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

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Updated to v2.0 on Sep 5, 2009

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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1. INTRODUCTION >

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 backrounds. 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 backround. 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 scentence 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.

2.03 General Glitches and Easter Eggs \

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 and 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

experimenting with making the glitch work.

S Freeze Your Increased Stats

Start a new story mode on easy and DO NOT increase any rail or manual stats. Get to Barcelona (beat goals with the pro team mate so you don't increase your stats by mistake) and get some tomatoes. Go towards the bull cage and start a manual so some of those manual stat increase things come up in white. Still in your manual, throw a tomato at the bull. The destruction will activate, and when the cutscene is over the white stat increase messages will still be on your screen as if you're still in a combo. They'll disappear when you either jump or end a combo. You can also do this in Australia (use the natas spin stat increase) and New Orleans (use the grind for x seconds stat increase). This is a lot easier on the PS2 version as you can enter the "accesspass" cheat which allows you to skip levels.

2.032 Easter Eggs

S F G 2 Fire Hydrant Pop

In almost all the levels, there's a fire hydrant somewhere in it. If you If you Natas Spin on it for a bit of time, it will break.

S F G 2 Random Writings

There are random bits of writing, signs and graffiti in most of the levels that can reflect on some pop culture or just some funny things. There's too many to list, so if you want to find them, see the 6.8 Interesting Things section of the FAQ by Brokaliv.

2.033 Others

S F G 2 Big Spray

If you graffiti tag something during a combo, the size of the tag is almost tripled.

S F G Falling Objects

Before you get into a level background, pick up some throwing objects like paint cans or tomatoes. Once you in the background, throw an object towards the abyss. It will pass through the abyss wall and keep falling.

2.04 Training \

Now in the Training level I didn't find next to anything, except for one tiny glitch, and a little other thing.

Places to jump up with moon gravity cheat to see background: none. Places to use the bail method: at the door/gate where Tony Hawk is in story mode. You can also use it at that gate at the end of the half pipe to get to a hole in the wall.

2.041 Glitches

S Floating Tag Glitch

For this glitch, get to the part where Mike asks you to sticker slap the wall to break it. Instead of doing that, graffiti tag the cracked wall and then bust it open. You will end up with a floating graffiti tag.

2.042 Easter Eggs

S F G Break the Electrical Box

While looking at the door that Tony is at in Story Mode, look to the left and

you should see a white electrical box. Sticker Slap it and it will smoke and break.

2.043 Others

G On top of the Room

This "glitch" simply gets you on top of the little room above the first half pipe where you can't normally get to. Go to the "create-a-goal" option on the start menu, and slect any kind of goal you want. Place the PED where ever you like, as long as you can still get to him, and raise the spawn point and place it on top of the room. Now when you play the goal, you can get up there.

An interesting note is that this level is quite similar to the past training levels, but I'm sure you already noticed that. One thing that puzzled me was that if you go into create-a-goal mode, and just throw around some skate letters, you can catch a glimpse of the level background which has a train in it, yet I have no idea why it is there. You never see it from inside, so it seems to do absolutely nothing, but you never know... Another thing to note is that when objects are kicked into the pool, they actually sink. This is the only level where I'm aware of this happening.

2.05 Boston \

Ahh, Boston. Never been there. Quite a few fun glitches. You can use the bail method pretty much everywhere in this level.

Places to jump into backound: none

Places to use the bail method: Head on over to the government center where you start you race against Paulie in story mode. Go up the steps and continue along the walkway until you reach a door of a white building thats beside the ATM machine. There is a white ledge right above the right side of the door. Set your restart there. Another place is by the door to Jeers (the main entrance, not the downstairs one where you find Jesse James). You can also go by the Hospital entrance and the window right beside it. The bail method works almost everywhere in this level. It also works on the store right beside the arcade machine, as well as the ribboff bank and Big Dig Big Air quarter pipe. It also works on the wall in that little area with the fan and grind blockers. It's wall that's not facing the water. And you can also do it at the bottom of the appartment where the Goat Man lives.

