

# Tony Hawk's Underground 2: World Destruction Tour Glitch/Easter Egg Guide

by Guacamole\_Man

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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.

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TONY HAWK'S UNDERGROUND 2

Glitches, Easter Eggs, and Other Random Little Cool Things  
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Version 2.0

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CONTENTS >  
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1. Introduction
2. Glitches, ect.
  - 2.01 Just a Word...
  - 2.02 Methods
    - 2.021 The Bail Method
    - 2.022 The Impossible Method
    - 2.023 The Moon Jumping Method
    - 2.024 The Restart-Setting Method
  - 2.03 General Glitches and Easter Eggs
    - 2.031 Glitches
    - 2.032 Easter Eggs
    - 2.033 Others
  - 2.04 Training
    - 2.041 Glitches
    - 2.042 Easter Eggs
    - 2.043 Others
  - 2.05 Boston
    - 2.051 Glitches
    - 2.052 Easter Eggs
    - 2.053 Others
  - 2.06 Barcelona
    - 2.061 Glitches
    - 2.062 Easter Eggs
    - 2.063 Others
  - 2.07 Berlin
    - 2.071 Glitches
    - 2.072 Easter Eggs
    - 2.073 Others
  - 2.08 Australia
    - 2.081 Glitches
    - 2.082 Easter Eggs
    - 2.083 Others
  - 2.09 New Orleans
    - 2.091 Glitches

- 2.092 Easter Eggs
- 2.093 Others
- 2.10 Skatopia
  - 2.101 Glitches
  - 2.102 Easter Eggs
  - 2.103 Others
- 2.11 Pro Skater
  - 2.111 Space
  - 2.112 Maya
  - 2.113 Hell
- 2.12 Triangle
  - 2.121 Glitches
  - 2.122 Easter Eggs
  - 2.123 Others
- 2.13 School
  - 2.131 Glitches
  - 2.132 Easter Eggs
  - 2.133 Others
- 2.14 Philadelphia
  - 2.141 Glitches
  - 2.142 Easter Eggs
  - 2.143 Others
- 2.15 Downhill Jam
  - 2.151 Glitches
  - 2.152 Easter Eggs
  - 2.153 Others
- 2.16 Los Angeles
  - 2.161 Glitches
  - 2.162 Easter Eggs
  - 2.163 Others
- 2.17 Canada
  - 2.171 Glitches
  - 2.172 Easter Eggs
  - 2.173 Others
- 2.18 Airport
  - 2.181 Glitches
  - 2.182 Easter Eggs
  - 2.183 Others
- 2.19 Create-A-Park
  - 2.191 Glitches
  - 2.192 Easter Eggs
  - 2.193 Others
- 3. Credits and Thanks
- 4. Version History
- 5. Legal Carp
- 6. Frequently Asked Questions
- 7. Final Note

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1. INTRODUCTION >  
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Hello everyone, and welcome to the wonderful world of THUG2 Glitches, Easter Eggs and other stuff! I saw that no one really put up much of a glitch list so I decided to make my own. Now bear with me people, this is my very first FAQ, and probably my last. I'm not much of a gamer, but when I started playing THUG2 I was hooked. I found out a ton of glitches and easter eggs on my own just from doing random nonsense, then I found some more on sites on the net and decided to write a FAQ about them. Now, PLEASE NOTE that there are not many useful things on this FAQ, just stuff to do if you are bored and things to see and to make your THUG2 experience just that much better. I also only use the

gamecube version, so there may be slight differences and bear with me for the controls. I expect you to know how to play the game and have fair knowledge of places in the level. So without further adue, on with the FAQ!

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2. GLITCHES, ECT. >  
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### 2.01 Just a Word...READ THIS!

I'd just like to point out that although many of these are useless, some are quite comical and can even prove to be useful. In this paragraph, I will explain a couple of things about this section. Each glitch will have a S, F, G and/or 2 in front of it, which means which mode the level must be played. S means the goal can be done in story mode, F is free skate, G for create-a-goal and 2 for Two Player. If a letter is missing, that means that the glitch CANNOT be done in that mode. If a glitch has a M beside it, it means that you require the moon gravity cheat, which can be obtained by finding all the gaps in the game. Happy glitch-finding!

### 2.02 Methods

I'm not talking about the trick. These methods are different ways of doing glitches that can be used in almost every level. I will state before every level where they can be used.

#### 2.021 The Bail Method

The Bail Method is a glitch that you can use to get through most of the walls in the game. It's used for places in every level that you can see into, but can't go into, like shops and other buildings. To perform the bail method, go by the place you want to get into and face the wall. Turn 90 degrees to the right so that you left side is facing the wall and get as close as you can while still facing left. Set a restart. Go over to any rail in the level, and with the perfect rail cheat OFF, grind on the rail and bail off on the LEFT side. Make sure that it's an actual bail and you lose your combo and end up falling over to the left. As soon as you fail the combo and fall, hit pause and go to your restart. You should get pushed through the wall and into the area. Try it again if it doesn't work. Please note that this method won't work in story mode as you cannot set restarts.

#### 2.022 The Impossible Method

It's not impossible, it's just referring to the trick used in game. The impossible method is used for the same thing as the bail method, to get through walls, although it only works in corners. It works most of the same places that the bail method uses. To use it, go up to a corner, and face the wall you want to go through, and keep doing impossibles into the corner while holding forward on the control stick. You should eventually slide through the wall. The impossible method is very inconsistent, harder to do, and can take more time than the bail method. The good things, though, are that it can be used in two player and story mode, where as the bail method can't. My advice: use the bail method, and only use the impossible method when you really need to.

#### 2.023 The Moon Jumping Method

The moon jumping method is used to jump up walls and get you into backgrounds. You need to use the moon gravity cheat, which you need to find all the gaps to use. There's a FAQ on gaps if you haven't found all of them. To get into a level background, go up to a wall or building (with the moon gravity cheat on), and keep wall jumping. You will usually go up and up along an invisible wall for a while before falling over it and landing in the level's background. I will state before each level where it can be done. In some cases, you'll need to jump to the side when you reach the top of the building or invisible

wall, otherwise you'll go out of bounds. I will state where this happens.

#### 2.024 The Restart Setting Method

The restart setting method (RSM) is used to bypass portals and get into the spaces behind them. Stand in front of the portal you want to bypass, and set a restart. Take a step forward and set another restart. Keep repeating this until you activate the portal and go through it. DO NOT set a restart once you go through the portal. Go back to your restart via the pause menu, and press forward on the control stick and the pause button at the same time. If the paused screen still shows that you haven't entered the portal, set a restart then unpause. If you've gone through the portal, go back to your restart and repeat the stuff explained in this sentence and the two before it until you no longer activate the portal. You should be able to enter the the non-playable area by walking forward. Set a restart if you want to come back.

