (it's a very NARROW border) that can be raised by grinding past the Ramp Lever. At first, it's a QP bordered by an HP, but the HP part raises upward and one side drops down to be used more like a kicker. You can get into the raised part by transferring from the lower QP to the upper. You use the kicker part to get up to the LAG Ramp.

====->Mineshaft Rails: At the top of the Pickaxe Sluice are a pair of rails originating from a mineshaft just out of access. At first the rails coincide with each other, but they eventually separate--the right rail curves towards the Corral and ends much more suddenly, while the left follows the contour of the mountain before dipping down and kinking up just above the Cabin.

=====>Parking Lot: Taking up the eastern border and part of the northern, the parking lot has a couple QPs here and there, but it's mostly open space for Flatland and a nice set of grindable rails. As the parking lot turns to the east side, it slopes downward.

=====>Pickaxe Sluice: A curved sort-of-an-HP following the LAG Ramp, Pickaxe Sluice just serves as access to the Mineshaft Rails and nothing more.

=====>Pool Park: A large portion of the level is occupied by a flatland area broken up by a few nifty pools. Great for Vert skaters, especially since you can transfer from one pool to another. There's a Funbox and a couple freestanding QPs here and there, and it's mostly enclosed by a wire fence.

=====>Ramp Lever: This little magical box sits on the left side of the Bridges just before the Mechanical Ramp. You have to grind the wire in front of the Lever to make the Mechanical Ramp raise up and grant you access to the LAG Ramp and all the magical goodies beyond.

=====>Roll-in Ramps: In the very back of Pool Park and the southernmost part of the area, The Roll-In Ramps come in three different heights and overlook their own little area in the Pool Park with a few grinds and strangely-shaped, yet unbailable, QPs.

=====>River: Slicing the area in two, separating the Parking Lot and Pool Park from the Bridges, Corral and Mechanical Ramp, the mostly iced-over river is really just there to divide things up. There's an open section near the Cabin that's barely covered by a rickety log bridge that you can grind over. But fall into the water and you'll've hit another out-of-play zone. (Actually, it's pretty handy to do that, since it takes you up onto a high part of Bridges.)

=====>Totem Pole: A tall, brown totem pole sits just outside one corner of the Pool Park. You can grind on the Totem Pole's wings and knock its head off. Poor thing.

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[STAT POINTS]

1//Lets get the most difficult first. Grind up one of the rails directly next to the Totem Pole. This one will be the one heading towards the back of the Roll-In Ramps. Build up speed and Ollie off the rail just as it ends. If you're fast enough, you'll cross over the body of water--a no-play zone, of course--and land on a tiny, snow-covered island.

2//Grind on the other rail right next to the Totem Pole, going in the direction of the Corral. The rail is attached to a rope, which reaches to the Corral itself. You only need to grind on the rope to get the Stat Point.

3//Go up the QP made by the giant tree base in the center of the Corral and get off your board. The Stat Point will be on the far end of one of the branches hanging over the edge of the tree. You can either leap out and tap the right trigger to grab onto the branch, or find some way to grind on it. The branch in question is pointing to the Mechanical Ramp.

4//Go up the Mechanical Ramp and onto the LAG Ramp, then finally onto the Pickaxe Sluice. Grind on the rightmost rail following the ramp--it'll curve a bit and spit you up over the Corral, where the fourth Stat Point awaits.

5//Behind one of the massive stadium lights in the parking lot. In order to get up there, shimmy up the cable from the Cabin or from the far end of the Parking Lot. You won't be able to go any farther once you get to the first light post, so jump holding the left analogue in the direction the cable continues on with the right trigger held down. Hopefully you'll grab onto the wire AFTER the light post, at which point you can jump and Caveman onto it, shuffling grinds and hopping to keep your speed up. You'll see the Stat Point behind one of the center lights.

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HIGH SCORE - 275,000/600,000 pts

PRO SCORE - 475,000/1,200,000 pts

SICK SCORE - 850,000/1,750,000 pts

HIGH COMBO - 200,000/450,000 pts

Hints: These goals are particularly easy to score in Canada--it's a THPS3 level with surprisingly 133t lines. Both Vert and Street skaters can abuse Pool Park due to a hefty amount of infinite grinds and a variety of pools. Some of those grinds can be around the lips of the pools alone, but I suggest using the fence surrounding the outer perimeter as your basic area. You can combo onto the QP ledge near the Roll-In Ramps to not get thrown off the fence as it makes sharp right-hand turns, then combo into the rails beyond the fence surrounding the Totem Pole.

COLLECT S-K-A-T-E

S//Go up the small bulldozer about halfway down the parking lot, set so the blade makes a QP that interrupts the fence on the north end of the level. If you have enough speed, land a grind on the banner sign above the 'dozer back towards the Big 'Dozer Blade. Ollie off the top of the sign to grab S.

K//Head for the Big 'Dozer Blade. Go up the center kicker ramp and Boneless off the top to nab K in midair.

A//If you land on the wood platform after K, ollie over the gap between it and the bridge running through the tree. From the bridge, grind on the wire to your left and follow it out until it ends, then Ollie off and slightly to the left to get A.

T//Boneless from LAG Ramp to Pickaxe Sluice.

E//Land a grind on the left Mineshaft rail. Ride it out as it hugs the contour of the mountain and swoops down over the Cabin. Ollie off as the rail kinks back up.

COLLECT C-O-M-B-O

Hints: Okay, this is a bit bizarre...this COMBO line is normal, but the first and second O's appear in the wrong positions on the list on the side of the screen (so the O right after C would appear where the last O should be). A line like that is REALLY inconvenient though, so I assume it's just a programming error. That said, this list will run ignoring that glitch.

C//Get on top of the Cabin by going up the snow drift in front of it and Bonelessing off like it's a very steep kicker. Grind on the peak of the roof towards the west and Ollie off.

O//Land in a manual, then grind on the narrow log to your right.

M//Follow the narrow log until it turns, then Ollie off it onto the log following it with a wire strung on top.

B//Ollie off the second narrow log and climb off your board. Caveman onto the wire by the Ramp Lever. Don't worry about hitting the lever to make the ramp rise up--it's actually kind of easier if it stays down.

O//Vert up the building next to the Mechanical Ramp.