2.051 Glitches

S F G 2 Into the Subway

If you're in Free Skate or Create-A-Goal, you can get into either of the subway entrances by using the RSM. In any other mode, you can only get into the one across the street from the library. Skate up either side of the entrance (the sides are quarter pipes), and then quickly get off your board and grab on to the slanted blue edge of the entrance. If you grab the wire above, try again. Once you're hanging, shimmy towards the end of the entrance that disappears into the ground until you can't shimmy anymore. Tap down on the control stick so you fall off, and you should end up inside the quarter pipe. Run forward, and you should be in the subway entrance. There's not much room here, but hey, it's a glitch.

F G Behind the Building

Use the technique described in the RSM, and do it where you go through a hole in a fence to get to a spot in a building. The hole in the fence is a little ways from where you race Paulie in story mode. When behind the building, you

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 yourslef 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 Riboff 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

church to see a sign that says "What's missing from ch ch? U R" (what's missing from church? You are). Sticker Slap it and it will break and spark.

S F G 2 Red Eyes

Look in the floor of the tea party boat and you will see blinking red eyes. You can get in there if you get on and off your board while standing beside the boat while using the Walking on Water glitch.

2.053 Others

S F G DESTRUCTION!!

For each level there is a destruction. For Boston, go to that fire bin by the Washington Statue to light your board on fire. Then grind on both cannons within a short time to watch the destruction clip.

S F G 2 M $\,$ Get on top of the Construction Site Using the Moon gravity cheat, you can get on top of the Construction Building.

S F G 2 Random Writings

As in every level there are just some random graffiti tags that reflect on some pop culture, as well as posters and signs that say funny things. There's way to many to list, so you'll have to look around.

S Cheers Reference

Doesn't the inside of the bar Jeers (where you find Jesse James) look like the one from the show Cheers?

S Invincible Jesse James

Anyone notice that it's impossible to bail when using Jesse James on his scooter?

2.06 Barcelona \

Places to jump to into background: Jump either in front of the school to get on top, as well as the hospital, and jump on top of the Sants building (the one for the rail rated combo) to get on top and move to your right to get into a shopping market. You can also do this near where you free the bull, but be careful to stay on the side walk as the grass is out of bounds. Places to use the bail method: the big glass wall of MAMO, however there's not much in there, and the first floor of the hospital. Stand on the top of the quarter-pipe. Once you get in there, there isn't much room, but if you activate your trusty moon gravity cheat and jump with your camera inside the hospital, you can actually see the body bag easter egg. It's as if the window makes the bag invisible.

2.061 Glitches

F G Into the Subway and Into the Tram Tunnel

Use the RSM to get into the subway tunnels and the tunnel that leads to the tram. When you go in the tram tunnel you can jump up and hide in one of the pillars under the world's longest bench. You can also do this in both entrances to Macba and the cinema on the island. When inside the cinema, there is an invisible wall. Turn on the Moon Gravity cheat and jump up it to get onto the exhaust pipes where you normally come out when you enter the cinema. This is the only part of the roof that you can skate on.

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 staight 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 of 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 balconey 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.

2.063 Others

S F G DESTRUCTION!!

Collect some tomatoes from a tomato seller and head on over to the bull pen by MACBA. Throw your tomatoes at the bull, and guess what happens.

S Floating Rope

If you've unlocked the Moon Gravity cheat, you can jump off rails or other stuff to get to the island BEFORE you help Peg Leg. If you go through the cinema and out through the AC duct, you can grind down the rope you normally land on. However, since Peg Leg is stuck, the rope is just floating there on its own.

2.07 Berlin \

I swear you could keep a combo going forever in Berlin, even without the Perfect Rail cheat. This level doesn't have much of a background, but there's still some stuff to do.

Places to jump into background: none :(

Places to use the bail method: the fish tank at the aquarium, it's easier to move inside there after you sticker slap it ONCE. It also works on the top part of the yellow building where you find Paulie in story mode. Stand a little ways from the blue door on the top floor and use the method on the wall.

2.071 Glitches

G Level Backgrounds

Create any goal and drag the spawn point to the church. Bring it up to the spot where the secret tape is in Classic mode. Raise it as high as you can from there, so it is very high. It can then pass over the out of bounds wall on the street in between the Aquarium and Uber Sports, as well as the one between Uber Sports and DOWNZEKD!

S Floating Wheelchair

Just like with Steve-O, make Paulie bail near an edge. His wheel chair will float in mid-air.