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2.03 General Glitches and Easter Eggs \  
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These are things that can be done in pretty much every level.

#### 2.031 Glitches

##### S F G 2 The Magic Spray

Once you've unlocked the "Double Fist'n" trick, go find any place that's out of bounds (water, back streets, ect.). Jump and do the trick, and keep holding it throughout the entire glitch. Make sure you land on the out of bounds area while still holding the trick. When you respawn, you'll still have some of the spray paint coming from your hands.

##### S F G Floating Bricks

There are items that can be kicked around (bricks, statue heads, ect) that are found in pretty much every level, and when kicked into bodies of water that you drown in, they all stay on top and "float".

##### F G On top of the Car

Find a road that cars drive on, and set a restart somewhere where a car will drive over. Right as the car drives over the spot go to the restart. You will be teleported to the top of that car instead of inside the car.

##### S F G 2 Special Spine Transfer

Fill up your special meter, and go over to any place where you can spine transfer. Jump up one of the quarter pipes forming the spine, and quickly do the special trick so you end up hitting the spine transfer button and the last button of the special trick at the same time. If it works, the word Spine Transfer will be in orange, and the special trick will be written in white. You can also do this with a caveman instead of a spine transfer.

##### S F G Smartcars

There are red smartcars in a few of the levels, and if you get off your board and stand beside the front end of one, you can slowly walk into the car and get inside of it.

##### S F G 2 Eternal Crumbs

Equip the "Don't Feed Phil" special trick as one of your tricks. Get special, then (still on your board), do the trick and bail. You should have the chunks of food still coming from your mouth. They'll stay there until you do the trick again. This glitch is pretty inconsistent and doesn't seem to follow any pattern. It sometimes works and sometimes doesn't. I find it works best if you go off a kicker or quarter pipe. You'll have to spend a couple minutes





have a little bit of space to goof around, but you can't go on the grass beside the building because it is out of bounds.

#### S F G 2 Behind the other building (Boston Jesus Glitch Part 1)

For this glitch, go to the yellow pipe that you climb to tag the big billboard in story mode. Climb all the way up, and you will be stopped by a metal plate on the pipe. Simply jump when your person stands up to get on it. Just get up there with moon grav if you're having too much trouble. When you get on top of the plate, double jump once to get on the building walkway (not the roof). Turn left and walk along the walkway, careful not to fall off. When you get to the edge right before the water, turn right and there is another walkway. Go down it, still careful not to fall off, but this time go on your board. Get some speed, then boneless off the end. You will see two concrete pads: a dark one close to you that is the floor of the building, and one right beside it that is lighter in colour. JUMP TO THE LIGHTER ONE. The dark one is out of bounds, and will send you back to the main level. Once on the pad, you can see the background of part of the level. Set a restart.

#### S F G 2 Walking on Water (Boston Jesus Glitch Part 2)

If you're still in the same spot where the last glitch ended, stay there. If not, hit pause and go to "your options" and then go to your restart, which should be behind the building if you followed the directions in the last glitch. Once there, you should see a very pixely tree. If you look beside it, there is the border of water and the abyss, which you cannot enter. While off your board, jump to the abyss and keep holding the control stick in that direction. You should either bounce back and forth a bunch of times or get stuck. If you get stuck, let go of the control stick and get on and off your board a few times, and you should end up walking on the water. If your going back and forth, you should also steadily be moving slightly in one direction. Keep doing so. You should land on the water unharmed. THIS GLITCH IS VERY INCONSISTANT AND MAY TAKE MORE THAN A FEW TRIES TO DO. Once on the water, you can skate or walk around, but DO NOT jump. The best thing to do is quickly set a restart if the glitch succeeds, and stay away from that A button. You can manual all you like, and it's a cool spot to put SKATE letters that only you can get. If you go towards the bridge at the other end of the water, you'll find you can't pass through it. To go on the other side of the bridge, just go to the wall on the far end of the bridge and go through it. This is a very fun and somewhat useful glitch.

#### S F G 2 Free Fall'n

This glitch basically lets you fall into the subway. Go to the subway entrance closest to the construction site, and stand beside the quarter piped side closest to the library. Grab on to the blue ledge, and shimmy right until you can't anymore. Hit down on the control stick. You should either: A) fall down until you reach the subway (which is what we want), or B), fall so you're standing inside the quarter pipe. If option B happens, either get out and try the glitch again, or slowly inch forward and you should fall.

#### F G Explore the Library

This glitch lets you get in the out of bounds part of the library. Simply go in the alley between the red building and the library (there's a dumpster), stand beside the middle of the wall and preform the bail method. You'll fall through the wall and end up behind those bookshelves.

#### S F G M Enter the Out of Bounds Street

Turn around from where you start the level. There's a quarter pipe and the half pipe truck that's on a road that's out of bounds. How do we get in there? The moon jumping method? Nope. Sneaking around using the bail method? Still no. Then how? Find a car that goes counter clockwise around the park (for all you kids with digital watches that's the one in the outside lane),

and skitch it until you have around 4,000 points and you're special is filled up. Make sure the moon gravity cheat is activated and the perfect skitch is NOT. When you reach Jeers, slide off to the right of the car and boneless off the grey quarter pipe as fast as possible. Right before you start to lose speed, hit the spine transfer button and you'll spine OVER the out of bounds wall and into the half pipe truck. Pretty sneaky, huh? Please note that this won't work in story mode if you've completed the "Jump the Cars" Goal. You can actually achieve the "Combo on the RV Ramp" goal by doing a combo on the half pipe truck in this glitch.

#### S F G 2 M Fly Backwards

Head on over to the construction site, and stand in front of the second pillar to the right from when you walk in through the entrance. It has a hose around it. You can also use the pillar directly to the right of it. Stand right up close to whichever pillar you chose so you're facing the water. Put on the moon gravity cheat, and jump straight up about five times. You'll come to a wall of plywood. An I-beam will be just above it so you can't jump anymore. Try and wedge yourself between the plywood and the I-beam while jumping. You should end up flying back into the park. But don't worry, there's another place to do this! Head on over to the hole in the fence, and go to the white building that's beside the Ribboff Bank. See the recessed portion of that building? Jump up in there once, then wait barely half a second and jump again. You'll end up wedging yourself in there and go flying backwards once more.

#### 2.052 Easter Eggs.

#### S F G 2 The ATM Machine

On one side of the Ribboff Bank is an ATM machine. Sometimes people will use it. Sticker Slap it to watch a bunch of money fall out.

#### S F G The Geeky Kid

From the start of the level, turn right to get to the apartment section. Go up the quarter pipe of the apartment farthest from the construction site to get inside. Stand beside the kid who is watching TV, and do what the little window that pops up says (for gamecube it is press X). The geeky kid will put on a show for you.