SMASH FIVE SNOWMEN

1//To the left of the starting point, between the wood fence and the out-of-play area.

2//Further down the parking lot, after the curved stone QP breaks up the fences, the second Snowman is also between the wood fence and the out-of-play area.

3//Towards the back of Pool Park, facing straight at the Roll-in Ramps.

4//Beyond the open part of the River with the shoddy wooden bridge over it.

5//In the Corral, between the tree and the Log QP, closer to the water and the Pool Park.

COMPLETELY SCRAPE THE FIVE ICY RAILS

Hint: When they say COMPLETELY, they mean COMPLETELY. Each rail has a ice on a small section and you have to grind straight through it--start at one point on the rail, grind through the icy patch, and ollie away when it says you've gotten the ice off. It's not incredibly anal, but you should be cautious nonetheless.

1//On the fence to the right of the starting point.

2//On one of the two lower rails in the middle of the lower parking lot.

3//On the funbox in the northeast corner of Pool Park.

4//On one of the red, arced rails between Pool Park and the Roll-In Ramps, next to the large, white, curved QP.

5//One of the three short rails directly in front of the Roll-in Ramps.

FS BOARDSLIDE THE ENTIRE LOG QP

Hints: THE LOG QP is in reference to a gap more than the Log QP itself, though it involves both. Go up either end of the Log QP in the Corral with a full Special Meter (you'll need Focus Control, this is a loooong grind). You can only hit the FS Boardslide if you're skating

normally; if you're skating Switch, you'll hit the BS Boardslide instead, so pay attention to the area below your Special Meter to make sure the word Switch isn't there. Go up one end of the QP and hold the FS Boardslide the entire time. If you make it all the way around the QP and get THE LOG QP gap, then a winner is you.

GET THE SECRET TAPE

Hints: Remember what you did to get first Stat Point? Now you need to do the same thing with the rail behind the Roll-in Ramps. Face west, in the general direction of Corral and the Mechanical Ramp and all that. You can try to Caveman onto the rail from its peak, since the downward speed will help you. When you get to the end of the rail, Ollie off, over the water and onto another, similar small island. There, you can nab the Secret Tape.

<cmph>

Bracket 8B: [Philedelphia]
- Places of Interest -

Compass:

NORTH: Phillyside
SOUTH: Brownbrick Building, Road
EAST: Security Building, Blue Awning Building
WEST: Phone Wires, Road

====>Bench Park: Occupying most of the level in a rage of vast, generic suck, Bench Park is occupied by planters and benches and rails and a miniature TrickOb area.

====>Bench 2 Brownbrick Cable (Cable): A cable stretches from a corner of the Brownbrick building to the corner of a planter ledge in the Bench Park. The planter in question is across from the Security Building.

====>Blue Awning Building: On the east side of the level, next to the Security Building, the Blue Awning Building gets its name from the blue awning stretching across most of the front. There are two planters you can use as kickers to air up to the awning--which can also be grinded on.

====>Brownbrick Building: The soul building sitting on the south side of the level, you can only gain access to the top of this building by grinding or shimmying up a cable leading from Bench Park or by Bonelessing off the angled ledge in front of it as a kicker. There's a circular handle on the balcony; grind on it to drain the Pond.

====>Phillyside: Hidden away, this secret skate park is the true north end of the level. The only way to get into it is to Sticker Slap the fences blocking your way. (As far as I know, anyway...if there's another method, let me know <cnt2>.) It doesn't always work, especially if you don't come at the fences straight-on or at a certain speed. The park itself is very bizarrely shaped and, like most THPS levels predating THPS4, lacks any solid lines and is incredibly easy to bail in. There's a few rails, QPs, boobs, kickers, and etc.

====>Phone Wires: These guys span all along the west side of the level as well as the north side of the main area. You can access them from the front rail of the security building, the top ledge on the Brownbrick Building, or by climbing up any one of the telephone poles strung underneath.

----->Pond: More or less in the center of the level, the Pond is a circular fountain that's apparently deep enough to count as an out-of-play area should you happen to land in it. You can grind along the inside ledge or hop across the center using two sets of two rails dividing the pond neatly in half. There's a small circular grind in the center. You can drain the Pond by grinding on the circular handle on the balcony of Brownbrick Building.

----->Road: A road stretches around three sides of the main area in Philly. A few cars trundle on by, not really doing much of anything. There are two dark holes on either side of the Security/Blue Awning Buildings, and going in one sends you out the other--a shortcut in case you need to get from north to south or vice-versa quick.

----->Secret Tape Ledge: There's a ledge that runs under the Cable; it's part of a high-up planter that borders the Pond area. If you grind towards the Blue Awning Building on the outside ledge of that planter, it kinks upward, so Ollying off it gives you mad air. This ledge is important for a couple goals.

----->Security Building: This building has a ramp leading up to a platform and a strange roof. It's hard to describe, but important to some of the goals you need to accomplish. From the starting point, if you go straight ahead as far as possible, the building you'll eventually run into is the Security Building.

----->THPS Sign: This sign is near the Pond, if you go up the steps attached to it. It's an elevated sign that says "TH" on the top and "PS" on the bottom. There's a kicker in front of it for Ollying over.

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[STAT POINTS]

1//In the air between the Security Building and a staircase. If you're just starting the level, head straight at the Security Building and Boneless off the ground before the staircase.

2//On the center area of the Pond. You have to grind on one of the two sets of rails leading from the outside of the Pond to the center, then ollie off and land a grind on the center itself. OR, you can drain it if you'd prefer.

3//In Phillyside, a Stat Point hangs in the air near the front of the area. Since Phillyside is very generalized, I'll do my best to describe how to actually GET the point. Close to it are two curved ledges that are part of Bowls or QPs. They're seperated by a gap and don't line up with each other. From inside the park, facing the rest of Philly, you'll want to grind on the leftmost ledge and Ollie off with a little leftspin. With any luck, you'll get the Point.

4//Along the west side of the level is a red building with a graybrick support sitting directly on the street as it slopes downward. Approach the building from the high end of the street and Wallride when you hit it. Wallie off to nab the Point.

5//Boneless up to the Brownbrick Building and double-jump onto the top ledge. The fifth Stat Point is on the west side of the building.