S F G 2 Under the Gallerie

Head on over to the corner of the gallerie closest to the bar with the drunk people. There is a walkway slope that goes up to the side of the gallerie near that corner. Right beside point where it starts is a concrete pillar with a yellow stripe running down it. Face the side with the yellow stripe and get as close as you can. Quickly get on your board, then off it and you should end up underneath the gallerie.

2.072 Easter Eggs

S Cut Chemist

If you complete the Goal where you have to paint the mural in the church, you can go into the Gallerie and get the Cut Chemist to crack the windows which you then can break.

S F G The Sax player

By the red and white tiered building, not far from where you switch with Paulie, is a man that offers to play the sax for you.

S F G 2 Break the Pipe

There is a blue pipe you can grind near the star of the level. Grind all of it and it will spring a leak.

2.073 Others

S F G DESTURCTION!!

Go up to where you find the Graffiti Tagger in Story Mode on the highest tier of the gold building. Grind on the ledge towards the train tracks, and hold the grind button. You should grind on a small yellow and black pipe. When you finish grinding the pipe, the cutscene will start.

S M Get Into the Church

If you have it, activate the moon gravity cheat and go into the church BEFORE you complete the "free the spirits" goal by sticker slapping the doorway. Instead, fly up one of the quarter pipes to get to the top level of the church. Walk to the part with the ladders and you'll be behind the wall.

S F G 2 Oh Wow (Double Bounce)

This is actually pretty pathetic but still fun to see. Go through the doorway in Aushfarht to get onto the top of the center building. In front of you is the fan that you use to get to the Gallerie. There's a quarter pipe on either side. Go up the one on the left and grind it towards the left. Keep holding the grind button and only touch the control stick to keep your balance. You should end up grinding a little ledge beside the door, then falling of and bouncing of a pole, then bouncing off another pole.

2.08 Australia \

I've always wanted to visit Australia. One wierd thing about this level: you're on a beach, but you can't drown anywhere in the level.

Places to jump into background: Head on over to the top ledge on the building that you use to Acid drop into the tide pool for a goal in story mode. Jump towards the yellow building to your right, and start jumping up it right before you hit the ground, as it's out of bounds. The other place is over toward the part where the cars drive out of bounds. While facing into the out of bounds area, go to the building on your right and stand just behind the rail/quarter pipe. Start jumping. If you jump all the way over, you will land in a tiny little area which isn't normally accessible. However, if when the top of the building comes in sight you jump to the left towards the out of bounds before you go over the wall, you can get into the area skate around there. You can also jump over the wall that prevents you from going into the outback before you destroy it using the DESTRUCTION!!.

Places to use the bail method: Most of the shops on the upper street: Thunder Buns Bakery, Mumbo, SKDK Records, the store in between Mumbo and SKDK, and the Stein Hotel. You can only get in these shops. You can't get in the other ones.

2.081 Glitches

S F G 2 Kenny Pushes Back

Go over to where the Kenny Koala statue is. Facing his front, jump up until you're between his legs. If you keep holding forward and jumping, you'll be teleported back a random distance.

S Floating Graffiti

When you are pretending to be Nigel Beaverhausen and pissing off people, go over to his van by the Kenny Koala statue. Tag the door of the van then finish the goals. When the cutscene starts and Nigel opens the door, your tag

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 intil 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

area, and bounce off a wall where you'll fly back and be able to land back on the ledge. This is a handy spot where you can get a big air combo because you get so much air time.

S F G 2 The Ungrindable Rail

Usually all rails and ledges that are in bounds are grindable. However, if you go over to the walkway closest to the beach and go to the side opposite of the tide pool, there will be a rail that is broken and will send you up a quarter pipe when you grind on it. There is a little piece of rail between the edge of the quarter pipe and the rail, which you cannot grind or hang on.

S F G Watch a Ball Fall

Go to the beach. There should be beach balls there. Push one as hard as you can towards the ocean. It should go towards the water and then fall into nothing.

2 Where is Sleeping Beauty?

In two player mode, head over to the crane. If you look in the window, the guy isn't there, but you can still hear him snoring.

2.09 New Orleans \

Places to jump into background: All 3 streets that go deeper into Nawlins, however, you need to jump to the side when you get to the top of the building.