#### S F G Person Dancing with a Goat

In the other apartment, there is a person dancing to some music in front of a goat on a chair.

#### S F G 2 Broken TV

Sticker slap the TV in either apartment to see it turn all fuzzy and break.

#### S F G 2 Clowns

Go inside the state house where you find Ben Franklin in story mode and look at all the pictures in the hallway. They all show clowns. My guess is that Neversoft thinks that the people in politics are just a bunch of clowns.

#### S F G 2 Porta-Potty Fun

If you go to the construction site and sticker slap the porta potty, the walls and roof fall off and exposes a bunch of...bodily excretions.

#### S F G The Guitar Guy

Go into the Subway and you will see a person that will offer to play a tune on his guitar for you.

#### S F G 2 Church Sign

If you go behind the church towards the hospital, you can look up on the





Go to the dragon statue in Parc Guell and get off your board and stand on it. While still off your board, go towards the fountain/mouth that is used for the Dragon's Breath gap. Jump just as you get the boost from the fountain, and you should fly up to where the tram wire is before falling back down. Perform a grab trick, and keep holding it, even when you land. You should land still holding your trick on the ground, and now you can move around. This won't happen if you just get a little bit of air from the dragon's breath. As long as you hold the trick and don't fall in the water, you can move around the level like that. Some look actually quite funny. You can do this with any tweakable/holdable trick.

#### S F G Portable Natas Spin

Go straight from the beginning of the level to get to the fountain in front of the hospital. There is a cement head on top of it, and you can knock it off to get a destruction bonus. The head is a kickable object, so kick it where ever you like. Where ever the head is, you can Natas Spin on it, except when it's in the sea. This can be effective to make combo lines even bigger.

#### S F G Natas Spin on a Guy's Head

You can actually Natas spin on any of the guys' heads that drive their scooters down the road. Make sure to jump off before you go out of bounds!

#### G Into the Out of Bounds Area

Create any kind of goal and place the PED down where ever you like. Then drag the spawn point over to the top of the tram in Parc Guell. Raise it as high as it can go, and then drag it over toward the part of the level that is the end of the road that is to your right when you start the level. It is beside the tomato guy in the bull costume. This area is normally out of bounds, but your spawn point should go over the boundary. Just place it anywhere in the area and you can play in that part of the level background.

#### S F G 2 Invisible Board Glitch

Go towards the catapult, and right before you enter it, bail. To bail, face the entrance, get a little speed, ollie, rotate your board 90 degrees and keep holding a grab trick. If you bail right before you enter the catapult, you'll be in the air on an invisible skateboard. You'll have it for the rest of your combo.

#### S Steve-O's Floating Bull

Switch to Steve-O on his mechanical bull and head up to where you found him. Jump and do a Yee-Haw grab and you should bail it and his bull will fall out from under him. It will go straight out the window and float there as if it's on solid ground.

#### S F G 2 Flip Without Holding Your Board

Head on over to the catapult entrance. Enter the catapult while holding a grab trick, then keep holding it. When you fly out of the catapult, you no longer be doing your grab trick but still be able to do rolls and flips.

#### 2.062 Easter Eggs

##### S F G The Bouncing Body Bag

NOTICE: You can only clearly see this on the PS2 version, as in the XBOX and gamecube versions you can't see it unless you go into the first floor using the bail method. Anyway, from where you start, go forward for a bit and go up the stairs. Use the quarter pipe to get to the second floor balcony of the hospital. Look in the window and see what appears to be a bloody, bouncing (also described as vibrating) body bag on a stretcher. I still have yet to play this game on PS2, so this info has been gathered from numerous emails.





will be there and floating in the spot where the door was when it was closed.

#### F G Into the Washroom

Use the RSM on the washrooms near the beach. You can also do this at the portals to and from the outback.

#### S F G 2 The Outback Background Glitch

There are many ways to get into the tiny areas behind the outback walls. First, go to the outback (duh). You can then use the bail method to get behind the walls. You can also use the moon jumping technique to jump over the walls. In create-a-goal, you can also set spawn points behind the walls.

#### S F G 2 Skate on the Beach

Grind the wire above the beach with as much speed as possible. Jump off when you're over the beach and do a backflip. If you land it, you'll be able to skate on the beach instead of having to walk on it.

#### S F G 2 Walk Under the Walkway

First, go to the right side of the beach when facing the water. Go to where the ungrindable rail is (see 2.063 Others). Jump and grab on to the rail right beside it, and shimmy to the left until you can't anymore. Press down on the control stick and you'll be under the walkway.

### 2.082 Easter Eggs

#### S F G 2 Drain the Tide Pool

If you grind the yellow bar and the box beside it at the tide pool, the pool will drain.

#### S F G 2 Break the Water Dispenser

If you go over to the mini half-pipe, there is a water dispenser. Grind on it and it will break and spray water everywhere.

### 2.083 Others

#### S F G / S DESTRUCTION!!

There are two parts to this destruction, the first can be done in any mode but the second only works in Story Mode. Go over to the crane and right across the street from him is a yellow fire hydrant. Natas Spin on it until the cutscene starts. To do the next part, switch to the Aborigine, and grind up the crane arm.

#### S F G The Disappearing Pole

BEFORE you activate the first part of the destruction, look beside the fire hydrant and there is a pole with a white light on top of it. Next, activate the destruction. When the cutscene starts, look closely at the pole. It gets knocked down. When the cutscene ends, the pole is completely gone.

#### S F G 2 Look into the Abyss

If you look into the doorway of SKDK, the floor is missing. There is only the Abyss.

#### S F G 2 Look at the Benches in the Alley

If you look in the doorway of the Stein Hotel and look to the right, you can see the benches that are in the alley that leads to the outback.

#### S F G 2 M Good Air Combo "Glitch"

Activate the moon gravity cheat and grind the ledge that has the last O in COMBO in classic mode at full speed. Right before you turn onto the wire, jump off the ledge and you'll go flying over the beach and the out of bounds





point over to the top of the weather balloon and raise it as high as you can. Then drag it over to the beginning of the level. You should be able to drag it over the out of bounds wall and place it in the area.

#### S F G 2 Floating Sticker Slap

At the beginning of the level off to the left is a little shack with metal walls. If you sticker slap them they will break but your sticker will be floating.

#### S F G Cat Stays on Your Head

Pick up some smoke bombs and head on over to where that purple cat always jumps on your head. When it's on your head, throw a smoke bomb and it will hit the cat. The cat will then stay on your head unless you go out of bounds, use the shed teleporters, or go back to where you found the cat. You can even Freak Out with the cat on you head, its funny to see when you hit the cat with the skateboard instead of your head. Also, when you do a frontflip, backflip, BS or FS roll, the cat will fly off you head then come back on when the trick is over.