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HIGH SCORE - 275,000/600,000 pts

PRO SCORE - 475,000/1,200,000 pts

SICK SCORE - 850,000/1,750,000 pts

Hints: Street Skaters--use the HIGH COMBO technique a couple times over and SICK SCORE is in the bag. Vert Skaters, you may want to use the plywood HP on the east side of Phillyside, since it's the only decent Vert-comboable area in the level. If you're feeling daring, you can try to tear up the concrete area of Phillyside itself, or try out the HIGH COMBO technique.

HIGH COMBO - 200,000/450,000 pts

Hints: Set yourself up with some easy-to-access Grind and Manual specials. The simplest way to get HIGH COMBO here is to grind on the benches and ledges that give Bench Park its name. There's no need to Ollie the gaps if you keep tapping the Grind button as you go along. So build up a special and start at the inside ledge, on the end closest to the road. Keep tapping the grind button and doing those easy Specials (like Up-Downs or Left-Rights), and when you get to that last, long stretch of ledge, Ollie straight at the Security Building's rail and Sticker Slap it. Then go back in the opposite direction doing the same thing. Ollie off the ledge as it ends and land in a Special Manual. Go across the Road (!!!!!) and wall plant off the wall of the building there. This SHOULD be enough for HIGH COMBO, but if you don't feel secure enough, land in another Special Manual from the Sticker-Slap and repeat the process. When crossing the Road, make sure the immediate area is clear. If you don't know, Boneless over the Road to avoid those combo-killing cars and land in a manual on the other side. Thanks to the repeated use of Special Moves and the Bench Hop gaps more than doubling your multiplicatives, this one is really hard-core and over-the-top....but oh-so-cool.

COLLECT S-K-A-T-E

S//Head for the Cable, but instead of grinding on it, Boneless off the ledge while facing the Blue Awning Building.

K//Land a grind on the Blue Awning, going towards the Road. Ollie off to the right for K.

A//Grind on the Cable. It'll be closer to the Brownbrick Building, but you can approach it from whatever end you want. If you're having trouble staying on that long, shimmy across the Cable and jump up when underneath the A.

T//Inside the northwest corner of the Phone Wires. Ollie off the Phone Wire before it ends (about halfway between the last two phone polls) angled for the perpendicular wire. It's best too approach the T from the Brownbrick Building.

E//Get into Phillyside and go towards the back area. The E is suspended over a set of really poorly aligned half-bowls. Spine over the right-most barrier (if facing away from the rest of the level) and the E is yours.

COLLECT C-O-M-B-O

Hints: THIS GOAL IS WICKED EASIER IF YOU DRAIN THE POND FIRST. But that takes up time, so feel free to do whatever you choose.

C//The first letter is over the stairs in the Pond area, between the Pond and the THPS Sign. Go towards the Secret Tape Ledge and aim yourself straight at the pond between the last two stone pillars. Ollie off the top of the stairs to get C.

O//Land in a manual, then, if you haven't drained the Pond, Ollie onto the rails inside. Ollie off the rails almost immediately to hop the center of the Pond to nab the O. If you HAVE drained the pond, land in a manual inside the Pond, Ollie over the circle to grab the O.

M//Land a grind on the opposite rails in the Pond, then manual towards the Security Building. There'll be a planter directly in your way with M floating on the left ledge. Grind on the ledge.

B//Climb off your board and go over to the front rail of the Security Building, the one bordering the ramp. Grind on it and stay on as it turns into the Phone Wire.

O//Stick on the Phone Wire. Get up the steep grind connecting the Security Building and Phone Wire by making small Ollies and landing in a grind again. When the Phone Wires level out, grind to the second phone poll and get O.

SMACK ALL THE BAGS

1//In the northwest corner of the MAIN AREA, sitting just off the road.

2//On the very west side of Phillyside.

3//Between the Security Building and the Road.

4//Between the Security Building and the Blue Awning Building.

5//On the lower part of the Brownbrick Building roof.

SMASH THE FIVE HOGEYS

1//On the high ledge on the Brownbrick Building. Double-jump up to it to reach it.

2//On the opposite side of the same planter the Secret Tape Ledge is on. You have to grind on the side of the ledge closest to the Pond.

3//On the Blue Awning. Use the planter-kicker closer to the Road to go up and grind towards the Security Building.

4//On a Ledge in Bench Park--it'll be the same planter the Cable is strung from. The hoagie will be pretty much be on the opposite end of the Cable.

5//On the back of the THPS Sign. Double-jump onto the top and walk through it.

TRIPLE HEELFLIP OVER THE THPS SIGN

Hints: Build up Special so you'll have speed, and go up the kicker in

front of the THPS Sign. (There's not a lot of room between the kicker and a small QP behind it, which is why you'll need speed.) Go off the ramp and No Comply or Boneless. A Triple Heelflip is done by hitting right on the left analogue and tapping the Flip button three times in succession. To go "over" the sign, you have to hit the THPS SIGN GAP, which activates if you go a little to the left or right of the Sign rather than over it. If you're having trouble, use Focus Control.

GET THE SECRET TAPE

Hints: Grind on the Secret Tape Ledge and Ollie as it kinks up. You'll nab the tape right out of the air.

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Bracket 9A: [Los Angeles] - Places of Interest -

Compass:

NORTH: Trailer Building

SOUTH: Morehead Hotel, The Doors Building

EAST: Cherry Busters

WEST: Havgas, Glass Building, Back Alleys

====->Art Plaza: Taking up a noteworthy portion of the central areal, the Art Plaza houses Purple and Yellow, as well as a few other otherwise-crap modern art pieces that make excellent TrickObs. Ledges surround most of the Plaza, and there's a nice empty space between the art pieces for Flatland.

====->Back Alleys: The area behind Glass Building, fronted by QPs and lined with rails and ledges.

====->Beige: The building next to Cherry Busters on the east side of the level. You can grind on the ledge at street level, but to access the highest ledge, you have to trigger an earthquake, then Boneless up the plywood kickers set up at the end of the Quaked Freeway.

====->Cherry Busters: The pink porn theater on the east side of the level, Cherry Busters sits alongside Beige and is connected to The Doors Building, making it part of a nice chain of ledges on land or sky.