Places to use the bail method: Go over to the graveyard and there should be a building at the end of the trolley rails with a curved quarter pipe and a straight quarter pipe on each side. Stand on the corner of the straight quarter pipe and the curved one closest to the graveyard and use the bail method on the wall. You can also do this by the big crypt and the building in the Stand on a Out of Bounds Building glitch. Go to that building and there is a fan on a curved quarter pipe you can get into. You can't get into the McDonalds. :(

2.091 Glitches

G Into the Background

Create any goal and set the PED anywhere you like. Drag the spawn point over to the Big Billboard and raise it up as high as you can. You can then drag them over the out-of-bounds walls of the 3 streets and into the background.

F G Walk on Water

Go to the edge of the water by the paddle wheel boat and set a restart. Use the same method as described in the RSM, and you should be able to walk through the water. Set a restart to come back here.

S F G M Go Flying

If you activate the DESTRUCTION!! there will be a shaft leading to "the underworld". Put on your Moon gravity cheat and spine into there to grind the ring. When you jump out you will go in one of four directions and one of these will happen:

- 1. If you jump out and are heading towards the church, get off your board and you can stand on the church roof. Jump off one the sides to be able to walk in one of the alleys.
- 2. If you are jump out and are flying towards the street that goes deeper into Nawlins, you will pass over the out of bounds wall and go into that area.
- 3. If you go towards the swamp you'll land in the water. Not interesting at

all.

4. If you go towards the river boat, you will bounce of the abyss wall and you can go back into the underworld and perform it again and again. You get tons of air and I used this to get the 60 fliptricks in one combo. Which ever way you go, you get lots of air.

2.092 Easter Eggs

S F G Get Flashed

Pick up some beads and throw them at girls to have them lift their shirts up to reveal the word "censored".

S F G The Band

Go over to the Paddle Wheel and there are some people with intsruments. You can get them to play them for you. One weird thing: the song they play has a piano playing in it, and none of the musicians has a piano with him.

S F G 2 The Swamp Monster

Go to the dock at the swamp and look into the swamp. You'll see something moving across the swamp.

2.093 Others

S F G DESTRUCTION!!

Head on over to the cemetery and look at all the crypts. They all have skulls on them. Knock the skulls off the crypts within ten seconds of each other to see the cutscene. There are five crypts. To get the level back to normal after the destruction, pull an airwalk over the church statue.

S F G 2 M The Ledge

Put on that Moon Gravity cheat and head on over to the end of the trolley rails closest to the church. If you look to the water there's a building that kind of juts out into it. If you jump, you should see a white ledge on that building that you can get on. You can walk on it, but if you try to skate on it you will just float.

S F G 2 M Stand on a Out of Bounds Building

If you go over to the graveyard, on the opposite side than in the Bail Method spot, there's a little alley between the grave wall and another building with a quarter pipe at the end. Moon jump up the wall of the building until you fall over the invisible wall and try to land on the part of the building that looks like a fan and is slightly raised. If you land on it you won't be out of bounds.

2.10 Skatopia \

SNOW DAY!!! That means I get to work on this today since I have this extra time. Woo!

Places to jump into background: none

Places to use the bail method: all the fences surrounding the brown bowl at the back of the level, as well as the A frame house (stand on the porch), and the area below it (stand on the ground below the porch). You can also get inside the trailer near the garage bowl.

2.101 Glitches

G Play in Out of Bounds Area

Create any goal and place the PED where ever you like. Next, drag the spawn

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

EAR

SKI

CKI NGY OUR

ASS

Put those together and you get: Tenhardcoreyearskickingyourass. When you add the appropriate spacing, it becomes: Ten hardcore years kicking your ass. Neversoft put this year because the game was released on their tenth anniversary. I don't believe there are any other messages in the other arcade machines.

S Bigfoot Sighting

Before you get the chainsaw and unlock Bigfoot, go to the very back of the level beside the chicken coop. You should be in front of a little wooden fence that if you jump over it you go out of bounds. Behind the closest tree is Bigfoot. Try throwing a smokebomb at him.

S F G 2 Drain the Pool

In front of the barn right where there's a turn in the road, there is a small pool filled with water. Acid drop into and the water will no longer be in there. The pool will refill a short time later.

S F G 2 Chimney Boost

On top of the house on the beginning of the level are three small silver chimneys. Natas Spin on any of them and jump off to get a boost of height.

2.103 Others

S DESTRUCTION!!