#### S F G 2 Hanging Around

Go towards the place where the bus is and note that there is the start of a quarter pipe/ledge that goes all the way down the road to the sign. Near the start of this quarter pipe, there is a section of it that is slightly darker than the other sections. Jump on top of it then hang from it. Move to your left until you stop. Then press down on the control stick and you should flash for a second before you fall on the ground while it looks like you're still hanging. You can go around the whole level like this. To get back to normal, simply jump.

#### S F G 2 Try to Acid Drop

Do the "Hanging Around" glitch. While you're still in that "hanging mode", go and get on top of any quarter pipe WHILE STILL IN THE HANGING POSITION. Now get as close to the edge as you can without falling into the quarter pipe. Click the acid drop button (R for gamecube) and you'll be in your off board mode instead of hanging. WITHOUT GETTING ON YOUR BOARD, go anywhere you like in the level. When you want to, jump and caveman (A then Z for gamecube). You'll try to acid drop into the purple quarter pipe, but you'll end up going flying and bailing instead.

#### F G Into the Sheds

To walk around in either the red or green shed, use RSM. You can also get into the Bus using the RSM or using the bail method beside it.

### 2.102 Easter Eggs

#### S F G The Cat

There is a cat that jumps on your head and will stay on for a brief second before jumping off.

#### S Secret Message

Go to the arcade machine in the mine before you have completed the high score goal. Activate the machine to start the highscore run but before you start look at the ten highscore names that you have to beat. It should say:

TEN

HAR

DCO

REY

EAR

SKI





placed spawn points. To get into Hell, simply exit the lounge through the portal, and walk through the doorway or ollie up the quarter pipe to get out of the underground part in Maya.

## 2.111 Space

### Glitches

Places for the bail method: If you haven't opened the portal, stand beside the door that's blocking it and use the bail method to walk around in the stars there. The portal won't teleport you to Maya though. If you did open the portal, there is a ledge on top of it you can use the bail method on to accomplish the same thing. You can also use the bail method in the underground section on either wall to get in an orange hallway. Walk towards the wall that you passed through, and without going through, you should fall onto another yellow floor that is under the grindable ledge. Also, at the back and sides of the three ship hangars, you can use the bail method.

### S F G 2 M Into the High Speed Train Hall

If you're on the floor that circles the perimeter of the level, on one side there should be a window to a room where a train will occasionally whiz by. Now, if you use the bail method on the window, it won't work. But there's another way to get in there. Go to Hangar number 3 and ollie up the quarter pipe at the end to get on a little ledge. Put on the moon gravity cheat (kind of appropriate, 'cause we're in space) and jump to the wall that is over the plane. Keep jumping up it until you see the top. Try to jump forward over the wall into the tunnel, because if you jump too high you'll find yourself in the room with the Star Transfer gap. You can also repeat this "glitch" at the other two hangars to get into the red electric rooms.

### S F G M Bounce Up From the Ground

Throw on that trusty moon gravity cheat again, and head on over to the portal BEFORE you open it. Stand where you would use the bail method, right beside the door, and on either side of the door is a thin quarter pipe (not to be confused with the wider one which is also there). Skate up it and ollie (don't boneless) up and a curve on the wall will send you upside-down falling back towards the ground. Just before you hit the ground, get off your board. Your head should fall into the ground and you won't get hurt and you'll just magically flip right-side up.

### F G Walk Under the Ship

When you try to walk under the spaceship, you go out of bounds. To get under there, use the bail method on the nose (front) of the ship. You should be able to walk under there.

### Easter Eggs

This entire level is an easter egg. Not just space, all of Pro Skater.

### S F G The Commander Alien

Go in the space bowl deck near the top of the level to see aliens floating and a commander alien.

### Others

### S F G 2 Aliens Know English?

If you go where the aliens are meditating, you'll see a green column of light that says "254 ARRIVAL". It's written in English. What are the chances?

## 2.112 Maya

### Glitches

Places to use the bail method: Go to the columns inside the temple with the mesh cage around them (it's the columns you use for the spinal columns gap).

#### S F G 2 Into the Background/Under the Level

This glitch will get you into the jungle background and under part of the level. Now there is more than one way to do this. First method: When you come out of the portal go to the monkey idol on either side. Straight behind it is a wall you can spine up. If you keep going straight, you'll be at the main temple wall with some very high columns. Use the bail method beside the columns but on the wall (not the columns), and you will go into the wall. Without jumping, walk back in the direction you came from to go under part of the level. Walk towards the side of the jungle (or edges of the wall) to get into the background. You may have to moon jump or use the bail method to get through some walls, although most you can walk around. Second method: Go back to that wall with the three columns and throw the moon gravity cheat on. Skate up the quarter pipe and ollie to get onto a ledge that you normally can't reach that's right above the columns. Moon jump up the wall on beside the ledge, and you'll soon get to a platform right over the entrance to the temple but very high up. If you walk forward off it you'll fall into the temple. Instead of doing that, look to the side and boneless off towards the sides of the jungle. You'll land in the backround. Go around in there and you can moon jump some walls to get into the part under the level.

#### S F G Floating Heads

Walk around in the temple and you'll find skulls you can kick around. Before you open the section that's underground, kick some skulls on to of the floor that will be broken. Then, snap the ropes and open the section. The heads will stay where they were and float. Touch them and they'll fall.

#### Easter Eggs

##### S F G 2 Brown Sticks

Skate through the entrance to the temple and brown sticks will be shot at you from carvings in the wall.

##### S F G 2 Torched while Grinding

Right at the entrance to the temple (on the inside), on either side of where the sticks shoot out at you, there's a quarter pipe. Grind the ledge at the top and holes in the wall with shoot fire at you.

##### S F G 2 Carvings

Look around the level to see some strange carvings. For example, near the back of the level is some carvings of four of what I'm guessing are the "monkey gods".

#### Others

##### S F G Disappearing Mushrooms

As soon as you come through the portal, look slightly forward and to the right to see one or two beige objects on the ground (mushrooms?). Touch them and they'll disappear.

#### 2.113 Hell

#### Glitches

Places to use the bail method: inside the lounge, there are some windows that look out into Hell. Use the method there.

##### S F G Ribs Knocked Over For You

Go towards the place where you knock over the ribs. Boneless off the quarter

pipe towards the pentagrams that you need to sticker slap and slap them. You can slap them without knocking down the ribs or using the moon gravity cheat. When the cutscene is over, the ribs will be knocked down.

#### S F G 2 Get Into the Dungeon (Into the Background Part 1)

Go down into the hole in the middle of the level. Get off your board and go up to either and keep spraying it with a graffiti tag. You should get pushed off into the area. If that doesn't work, use the bail method on one of the walls. Once in here you can see the monster or walk into the hall of hands. Stay where you are for the next glitch.