====->Fire Truck: A fire truck sits against the south border of the level, blocking off a road into a no-play zone. You can grind on the side of the truck and on the ladder. You'll find it to the left of Morehead Hotel.

====->Glass Building: Blocking off about half of the west side of the level, Glass Building has windows on the ground floor that can be broken through (hence the name), and two HPs in the center, recessed area; one is on street level, and the other is in the building itself; to reach it you have to transfer from the lower ramps to the higher ones. There are window washer tiers level with the higher HP on either side on the building, facing the street.

====->Havgas: The Carwash on the west side of the level between the fire truck and Kiosk. There's an HP on the roof and the west sides are slanted like kickers.

====->Kiosk: A stout building between Havgas and the Glass Building, Kiosk has

a QP on the front and back. It's bordered by a walkway from the Back Alleys.

- >LA Fountain: Another infamous THPS spot, though not as embitteringly popular as THE HP, is the LA Fountain--a small infinite grind located in front of the Glass Building. Two small kickers are lined up on either side.
- >Morehead Hotel: The brown building between the Fire Truck and the Doors Building, Morehead Hotel has a pair of kickers on the outside that launch you into a reception/alcove sort of area. There's a set of QPs inside that rest against the building itself for you to transfer over, or to go up to a rail that leads to a pair of long electrical wires.
- >Purple: In the corner of Art Plaza, there's a large, towering, purple statue. It's not a statue of anything--it's modern art, so there you go. The tall part of Purple is accessible only from the roof of Cherry Busters, but isn't that good for much besides Acid Dropping into the lower part of the thing. Purple also forms an HP backed by kickers on each side (this is the important part) and has a super kicker (a kicker that acts like a Fan Boost) attached to it.
- >Quaked Freeway: Hit LA's DESTRUCTION!! and this is what happens--the freeway collapses in on itself, giving you access to the higher areas in the level. You can gain access by Bonelessing onto it from the roof of University, or by skating up the part that fell in Havgas. (You need to be on your skateboard to get onto the main body of the freeway, otherwise you won't have the speed.) There's a set of plywood ramps at the northeast end of the highway that you can use to launch up to the roof of Beige, which in turn takes you to the roof of Cherry Busters, and then the top of Purple.
- >The Doors Building: A building between Morehead Hotel and Cherry Busters, The Doors Building has a giant billboard advertising The Doors on top. The ledges in the front are nice for grinding on, as is the ledge made by the lowest roof.
- >Trailer Building: For lack of a better name, this is the white building with aquamarine windows that's immediately to the right of the starting Point. It's named for the trailers strung between it and the Glass Building.
- >University: A brown building with various rails, staircases and planters on the outside, and an HP in the roof. The four Quake Rails are all in or around this building.
- >Yellow: In Art Plaza sitting next to Purple, Yellow is this house-sorta thing that you can grind on and Manual through.
- >DESTRUCTION!!: The only Classic level with a DESTRUCTION!!...sort of. This has been around since THPS3, but...there are four Quake Rails in LA. Hit them all to cause a devastating earthquake and change the nature of the level. The Eastern Quake Rail is the long rail behind University that goes out into the street splitting Cherry Busters and Beige from Art Plaza. Northern Quake Rail is the building alongside the front area of University, sitting next to the newspaper kiosks. The Southern Quake Rail is on the opposite side of the Northern Quake Rail, sitting on the sidewalk of University across the street from Trailer Building. The Western Quake Rail is inside the University itself, the bent one going from the starting point area into the Art

Plaza.

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[STAT POINTS]

1//Cause an Earthquake by hitting all four Quake Rails. Then get up to the Quaked Freeway however pleases you, and go up the ramp facing Beige. The Stat Point is a little off to the right, so you can try to Boneless over to it directly, or Boneless onto Beige, then Boneless off over the street.

2//Head into the street running between Trailer Building and University. Face Glass Building but stick close to Trailer Building. Wallie up the side of Trailer Building and land a grind on the ledge at the end of the street. Ollie off for the next Point.

3//Head into the Back Alleys and go up the two-way staircase that breaks up the two QPs fronting them. Get off your board and Caveman onto the foremost rail, aiming in the direction of Havgas. Ollie off for another Point.

4//Transfer into the HP on top of Glass Building, then transfer out towards the road. (You'll want to do this on the QP closer to Kiosk.) Hit the grind button as you pass by the Window Washer girders, and Ollie off the second one to get the fourth point.

5//The last point is in a tree in the Art Plaza, right next to the road and across the street from the Doors Building. Climb up the tree like the ones in Skatopia and Airport and get to the top for the last Stat Point.

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HIGH SCORE - 325,000/750,000 pts

PRO SCORE - 650,000/1,500,000 pts

SICK SCORE - 1,000,000/2,000,000 pts

Hints: If it's not earthquakes LA's famous for, it's ledges; they're not legendary (hell, most of them aren't even linear), but they're plentiful. Anybody ought to integrate a couple of these ledges into their customized lines. Otherwise, there's plenty of HPs scattered throughout the area for the Vert lovers (Purple, Back Alleys, and more). Traffic makes it hard to rack up big combos, so avoid the streets as much as possible.

HIGH COMBO - 250,000/550,000 pts

Hints: LA suffers from that aforementioned pre-THPS4 "Lack o' Lines" Syndrome. Combine that with the fact that LA traffic is crazy stupid, getting a combo is pretty hard. So, once more, you'll want to bust out those easy-to-access Specials. Vert skaters can try using the hidden HP in the Back Alleys, which you can open by grinding along the curved, brown ledge, or the orange HP in Art Plaza. The Havgas HP isn't a bad place either, but be sure to use it before triggering the quake. Street skaters are a little hard on their luck; most of the lines you have to make will be improvised, but if you can hit a grind on a couple of the really long wires extending over the Art Plaza, then manual over to the University ledges or Back Alley rails, you might be able to score it.

COLLECT S-K-A-T-E

Hints: The T will make your brain overheat. It takes the most time and practice to get, so I recommend you collect STKAE. The S is so close to the starting point that it's impractical to ignore it completely.

S//From the starting point, stay on the ledge and go to the right. Wallie off Trailer Building's side to nab S. If you're collecting STKAE and miss the S the first time you try, ignore it and go straight for the T. Come back for S later.