Not much of a destruction, but when you get the chainsaw and Bigfoot grabs it, he'll clear a bunch of trees, leaving a bare slope.

S F G 2 Hide Out On the Chicken Coop

Go to the red shack and get off your board. Jump while tilting the control stick forward then back to have your character jump forward then back in the same jump. Do this right when entering the red shack and you will end on top of the chicken coop. Be careful, if you back up when you're up there you'll go out of bounds.

S F G 2 Floating Natas Spin

If you Natas spin on any of the trees, your board is floating slightly on the top of the tree.

2.11 Pro Skater \

Now I have divided Pro Skater into the level sections instead of glitches, easter eggs, and others because I find it easier. For those that don't know, Pro Skater is three mini-levels put together. I'm also not putting places where you jump into background because there aren't really any.

G Get Into Places Before You Open Them

This is the only glitch I'm writing not in a specific level, because you use the glitch in all of them. In space, open the portal to Maya. Then in Maya, destroy the ropes to open the other part of the temple, and deface the idols to open Hell. Once in Hell, open the lounge portal by lipping on the ribs. Go into the lounge. Create a goal, and set the spawn point in the lounge. Go back to Maya and create a different goal, putting the spawn point in the underground spot. Quit your game to the main menu. Go back to create a goal, and select "play current goals" and go back to Pro Skater. Once there, you can access the goals menu which will teleport you into the areas where you

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 acomplish 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 of 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.

2.12 The Triangle \

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 on of the 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.

F G 2 Activate the Triangles

This is where the level gets it's name. Scattered around one section of the level are three brown triangles on the ground. Grind on the edges of all three of the triangles an a giant triangle made of blue lasers will come rise up. It's grindable.

F G 2 The Little Space

I'm not even sure what it is, so I'm just calling it a space. Go over to the end of the walkway closest to the pirate ship, and look at the wall of the brown half pipe. There's a little space you can walk into with an arrow pointing up painted on the end wall. Jump to get onto the half pipe.

2.13 School \

Now, school and Philly are the two classic mode levels with not much to do in them. So there's not much for glitches and easter eggs, as far as I found, so if anyone find anything, please tell me.

Places to jump into background: none
Places to use the bail method: The big screen by the pools

2.131 Glitches

F G 2 Floating Sticker Slap

At the section where the pools and diving boards are, there are several lantern-pole-things. Sticker Slap them and your sticker will float. If you graffiti tag the lanterns, they'll float too.

F G Into the Hole

At the end of the ditch underneath the walkway bridges, there is a hole that you can go through that will bring you back to the start point while the word WHOA comes up on your screen. Use the RSM to be able to walk around a bit in the hole.

2.132 Easter Eggs

F G 2 The Screen

Go back to the place with the pools and behind the diving board is a giant projection screen that will occasionally display the words: "Ditching is bad... Homework is cool. Your teachers rock... Tagging will get you a cool job someday!" Now of course, my first idea was to tag the sign. Tagging, sticker slapping or wallriding the sign will make a spark-like noise.

2.133 Others

F G 2 Get on the Roof Without the Moon Gravity Cheat

In the very center of the level, there are three long buildings, two of them which you can easily get on to the roof of. However, the highest building, the closest to the gym, is very hard to get on unless you use the moon gravity cheat or set a spawn point up there in Create-A-Goal. To get up there, go over to the building with the large kicker and the kid that you rescue from the hospital in Boston, which is right beside the gym. Get special, then no comply off the end of the kicker and onto the grey awning. Without losing speed, at the edge of the awning boneless towards the building then jump off your board. Wall jump and you should reach the top of the building. This for sure will take more than one try.

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Places to jump into background: there is only one spot, and it's explained in the Follow the Cars glitch.

Places to use the bail method: none

2.141 Glitches

F G 2 M Follow the Cars

If you look at the cars, they go into tunnels in buildings and you can't follow them. But wait! What's this?! There's a glitch you can use!! Go over to the tunnel on the right when you first start the level, it's the one with the taller building. Put on your moon gravity cheat and jump up the wall just to the left of the tunnel. When you get above the tunnel, move slightly to the right so you're jumping directly over the tunnel. Keep holding forward as soon as you get over the wall, and you'll come to a dark spaces of the road that has a wall in your wall. Double jump to get over the wall (it's tiny), and you'll be in the background of the level! This is the road where the cars circle around to go to the other tunnel. You can't do this on the other tunnel because the wall is too short to have you pass over the out of bounds wall.