#### F G Skate on Lava! (Into the Background Part 2)

A pretty sweet glitch. If you're still where you are from the last glitch, stay there. If you're not, get over there. Go into the hall of hands and at the end there is a wall of fire. Use the bail method on it. You'll fall into the base of the giant rock pillar that holds up the level. Walk out of it and you can walk on ALL the lava surrounding the ENTIRE level. That's right. And you can jump, too. Near the edges of the level are some walls of rock that you can either moon jump over, use the bail method, or simply walk around them. If you look in the corners of the level, there are two areas that are more "distant", and there is an invisible wall blocking your way into there. You can't jump over it or use the bail method to get through. How do you get in? Simple.

#### F G In the Background of the Background (Into the Background Part 3)

If you're still where you were in the last glitch, head on over to where the giant statue is. Jump up to the wall to the left of his belly (your left, his right). Use the bail method. You'll fall through the wall and end up on the very edge of the level. You can moon jump up the wall to the abyss to get into the lounge, or you can go to the corners that I talked about in the last glitch that you can't get into. Jump up the abyss wall underneath it, and you'll end up in there.

#### S F G 2 M Skate on the Wrist

If you put on the moon gravity cheat and go over to where the ribs are, you can jump of the quarter pipe and land on the giant statue's wrist without dying.

#### S F G Floating Sticker Slap

When you sticker slap the pentagrams, look at them after the cutscene and your sticker will be floating.

#### Easter Eggs

##### S F G Dance with the Devil

Go into the lounge and there's a room you can go into to dance with the devil.

#### Others

##### S F G Imp That Doesn't Burn

If you go into the base that holds the level up described in the Skate on Lava! glitch, walk just outside and walk around the pillar to see an Imp that's walking around on the lava.

#### Pro Skater's DESTRUCTION!!

Go to Maya and go up to the platform on either side of the monkey statue. If you look at a ledge near the statue, there's a rope on it. Grind over the rope and it will break. Break the rope on the other side of the statue as

well to see the cutscene.

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2.12 The Triangle \  
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A rather small level, the Triangle is the bonus level in Classic Mode. It has tons of easter eggs.

Places to moon jump into background: Go to the pool recessed into the mountainside and moon jump up the rock face to get on top of the mountain. You can also put a spawn point up here in Create-A-Goal mode.

Places to use the bail method: Pretty much everywhere. You can use it the plane that's cracked in half, the plane that's nose is a bowl, most of the big grindable dark green rocks, and on the brown square platform near the plane (it has an alien on it). You can also use it inside the alien base on the windows to the easter eggs. The bail method can also be used to get inside both the brown and the black helicopters.

### 2.121 Glitches

#### F G 2 Float by a Rock

The only glitch I've found in the entire level, this glitch doesn't do too much. Head on over to the building in the side of the mountain. There's a pool on the roof, and further in, recessed into the mountainside, is another pool. Stand beside either satellite dish (there's one on each side), and look straight at the mountain. There should be a little spit of rock with a palm tree on it right in front of you. Walk towards it and keep holding up on the control stick. You should float as long as you hold up on the control stick.

### 2.122 Easter Eggs

#### F G 2 THPS 3 Pirate Ship

Is that not the same pirate ship from Skater's Island in THPS 3?

#### F G 2 Skeleton

Look inside the airplane that's broken in half. There's a skeleton sitting in one of the seats.

#### F G 2 Escape Alien

Look inside the first window inside the mountain base. You'll see three cylinders with aliens in them, but one of them is broken and there are footprints leading out the door.

#### F G Return of the Geeky Kid!

Remember the Geeky Kid from Boston? Look inside the second window in the mountain base and you'll see him fending off some aliens.

#### F G The Bikini Girl and the Dancing Alien

Look inside the third window in the mountain base and you'll see the bikini girl from Australia lying on a table. There's also an alien doctor that's dancing in there.

### 2.123 Others

#### F G DESTRUCTION!!

Look for a black helicopter. It's not hard to find. It will have 2 missiles on one side and one missile on the other. Grind on the missile on the side that has two missiles to activate the cutscene. You can now enter the mountain base.









Another place is over by the building with the Doors billboard on it. Jump up onto the roof and look around on the wall. Part of it is a lighter brown than the rest of the building. Double-jump up the light coloured wall and grab the ledge. Get on top of it. Use the method on the wall there. There's one of those ice lattes there in classic mode. Next place: if you head on over to the Morehead Hotel, you'll see there's an entrance in the middle, and then two hotel towers on either side. On either tower, get on the ledge that's above the ground (use the firetruck to get to it), and use the method there. You'll fall into a yellow room. The next place is the entrance to the carwash building, where it's blocked off with that black fence. Use the method to get in there. It says CARNITAS-BURROS-CHIMIS right above it. The last two places are the Liquor Store and the green Huge Discount store right beside it, but you can get into those buildings with a different glitch as well.

## 2.161 Glitches

### F G 2 Into the Blue Room

Right from the start, turn around and walk up to the top of the quarter pipe. Walk left until you can't anymore. You should be at a corner between a white and blue building and the brown building. Get on your board and do nosegrabs or impossibles into the corner. You should end up in a pale blue room behind the brown wall. To get out of there, exit through the brown wall. This glitch may take a few tries.