K//Get into the HP on top of Glass Building and Vert up the side closer to Kiosk.

A//Use the curved QP in Back Alleys and Spine/Hip Transfer over into the QP behind Havgas. (Though you may find it easier to do it from the Havgas side.)

T//**sighs** okay...hardest letter in the game to get. Skitch on a car going counterclockwise around Art Plaza. Start skitching from one of the east side corners, on the right side of the car. Let go of the car when you get to the Kiosk and Boneless up onto the Fire Truck. Grind on the side until it kinks up, and Boneless up. Wallie on the side of Morehead Hotel and if you had your toes crossed, this little bugger is yours.

E//FINALLY! Last letter. On the northeast corner of Art Plaza is another support pillar for Quaked Highway. Approach it from the north sidewalk bordering Art Plaza (full Special, holding the Ollie button down) and Wallride it slightly off-center. If you do it right, you'll Wallride up and around the pillar with a special camera angle (and text that tells you how many times you've ridden around it) and get the E on your way up or down.

COLLECT C-O-M-B-O

C//Go up the QP in the Back Alleys that's perpendicular to the others. Transfer from that to over the brown, curved ledge and land in a grind. The C is in the air, so if you didn't get it by the time you grinded, you need to go back and try again.

O//Grind the brown ledges, hopping over the gaps as they come. Ollie straight off the last brown ledge into the area behind Havgas.

M//Manual over to the closest QP on the south side of the level and go up, grinding on the ledge. Ollie the gap and grind on the following QP, then Ollie over to the Fire Truck. Land on the same side you went up for "T" in COLLECT S-K-A-T-E to grab M.

B//Ollie off the kink in the fire truck and land a grind on the Morehead Hotel's ledge. Grind past the alcove splitting the front of the building in two, then wallie off the other side of Morehead's front. Land in a grind on the curved ledges in front of The Doors Building.

O//Ride the ledges as they curl into the ledge in front of Cherry Busters. Ollie from the Cherry Busters ledge to the Beige ledge, and ride along Beige until you pick up the O. Ollie off.

BLOW UP THE FIVE ICE LATTES

1//On the HP right behind the starting point.

2//Do what you did to get Stat Point #2--Wallie up the front side of Trailer Building and grind on the ledge.

3//Sitting on the top of the HP on Havgas.

4//In the alcove in Morehead Hotel. Go up one of the QPs at an angle and grind on the rail above.

5//On a ledge behind the large Doors billboard on The Doors Building. Double-jump onto the first ledge of the Doors Building, then double-jump onto the white ledge (the others are all pink) behind the billboard.

ROLL [GRAB-LEFT-LEFT] THE PURPLE GAP

Hints: Rolls are harder to pull off than Frontflips and Backflips. Why? Largely because it looks like you're doing a McTwist with a brain-freeze, making it hard for a skater to line the landing up right. So fill up your special meter and approach Purple from one of the kickers on either side of the HP. (You can do it from whichever side you feel most comfortable with, but I personally prefer doing it from inside the plaza to the street.) Use Focus Control, then do the Roll [GRAB-LEFT-LEFT] or [GRAB-RIGHT-RIGHT]--it doesn't matter. With Focus Control, you'll be able to line up your board correctly for a landing. Hit the Roll and the PURPLE SKIPPIN' Gap and you're one goal closer to having another goal.

CRUSH

FIVE LOW-CARB DISHES

1//On the roof of University--the level you reach by grinding up the cable near the starting point. It'll be over the front.

2//On a bench inside Glass Building, at the north end.

3//In an HP hidden in the Back Alleys. Grind along the entire curved brown ledge to open the grates in the Alleys that lead to the HP.

4//On the roof of Kiosk.

5//Land a grind on the middle ledge of the Doors Building and ride it over to Cherry Busters. Ride the Cherry Busters ledge and finally hop over to the middle Beige ledge to grind through the last Low-Carb Dish. Take that, Doctor Atkins!

GET THE SECRET TAPE

Hints: This Secret Tape is on top of University. You can grind or shimmy up the wire running from the ground to the roof of University, then double-jump up the center pillar until you reach the top.

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<cmtt>

Compass:

...you know what? Screw this. The Triangle is circular (!?), so the cardinal directions are absolutely useless here. Thankfully, the level is relatively small, so finding your way around won't be too hard.

====>Alien Base: Hit this level's DESTRUCTION!!, giving you access to the guts of the alien base! It's mostly all grindables, with a ledge running along the ground and a couple rails closer up to the ceiling (which you can only reach by Ollying up the grind-kickers on the floor). Look in the windows inside to see a few very amusing little easter eggs.

====>Frustration HP: An HP set up between the HP Park-end of Long Pathway and Pirate Ship, this has a bizzare shape and gets split up by an awning on one side. It gets its name from the trouble you'll have getting the final "O" in COLLECT C-O-M-B-O.

====>Helipad: Set about halfway down Long Pathway, Helipad is on the mountain itself, so you need to get up to the path on either side of Helipad, then up to the Helipad itself. It's made up of two pools attached by a roll-in ramp.

====>HP Park: This is the area you start in. There's a ton of HPs made of plywood and stone. The stone HPs are set against the mountain and near the beach.

====>Long Pathway: This guy takes up about half of the island, bordering the beach. It's mainly supposed to be for grinding on, with two different ledges. It's raised up slightly and made of wood and yellow stone. It sits opposite the Mountain Pathway and the Helipad

====>Mountain: The big black mountain taking up most of the central area. The Alien Base is inside, and the Helipad and Mountain Pathways are carved into it.

====>Mountain Pathway: A pathway running parallel to the Long Pathway, divided by the Helipad, Mountain Pathway's ledges are made of continuous kickers.

====>Plane Graveyard: This area, between HP Park and the Long Pathway, is comprised of many destroyed air and spacecraft. This includes:

Noseplant Shuttle: A spaceshuttle buried nose-down in the ground with a series of bars leading up to the Secret Tape (shhh!). It's bordering the Beach.

Blackhawk: A black helicopter with bent propellers perfect for grinding on. This one has missiles on it.

Brownhawk: Another helicopter with bent propellers. This one is buried further into the ground and colored brown.