### F G 2 Yellow Gap Glitch

Get on top of the yellow structure. If you look, the holes in the roof are arranged like this:

```
*
* * * * *
* <-- This hole
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The one hole on the bottom (closest to the yellow cutter wall) is the one we want. Fall in it and hold the grab ledge button. You'll instantly get two yellow fall gaps and one yellow cutter gap.

### F G Invisible Wire

Get on top of the highway bridge BEFORE you start the earthquake. There's a green sign hanging off it on one side. Hang on to the side of the bridge, then let go and hold the grab ledge button to grab the sign. Let go of the sign and hold the grab ledge button and you'll be hanging from an invisible wire. You can grind it, too, but it's not very long.

### F G 2 Invisible Ledge

Go to the building that's the fourth place when I list the places to use the bail method. You should be on the ledge that's high up. Hang from the longest ledge (the main one), and shimmy all the way to the left. You should be hanging from an invisible ledge.

### F G The Ever-So-Famous Skitch Glitch

Now, if you haven't found this glitch, you've either not played the game very much or you just didn't feel like looking for it. Hop up onto the highway bridge. Go over to the end by the liquor store. You'll be stopped by an invisible wall, and not go out of bounds. Find a car going in the direction of the invisible wall and skitch it. You'll pass straight through the wall without harm. Simply end your skitch and you'll end up in a huge area of the background you can explore.

### F G 2 Hanging Around

Head on over to the purple half pipe. There's a large purple tower with a purple quarter pipe on one side with a wire just above it. Grab onto that wire, and shimmy left until you hit the wall and can't shimmy anymore. Hit

down on the control stick and it'll look like you're hanging but you can move around the level, just like in the Hanging Around Glitch in Skatopia.

#### F G 2 I Believe I Can Fly!

If you're still "hanging around" from the last glitch (what a pun!), get on top of one of the purple quarter pipes that make up the purple halfpipe while you're still in that hanging position. Get as close to the edge as you can without falling into the quarter pipe. Click the acid drop button (R for gamecube) and you'll be in your off board mode instead of hanging. WITHOUT GETTING ON YOUR BOARD, go anywhere you like in the level. When you want to, jump and caveman (A then Z for gamecube). You'll try to acid drop into the purple quarter pipe, but you'll end up going flying and bailing instead. I like to use this glitch in King of the Hill, because when someone is about to steal the crown, you can instantly fly away. It's quite funny to see.

#### F G Fall Through the Bridge

Perform the "Skitch Glitch". The part of the highway bridge you're on is slanted at quite an angle. Watch the cars come down it. Run towards a car and hold up on the control stick so you're running into the car. Then jump while still holding forward. You'll be floating. Let go of the control stick and you'll fall through the bridge.

#### F G 2 Get Into the Background

Head on over to the place where the trailers are. If you jump over them you'll go out of bounds. When facing the trailers, to the right of them is a blue and white building with a square platform on it. The ledge of the platform has a ice latte on it in classic mode. Wallride the wall then get off your board and grab the ledge of this platform on the building. Get on top of the platform but DON'T walk forward. Instead, hug the wall on your right and walk forward. When you get to the corner, again hug the wall and walk towards the street. You should fall off the platform and onto the road. You should be able to walk in the background area.

### 2.162 Easter Eggs

#### F G 2 The Secret Message

Right when you start the level, there are three curvy ledges that go down a set of stairs. Manual the entire middle one. It's actually pretty hard, so go into focus mode. If you do it, a secret message will come up on the screen and a voice will say, "Yeah! Woo-Hoo!". I'm not telling you the message because that would spoil it for you. This is VERY hard to do in two player as you can't use focus control.

### 2.163 Others

#### F G DESTRUCTION!!

There are four quake rails scattered around the bunker area. Completely grind all of them and the cars on the highway bridge will disappear and the bridge will break. To get to the first rail, go straight from the beginning until you get into the building. The rail is on the left side. From there, go once you get down the stairs turn right and you'll see a rail in behind a bunch of blue and yellow mailboxes. Grind the rail. The next rail is straight up the stairs from there, on the side of the road that leads to the bunker. The last rail is right beside the second place to use the bail method.

#### F G Send the Car off the Bridge

Once you've activated the DESTRUCTION!!, get on top of the bridge and near the carwash on teetering on the edge of the bridge is a black car. Do a combo on it (grinding it's easy), and it will fall off the bridge and onto the street below. You can kick the wheels around after.

## F G 2 The Floating Bridge

If you look at the bridge after the DESTRUCTION!!, you'll see that part of bridge that's completely broken off from the rest of the bridge has no pillars holding it up.

## F G Hot, Hot, Hot!

Right beside the firetruck is a flaming garbage bin. Jump in it and you'll be teleported to the beginning of the level and your board will be on fire. However, your special meter will not empty as it does when you go out of bounds. In two player mode, you can jump in the can and nothing will happen.

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2.17 Canada \  
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Quite a fun, very large level. It's got lots of glitches. But, just let me point out, you can't skateboard on snow (you shouldn't be trying to imitate anything else in this game anyway).

Places to jump into background: None

Places to use the bail method: Use it beside the cabin near the beginning of the level to get in there.

## 2.171 Glitches

### F G 2 Invisible Ledge

Activate the hydraulic ramp so it raises. Right under the ramp that was formerly part of the halfpipe, is an invisible ledge you can hang from and grind on.

### F G 2 Get On Top of the Mountain (Under Canada Part 1)

There's a stream that runs through the middle of the level that goes from the mountainside to the ocean. Go to where it goes up the mountain side. Now, if you keep wall jumping up the ice without touching the actual rock of the mountain, eventually you'll end up on top of the mountain still on the stream. The abyss is right at the end of the stream. Set a restart if you can. If you just can't seem to get up there, use the moon gravity cheat. If you haven't unlocked the moon gravity cheat, simply go to Create-A-Goal and you should be able to drag a spawn point up the stream and place it on top.

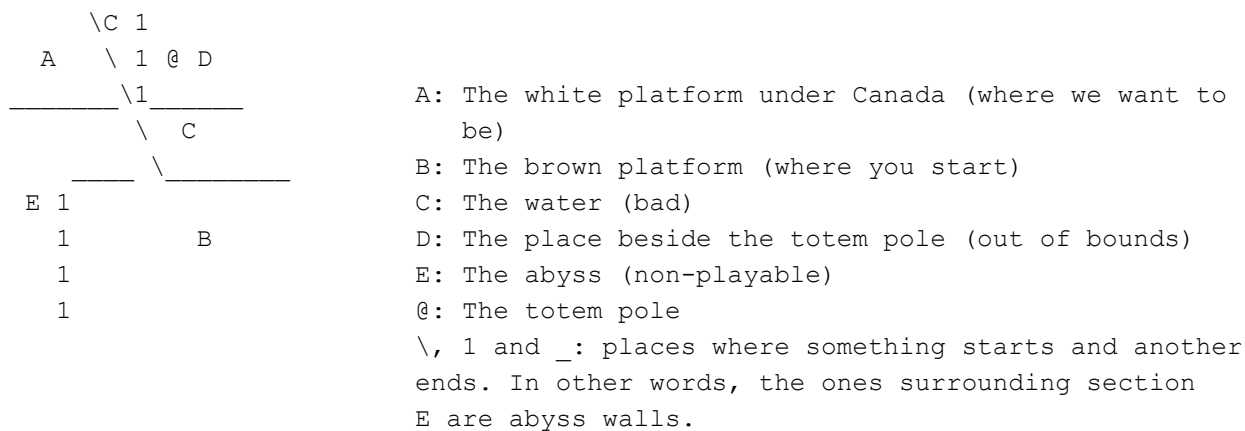
### F G 2 Get in the Stream (Under Canada Part 2)

Ok. This part can be a little tricky at times. It involves a lot of jumping up abyss walls. An abyss wall is that thing you run into that will send you running in the opposite direction when you hit it. It's where the playable part of the level completely ends. To jump up one, you don't need the moon gravity cheat. Just get off your board and keep tapping the jump button while tilting the control stick in the direction of the wall. Now, the stream and mountain end at one of these walls. Jump up the wall and head in the direction towards the ocean (opposite of the parking lot). Eventually the abyss wall will disappear and you'll start falling. Pull back on the control stick and you'll hit the wall again. It should run perpendicular to the one you were just on. You should be able to look into the mountainside from behind the mountain. Jump in that direction so you're inside the mountain. You should be able to see a small blue platform in there. Try to land on it. If you don't and fall into the ocean, repeat the glitch from on top of the mountain. If you do land on the blue platform, set a restart.

### F G 2 Get Under Canada (Under Canada Part 3)

While you're on the blue platform, walk forward a little bit. You'll actually be walking on the water of the stream. Being careful not to hop out, walk

along the left edge of the water. There's an abyss wall along the edge of it. It will end eventually. Go to the left so you go off the edge, and you should end up on a very large white platform. Head in the direction of the white rock where the secret tape was, and you'll hit another abyss wall. Jump up it and you'll end up on a large brown platform. Go towards the skatepark and you'll be under it. Go to the edge of where it meets the water. You should see something like this (helicopter view):



I know it's a terrible depiction, but it's the best I could come up with. The brown platform's corner (the one you should be at, it's under the skatepark) is partially surrounded by abyss and partially surrounded by the ocean. Walk off the edge over the water right where the abyss ends so you can hit the abyss wall represented by all the \s. Jump along it towards the totem pole area. Now if you thought the last glitch was hard, this is even tougher. Jump along the abyss wall in the direction of the A section. Now, the wall beside the totem pole should be right in front of you. Be careful not to go through or else you'll have to start over. You'll actually at one point have to go uncomfortably close to the water to get under the ground with the totem pole on it. If you keep holding left on the control stick, you should fall through onto a white platform that goes under most of Canada. SET A RESTART so you can come back here without having to do this ALL OVER again.

#### F G 2 Walk on the Edge of the Rock

Not really a glitch, more of just a gap in the programming. If you go to the corral section, and look towards the structure with the moving ramp, you'll look at the three trees to the left of it. In between the first and third trees, jump over the corral quarter pipe and onto the cliff leading down to the ocean. You won't go out of bounds.

#### 2 Where is the Half Pipe Kid?

Go over to where the half pipe kid should be and you'll notice he's not there. Pull a lip trick right where he should be. You'll hear the "Oh no, I don't wanna die", but you won't see him fall off. Instead, you will (very slowly) fall off into the water. You'll go through the water and for about half a second see the big white platform that goes under Canada. Then you'll pop back up near the mechanical ramp as if nothing happened. The cool thing about this glitch: you don't have to restart to do it again.

#### 2.172 Easter Eggs

##### F G The Half Pipe Kid

If you go over to the mechanical ramp at the far end of the level, you'll notice a kid standing on one of the quarter pipes. Pull a lip trick right where he is and he'll fall into the ocean and say, "Oh no! I don't want to die!"

##### F G 2 Yellow Message

I don't usually point out the Random Writings in levels, but this one is just too funny. If you go towards the mechanical ramp there's a bowl area under some of the walkways. On some snow there is written "NEVERSOFT RULES". It's in yellow. I hope everyone here knows what yellow snow means.

F G Secret Message

Go on either one of the white rocks in the middle of the ocean (the secret tape was on one of them). Natas spin or grind the pointy part of the rock to see a secret message.

2.173 Others

F G The Mechanical Ramp

If you go straight behind you from when you start the level and keep going in that direction, you'll come to a wooden structure with a walkway and a half pipe (and the half pipe kid). On one side of the walkway is a brown generator box. Grind the rail right beside it and the half pipe will raise and turn into a ramp.

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2.18 Airport \  
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I've been sick for the past week and a half so I haven't worked on this at all since... Anyway, the airport has quite a bit of background, but pretty much all of it you can't get into :(

Places to jump into background: none

Places to use the bail method: Right when you start the level, turn around and you'll see some doors with an area behind them. Use the method there. Other places include the stalls in both washrooms and both telephone booth things (the silver things that curve into an arc you ride over). All of the suitcase x-ray black things can be accessed by the bail method. It can also be used on the helicopter, but there's not much in there. Also, if you have the moon gravity cheat or you have amazing tony hawk gamer skills, just outside the men's washroom at the beginning of the level is a sign that has the men's washroom symbol. Get on top of it. Use the bail method once you're on it to get inside the big Neversoft Eye sign. Also, at the end part of the level, turn left and go to the gate/silver quarter pipe that's the farthest down (it's on your right). Get on top of it and use the bail method and fall on top of one of those loading halls that connect to the airplane.

2.181 Glitches

F G Into the Baggage Placement Thing

Right from the start of the level, there's a conveyor belt thing behind the counters on each side of the main hall. The one on the right leads you to the helicopter, and if you go through the one in the left you'll end up at the end of the level (this is called the "Airport Drop"). Stand right in front of the airport drop one (the one on the left), and use the RSM. If you do it right, you can walk around inside the thing. There's not much room, but hey, it's still a glitch.

F G 2 Walk Below the Level (Sort Of)

I mean "sort of" as in you only get to a small area, not all of the area under the level. There's a big area under the level, but I have yet to find a way to get into it. If you find out how, PLEASE CONTACT ME! But until then, you'll have to use this glitch. Anyway, from the start of the level, on the right side, right beside the baggage conveyor that leads to the helicopter, is a red and black Hawk Shorts billboard. There are also locker-like things right beside it. Now, right where the counter ends and goes into the wall,

which happens to be right beside the billboard, is a little notch in between the wall with the billboard (blue wall) and the wall up against the counter (it's grey and says hawk air on it). If you can understand this horrible description, you'll see that in this little notch there's a very thin blue wall. Use the bail method to get through it. Once through, walk forward slightly and you should fall down on to a long, winding platform that is the ledge above the counter's reflection. You can walk around on it. To get out, just jump up the abyss wall. If you're in two player mode, use the impossible method instead of the bail method.

#### F G Into the Baggage Claim

Go to the baggage claim and stand right beside the place where the bags would come out. Stand right beside it at the point where it's at the edge of the moving part. Use the bail method and you should fall inside the black conveyor belt area. Go down to the bottom and use the bail method again. You'll fall inside the baggage claim.

#### F G 2 Useless Area?

Head on over to the women's washroom (the one in the middle of the level). The place has an entrance and an exit, and there's a rail at each. Stand at the very beginning of the rail that leads out through the exit (the part that's closest to the middle of the washroom). Use the bail method while facing perpendicular to the rail so you end up going through the rail and the wall right beside it. If you're in two player, use the impossible method in the corner between the wall right beside the rail and the place where the urinals would be if this was a guy's restroom. Take two or three steps towards the end of the level, careful not to exit the wall. You'll fall into a little room (a storage room?) where one of the walls faces outside, but, as you guessed it, is an abyss wall, and the other three walls are normal. There's absolutely no way out of there, and no non-glitch way to get in there. There's also nothing in there. It seems like it serves no purpose to the game. And once you're in there, you can't get out unless you go back to your restart. Meaning if you're in two player mode, you'll have to restart.