Destroyed Pirate Ship Rear (DPSR): The back end of a pirate ship (different from the whole one on the opposite side of the level) that's angled up in a way to form a QP.

Broke In Half: A red and white plan broken in two, with one half mostly on the beach, the other impaled on two palm trees and sitting right next to a third. You can grind on the wings and the rock between them as a single line.

----->Pirate Ship: Right off one end of Long pathway, the HP Park side, is a Pirate Ship (from Skater's Island in THPS3!) with a bountiful amount of QPs, HPs, and Pools. Nice for the Vert Skater.

----->UFO: Suspended above the Long Pathway side of the Valley, this UFO is actually very Lippable...shocking, ne?

----->Valley: The area between Mountain Pathway/Helipad and Long Pathway. The curved bases make it a very long HP.

----->DESTRUCTION!!: Grind on the Blackbird's missiles. They'll shoot off and blast holes into the Mountain, giving you access to the Alien's base. Another missile blows a hole through one of the HP setups in HP Park. Kinda pidley, but it's something, right?

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[STAT POINTS]

1//Go onto the bow of the Pirate Ship and grind on the...the bow? Sorry, don't know my Ship Anatomy. Grind off the pointy thing on the front of the ship.

2//In the Plane Graveyard, climb on top of Broke In Half's impaled half. The second Stat Point is above the tail end, and all you need to do is jump from the top of the plane to grab it.

3//In the Plane Graveyard, between the Blackbird and Long Pathway, on Long Pathway's side, is a QP made of old plane hull. Angle the camera up so you can see the Stat Point, then roll up the QP and hit the right trigger to level out. Third Stat Point is yours.

4//Get onto the Helipad, then up to the pool one level up. The fourth Stat Point is going to be over one of the short QPs in the upper pool.

5//The fifth Stat Point is underneath the Frustration HP. You can walk over the HP itself or use an entrance near the Long Pathway to get inside. Congratulations--you've got every Stat Point in Classic Mode. You are Teh Uber Skater. !!!!

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HIGH SCORE - 500,000/1,000,000 pts

PRO SCORE - 1,000,000/2,000,000 pts

SICK SCORE - 1,500,000/3,000,000 pts

HIGH COMBO - 400,000/750,000 pts

Hints: These point scores are rediculously high. But there IS a bright side! EVERYTHING in Triangle lines up. EVERYTHING. So if you're looking to score big, start by following the COLLECT C-O-M-B-O line; abuse HP Park if you're Vert, grind on all the rails and outcroppings if you're Street. No matter what, those point scores are crazy hard to reach, so keep those easy-to-use Special tricks handy and use Focus Control whenever things look like they're getting out of control. You can do it!

Kyle Witcosky emailed in this suggestion:

"Just a thought on 3,000,000 sick score in triangle. Before starting

the level, add Indy 900 to your specials tricks. In the halfpipe, get special, then boneless->Indy 900->Revert->Manual->McTwist->Revert->Manual->Grind. Then just follow the combo letters. But you need to do the Indy 900 on the side of the HP that the C is on, then Mctwist on the other side. By doing that, you add 16,000-18,000 points to the base score, and 7 to the multiplier, not to mention being able to do any grinds from then on in the combo as special grinds. Other thought on the sick score, when you get to the HP long walk, pull a McTwist when you get the B, then 2 Beaver Blasts on the otherside (assuming you have done story mode first), then continue down the HP grinding. I have found that if you maximize the possibilites in Triangle, you can pull off anywhere from a 1,500,000-3,500,000 point combo. The other option, if you have done the combo before completing the sick score, is at the end of the HP long walk, grind off, manual over towards then left, and you have 3 spine transfers in front of you to play with. if you utilize them, you can pull off another Indy 900, almost securing the sick score in 1 combo."

COLLECT S-K-A-T-E

S//Grind on the wings and over the rock between them of Broke In Half.

K//Go up DPSR.

A//Air up the QP in Valley bordering Helipad for A.

T//In Frustration HP, transfer over the shelter area breaking the QP up.

E//Air up the low QP closest to the bow of the Pirate Ship for E.

COLLECT C-O-M-B-O

Hints: The hardest COMBO you'll ever have to collect, have your Rail, Ollie, Air and Manual stats maxxed out (if you don't already). COMBO literally goes around the entire island, exploiting Triangle's sick lines. Focus Control is a life-saver here, but don't get too frustrated if you can't do it. There's nine other goals you can tear up, and most of them are less frustrating than this.

C//From the starting point: go up the left side of the HP ahead of you and grind on top of it.

O//Ollie off the QP and onto the U-shaped rock formation straight ahead.

M//Ollie off the rock formation when it kinks up. Land a grind on the opposite side of the HP you grinded on first. Ollie off and grind on another U-shaped rock formation, ride that out, and ollie onto the blades of the Brownhawk.

B//Follow the Brownhawk blades and Ollie off when they end. Grind on the side of the Triangle lined up with the blades and Ollie off. Manual over to Long Pathway, go up the QP on the side and grab the B in midair.

O//Get off your board or level out. Grind on the ledge of Long Pathway; hop over so you're as close to the water as you feel safe to getting. If you haven't used Focus Control yet, now--when your balance is weak--is when you'll want to use it. Ollie onto Frustrating HP. (If you have

Hot Rod or Paulie Butt Manual, here is a really great time to equip it.) Go up the HP underneath the O and spine into the pirate ship. Sometimes it doesn't work that well, so you'll need to hop on the lip of Frustrating HP and hop up into the air to nab it. Congratulations-- you can now go get that hemorrhage operated on, young skater.

COLLECT THE FIVE TREASURE CHESTS

1//Double-jump up to a QP on a raised platform next to Broken In Half, just outside the Plane Graveyard.

2//In the QP between the DPSSR and the Noseplant Shuttle.

3//On the Plane Graveyard end of Mountain Pathway.

4//On the oceanside ledge of Long Pathway.

5//In the Valley as it opens up into HP Park.

GET THE SECRET TAPE

Hints: Use the QP in front of Noseplant Shuttle to spine into the shuttle itself. Make sure you're spining over a low wall, because you'll bail if you try going over the high ones. Once inside the bowl, line up with the windows on the piece of Broken In Half that landed inside. Build up speed as best you can and do a Boneless Vert up the rim of the bowl (so you Boneless straight up, rather than out). The Secret Tape will be aligned with the windows and above the highest bar on the back of the Noseplant Shuttle.