#### F G Floating Sticker Slap

At the end of the level, there's a bunch of flags on rails on the walls. Sticker Slap one, and then grind the rail so the flag disappears. Your sticker will be floating.

#### F G 2 Walk on Two Airplanes

Head on over to the end of the level, and when you get down the escalator slope head left. After the first set of brown seats, there's a gap in the wall with a silver quarter pipe. It should have a B right above it. Use the bail method on the back wall and you'll fall through to outside the airport. Use the impossible method if you're in two player mode. There's an airplane right there, and another one off to the right you can also get to. There's not too much space, but you can still walk on the airplanes. To get back out, stand under the silver quarter pipe and jump up the abyss wall.

### 2.182 Easter Eggs

#### F G Beep Person

Inside the women's washroom there's a person standing beside one of the stalls. I have no clue if it's a guy or girl. Walk into him/her and he/she will fall over and make a bleep sound as if he/she was cursing at you.

### 2.183 Others

#### F G The Flags

At the end of the level, there are flags on rails. Grind through them to see

a message for each one.

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2.19 Create-A-Park \  
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Places to jump into background: obviously none

Places to use the bail method: Use the bail method to get into pretty much every single building and other item.

#### 2.191 Glitches

##### F G 2 The Original Jesus Glitch

It's original because it's the first walk on water glitch I figured out. Funny story about how that happened, but I'm here to explain glitches, not tell stories. It doesn't just work on water, it works on all surfaces that would normally kill you (water, lava, spike pit, acid). Place any of these surfaces on your map and raise or lower the edges around it so you can hang on to the edge of the water. Simply pull yourself up from the edge and you'll be able to walk on the surface.

##### F G 2 Get Outside the Level Area

It doesn't give you much room, but hey, it's a glitch. Raise a corner of the map only once, and then lower the rest of the side only once. When you grind the ledge that's in between the raised and lowered portion, quickly get off you're board and you can move along the edge of the map.

#### 2.192 Easter Eggs

It's Create-A-Park, so I'm not sure there's any...

#### 2.193 Others

##### F G 2 The Church Message

Put a church on your map and look at what the sign on it says.

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3. CREDITS AND THANKS >  
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This section is here to give credit to the people who deserve it:

My sister: for actually buying me the game for Christmas

My Gamecube and Wii: for putting up with my many hours of gaming

psycopathic pyro2010: for finding the Floating Graffiti glitch in Australia

Johnathon Saravia: for finding the Invisible Board Glitch in Barcelona

Mikey: for finding the walk on water glitch in Boston

ShaQ1nJ and waterbizzoy77: for finding Part 1 and 2 of the Into the Background Glitch in Hell

derek yamchuk: for finding the invisible wire in LA

Dillon Ulrich: for finding the Fall Through the Bridge glitch in LA

Iwant2eatpizza: for finding the floating sticker slap glitch in Skatopia

amcgee000 and chris: for finding out how to get the cat to stay on your head

in Skatopia

Neversoft: for making the game (duh!)

nick jackson: for finding the special spine transfer glitch

MrGuy: for finding the walk on water glitch in New Orleans

rick asher: for finding the Floating Sticker Slap glitch at the School

autrui: for making the gap guide. If it weren't for you, I wouldn't have gotten that moon gravity cheat.

Brokaliv: for letting me talk about his interesting things section

kohlbern and Jeff C: both for each emailing me a report of the body bag in Barcelona being clearly visible in the PS2 version.

Sloaniss: for letting me use the xbox version of the game (and for being an awesome Nazi Zombies partner).

c.hoff2251: for finding the Eternal Crumbs glitch, the Freeze Your Increased Stats glitch, the Flip Without Holding Your Board glitch in Barcelona, and the Fly Backwards glitch in Boston.

...and YOU!: for taking the time out of your busy day to read this.

If you want to be on this list, just send me (via email) something you think this FAQ needs (a new glitch, easter egg, other, or even if you catch a spelling mistake), and I'll post it on the FAQ and your name will be in the credits!

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4. VERSION HISTORY >  
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Version 1.0: Febuary 16, 2009: Version 1.0 IS DONE!! Finally! I'll post it within a week or so. Contains all the glitches and stuff I could find.

Version 1.3: August 16, 2009: Added a couple more glitches, solved the body bag mystery, fixed some spelling and grammar errors, and added a few names to the credits.

Version 2.0: September 5, 2009: Added some more glitches, fixed some spelling mistakes, added some decorative borders to some titles, and added the 2 and M indicators on the glitches.

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5. LEGAL CARP >  
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That's no typo! Anyway, this is an official document which contains the hard work of me (Joel Impey). Nobody may copy this document for public use, unless with my permission. That means you can only put it on, say, a word document to look at so you don't have to go on to GameFAQS everytime you want to look at this guide. But NOTHING else. You are more than welcome to ask if you can post this on your website, just email. I will most likely say yes unless you've seriously wronged me in the past. This document is not to be published in any form of media publication unless you have the permission of me before hand. The websites listed below have permission to have this guide published on their



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Neoseeker: [www.neoseeker.com](http://www.neoseeker.com)

Pastel Forum (not that they'd want it): [www.pastelforum.com](http://www.pastelforum.com)

Game Winners: [www.gamewinners.com](http://www.gamewinners.com)

Super Cheats: [www.supercheats.com](http://www.supercheats.com)

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6. FREQUENTLY ASKED QUESTIONS >  
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These are questions that people have asked me, and I tried my best to answer them. If you have any questions about anything in this guide, please contact me. I'll try my best to answer your question.

Q: Why do most of the glitches not have an S on them?

A: Well, that's obviously because the levels they are on can't be played in story mode.

Q: You list S, F and G, but you don't mention anything about classic mode. Why?

A: That's because Classic mode is pretty much identical to free skate, at least glitch-wise anyway, so if the glitch has a F beside it, it can be done in classic mode.

Q: What the heck is the abyss?

A: I heard the term on a few websites. It's the place in all the levels where the game's programming will not, under any circumstances, let you enter. They're surrounded by abyss walls, which is a place at the edge of the playable area and the abyss which you will automatically change direction and turn around when you run into it. You can jump up these walls to infinite heights by getting off your board and rapidly hitting the jump button while tilting the control stick towards the wall so you keep hitting it.

Q: How do I get into the McDonald's in New Orleans?

A: I don't know! I've tried and tried many different ways to get in there, and so far I've found none. If you know how PLEASE CONTACT ME.

Q: How do I contact you?

A: Via email. My email address is at the top of the page. Email me what you want to say. Make sure that the subject is THUG2, otherwise I most likely won't answer it. And NO SPAM!

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7. FINAL NOTE >  
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I'm hungry.