ACTIVATE THE TRIANGLES!

Hints: There are three triangles, and all you need to do to "activate" one is grind on one of the edges. The first triangle is in the Plane Graveyard in plain sight. The second is between HP Park and Pirate Ship. The final one is on the beach, past the rocks behind the starting point. If you activate all three, you can use the triangle bases as kickers and land a grind on the beam stretching between all three for an infinite grind. (Boneless off the base of one of the triangles to reach them.)

BUST A LIP TRICK ON THE UFO!

Hints: From the helipad, spine down to the Valley and go up the QP bordering Long Pathway. You'll have more than enough speed to reach the UFO, so all you need to do from there is hit the lip trick.

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<cmsp>

- [Classic Mode Spoils] -

Congratulations! You've beat Classic Mode! Here's the section that tells you what you get for beating it:

NORMAL MODE:

Skaters:

THPS1 Tony

Steve-O

Alien Leader

Inline Skater
Ramp Kid

Levels:

The Triangle

SICK MODE:

Skaters:

Jesse James
Natas Kaupas
Bigfoot
The Imp
Space Monkey 2

Moves:

Hot Rod [MANUAL]

Levels:

The Triangle

-----|-----|-----|-----|-----
 - [Cheats2] - <che2>

Sorry to say...but there's only one known cheat for THUG2 that really works. If you enter "straightedge" (minus the quotation marks) into the main menu's Cheat Codes option, you'll earn the Perfect Rail cheat, which can be activated from the in-game menu. The only other way to unlock all the cheats is to find EVERY LAST GAP in the game--in all fifteen levels. www.gamefaqs.com has a guide on it that is very good for this in their PS2 section. Getting each gap earns you the codes: PERFECT RAIL, PERFECT MANUAL, PERFECT SKITCH, MOON GRAVITY and ALWAYS SPECIAL (plus the final selection of Secret Skaters).

-----|-----|-----|-----|-----
 - [Playlist2] - <pla2>

Since Punk, Hip Hop and Rock are obviously the ONLY three genres of music anyone interested in skating listens to, I'm going to seperate each song out by however they're listed, if only to spare my fingers and my brain a little more trouble.

PUNK

Camaros: Cheesecake
Dead Boys: Sonic Reducer
Fear: I love Livin' in the City
Iggy & The Stooges: 1970
Jimmy Eat World: Pain
Joy Division: Warsaw
Less Than Jake: That's Why They...Union
Melvins: Sweet Willie Rollbar
Mike V and The Rats: Never Give Up
Rancid: Fall Back Down
Red Hot Chili Peppers: The Power of Equality
Suicide Machines: High Anxiety
The Casualties: Unknown Soldier
The Distillers: Beat Your Heart Out
The Explosion: Here I Am

The Germs: Lexicon Devil
The Ramones: Rock 'n Roll High School

HIP HOP

Aesop Rock: No Jumper Cables(re-mix)
Atmosphere: Trying to Find a Balance
Audio Two: Top Billin'
Brand Nubian: Punks Jump Up to Get Beat Down
Cut Chemist: Drums of Fire
Diverse: Certified
Grand Puba: I Like It
Handsom Boy...School: Holy Calamity
Librette: Volume:
Living Legends: Night Prowler
Melbeatz f. Kool Savas: Grind On
Pete Rock&CL Smooth: Soul Brother #1
The D.O.C.: Whirlwind Pyramid
The Sugarhill Gang: Rapper's Delight
Ultramagnetic MC's: Ego Trippin'

ROCK/OTHER

25 Ta Life: Over the Years
Das Oath: Awesome R***
Dead End Road: Sin City
Disturbed: Liberate
Faith no More: Midlife Crisis
Frank Sinatra: That's Life
Johnny Cash: Ring of Fire
Lamb of God: Black Label
Metallica: Whiplash
Ministry: No
Nebula: So it Goes
Operatic: Interested in Madness
Steel Pulse: Born Fi Rebel
The Doors: Break On Through
The Miss: Back On the Radio
The Living End: End of the World
Three Inches of Blood: Deadly Sinners
Violent Femmes: Add It Up
Ween: It's Gonna Be a Long Night
X: Los Angeles
ZEKE: Long Train Runnin'

While Neversoft can make great gameplay, their knowlege of music is obviously subpar. Listing a song called Rock 'n Roll High School, or the Red Hot Chili Peppers as punk? Surprisingly, The Doors, Frank Sinatra and Johnny Cash all made it onto this list, rubbing shoulders with Popunk fames Jimmy Eat World and Less Than Jake. And Born Fi Rebel by Steel Pulse is REGGAE, not rock. Maybe it's just the sardonic pessimist in me, but I don't think it would hurt for Neversoft to stop typecasting their songs.

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- [2 Player2] -

Time Limit: 30 seconds
1 minute
2 minutes
5 minutes
10 minutes

Goal: Score the most points before the time limit runs out. This is similar to a HIGH SCORE run, only now you're facing off against another person. The person with the highest score wins.

SCAVENGER HUNT

Time Limit: 30 seconds
1 minute
2 minutes
5 minutes
10 minutes

Goal: The newest 2 Player addition, Scavenger Hunt unleashes you and your opponent on the level. Both of you have to place "objects" by doing Pop Shove-Its. After a while, the goal changes; now you have to find the places where you or your opponent Pop Shoved-It and collect the icons hovering there. Player 1's Icons are red and Player 2's are blue; you can collect either color, since they're worth the same amount. The person with the most icons by the time limit is the winner.

SCORE CHALLENGE

Target Score: 100,000 pts
250,000 pts
500,000 pts
1,000,000 pts
2,000,000 pts
5,000,000 pts
10,000,000 pts
50,000,000 pts
100,000,000 pts

Goal: Meet the set score before your opponent. There's no time limit, but matches with higher-set goals tend to last as long as ten minutes or more.

COMBO MAMBO

Time Limit: 30 seconds
1 minute
2 minutes
5 minutes
10 minutes

Goals: You set the time limit and try to make massive combos. The person who makes the combo worth more points inside the time limit wins.

SLAP!

Time Limit: 30 seconds
1 minute

2 minutes
5 minutes
10 minutes

Goal: Headsmack or Sucker Punch your opponents by skating or running through them. Whoever has the most speed in a collision wins the fight, and the loser respawns somewhere else. With the ability to get off your board thrown into the mix, this classic fistfight is little more strategic than it used to be. The person with the most Slaps when the time runs out wins.

KING OF THE HILL

Time Limit: 30 seconds
1 minute
2 minutes
5 minutes
10 minutes

Goal: A crown is hidden somewhere in the level. The Red Arrow makes its only THUG2 appearance to show you where it is. (The Red Arrow was a dear friend from THUG1 who always lent you a hand...er, point...when in doubt of where to go next.) When a person grabs the crown, a counter above their special meter begins to climb upwards. The crown can be taken from you if you get Headsmacked or Sucker Punched, and the higher your timer climbs, the slower your skater gets. Hold onto the crown for the full time to win.

GRAFFITI

Time Limit: 30 seconds
1 minute
2 minutes
5 minutes
10 minutes

Goal: One of the more popular game modes, Graffiti has you skating around a level and tricking off objects. If you grind on a rail and jump off, the rail will be changed to your color (Player 1 is Red and Player 2 is Blue). However, if the other player gets a higher score on that same object, they "steal" it and it changes to their color. Link combos together to get massive scores on multiple objects, making it more difficult for your opponents to steal them away. Person with the most Graffitied objects is the winner. (Sadly, this has very little to do with your ability to actually Graffiti Tag objects...sigh.)

HORSE

Time Limit: 10 seconds
20 seconds
30 seconds

Horse Word: Anything up to 15 characters long

Goal: The computer sets a starting point for one player, and that player has a certain amount of time to start and finish a combo. Once Player 1 successfully lands a combo, Player 2 starts off in the same spot and has to land a combo worth more points than Player 1's in order to survive. The first player to bail, or land a combo worth less than the last, gets a letter. Once someone gets a letter, a new starting

point is set and the winner of the last round starts. The process is repeated until one player gets "HORSE," or whatever word you choose to set as your HORSE word. You only have a few seconds to start your combo, so if you don't by the time the clock runs out, you get a letter.

FREE SKATE

Goal: Pick a level and have fun. This is the same as Free Skating in single player mode, except you can't initiate a High Score Run.

FIREFIGHT

Goal: Another recent addition to Tony Hawk multiplayer, Firefight has replaced your Impossible and Pop Shove-it Flips with "FIRE!" and "REVERSE FIRE!" (You can also make Double, Triple, and Quadruple REVERSE/FIRE! Flips.) FIRE! shoots a fireball from the nose of your board and REVERSE FIRE! shoots a fireball from the tail. Each player has 100 HP (Health Points, not Half-Pipes) and each FIRE! attack does 10 HP of damage. Hit your opponent with FIRE! attacks ten times to win.

-----|-----|-----|-----<faq?>
- [FAQ?] -

This is where all the generic crap that you won't really hear about anywhere else in this thing goes. The reason for the question mark at the end is because I don't really think it's necessary (but some people need these anyway), and I couldn't find a way to make this section's Ctrl+F Codex four characters long to match all the others.

1//Will you cover GAPS?

Not if they aren't relevant to goals in Classic or Story Modes. There's a FAQ in the PS2 section that covers every gap in the game, and does a much better job of not getting sarcastic or bored than I would. Maybe someday, though.

2//What about Menu windows?

Again, I don't feel they're necessary. I did it for the THUG1 Walk-through, but when I was finished, it just felt like I'd wasted time.

3//I'm having trouble with DESTROY ALL THE SPRINKLERS in Classic Mode!

Please refer to this map for help (copy and paste address into your web browser bar):

http://db.gamefaqs.com/console/gamecube/file/thug_2_training_sprinkler.png

4//How do I unlock secret skaters?

Beat Story Mode and Classic Mode on all difficulties and get every gap in the game. You don't have to beat every Story or Classic goal, but you have to beat enough to "move onto the next level," which varies from difficulty to difficulty.

5//How do I use secret skaters?

You can only use them in 2 Player, Free Skate and Classic Modes. You can't use secret skaters in Story Mode--you can only use your custom skater, a narrow roster of pros, the Special Guests and the Secret Characters.

6//You keep mentioning NO COMPLY and BONELESS. What are they and how do you do them?

sigh Okay, do a Ctrl+F on <smtr> and look for the goals BASICS - NO COMPLY OVER THE TAXI and BASICS - BONELESS OVER THE TAXI.

7//What's the Hot Rod manual? How do I unlock it?

The Hot Rod manual is a Special manual that you get when you earn Jesse James as a secret skater. Most manuals slow your character down, but Hot Rod propells you forward--handy for crossing wide spaces if you need to carry a combo from one place to another. You unlock Jesse James by beating Sick Classic Mode. Paulie Butt Manual works the same way, but it's not as fast as Hot Rod.

8//I want to start the game on Team Bam. How do I do that?

Easy: you can't. You only join Team Bam for the Berlin level, and play as Bam in Skatopia for extrainious goals.

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- [Legal2] - <leg2>

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If you wish to post this, drop me a line and ask, giving a link to your site--it's that simple. I'll check back, and if I find you've reposted it without crediting me, I'll be all over you like very unhappy chocolate frosting on cake ^ ____ ^

This walkthrough MUST be reposted in its entirety, or not at all.

Extra Spiffy Kudos to:

Dan Lowin, for the Manual Skill Points help
Kyle Witcosky, for the SICK SCORE help in Classic Triangle
Tyler Johnson, for the fifth Stat Point in Classic Triangle
James Landrum, for the E in Classic LA's COLLECT S-K-A-T-E

-----|-----|-----|-----|-----|-----
- [Contact2] - <emc2>

And this is where we part ways...writing Contact sections feel more like Outros for these long walkthroughs. Let me tell you, this took half as long to do as my THUG1 Walkthrough and I feel like I've done ten times the work. It's gratifying to get emails from gamers who benefitted from this and getting questions. It's about time for me to fly, so if you have questions, comments, flames, gimme a hollar at tei (dot) sama (at) gmail (dot) com. See you then!