2.142 Easter Eggs

Are there any?

2.143 Others

F G DESTRUCTION!!

Get on top of the balcony building that's by the ramps for the world's most obvious gap. There is a wheel on the balcony. Grind on it and the fountain will drain.

G Floating Garbage Bins

Create any goal and drag either the PED or the spawn point over to the part where the road dips down (right beside the corner with the rail). Rotate the camera so it's at the edge of the level so you're looking inside the level. Zoom out as far as you can. Floating in the abyss are two random garbage cans, and you cannot see them from inside the level and seem useless. You can't reach those garbage cans.

2.15 Downhill Jam \

Places to jump into background: Right before the halfpipe there is a long kicker on the left wall. The stone wall should be flat. Jump up here to get to a small spot.

Places to use the bail method: down to the bottom of the level where there is a hole in the wall of the building that has all the people on it. There are three large electrical boxes in there, two of them have blinking red lights. Use the bail method to get in there.

2.131 Glitches

F G 2 Stick to Sign

Go to the pillar of earth with the element billboard on it. Stand on top of the billboard. Fall behind the billboard so you try to wedge yourself in between the billboard and the pillar. You should stop in mid-air and float. It appears as if you're sticking to the sign. Get on your board while still

floating and you'll go flying.

F G 2 Don't Rewind

There's a part of the level at the bottom you can't get on because if you try you'll be teleported to the top of the hill and the word Rewind! will come up on your screen. To get into this section, walk on the edge of the platform so you're close to the water and walk around the pillar that holds up the banner. You can now go in that section. It's that simple.

2.152 Easter Eggs

Again, I'm not sure there's any...

2.153 Others

F G 2 DESTRUCTION!!

Not much of a destruction, but it makes the level look different all the same. If anyone played this level on the original THPS, one of the goals was to open five valves. The first valve is on two high pipes right at the beginning of the level, the second is on a large kicker not far from there, the third is on a suspended pipe that goes over the halfpipe (you can get on it using the kicker explained in the places to jump to background section), the forth is on the stone pillar used in the Stick to Sign glitch, and the final one is near the bottom of the level. On the part where the road splits into two parts, take the lower one. The last valve is on the wall. When the valves are opened, water will spray from various points in the level.

F G Hurt A Lot of People

Go over to the bottom of the level, and get on top of the building with the black electrical boxes in it. There are a whole bunch of people lined up along a rail; grind the rail and you will hit all of them. Fun to watch.

2.16 Los Angeles \

If LA's not famous for movies, it's gotta be for gaps, ledges, and glitches. There's quite a few glitches, and with 74 gaps, it'll keep you hunting.

Places to jump into background: quite surprisingly, only one. The other backgrounds can be accessed using glitches that don't need the moon gravity cheat. Anyway, go over to the end of the freeway near the eastern quake rail. When facing the background (there's a bulldozer there), jump up the building on the left as high as you can (it's pretty high). Then, when you get as high as you can go, jump off and se if you can land on the out of bounds part on the freeway. Set a restart if you want to come back here. Then, go to the end of the freeway and jump off and you'll land down on the little piece of land with the bulldozer.

Places to use the bail method: Where do I start? Okay, right when you start the level, turn left and there will be a building with a wall that's notched. Use the method there. The next place is on the building right beside it. Use the method on the doors on the curved corner. In case you haven't noticed, I'm listing the buildings in order of going around the level clockwise. Once inside the building, you can jump up the wall to get to a different section with a blue floor. The next place is on the door of the building with the chain in front of it's doorway. You can get to a small area in there. To get to the fourth place, go through the production drop doorway and get off your board. Walk along the top of the sign and get on the ledge of the building beside it (the building is light brown and in the direction of the bunker section. Use the bail method on the wall there. You'll fall before ending up in a blue room. The fifth place is the doorway to the Cherries Building.

Another place is over by the building with the Doors billboard on it. Jump up onto the roof and look around on the wall. Pat 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 a 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 it 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

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 brige, 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.

2.17 Canada \

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!"

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.

2.18 Airport \

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 on 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. ----\ 2.19 Create-A-Park \ -----\ 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. ----\ 3. CREDITS AND THANKS ----/ 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 ShaQlnJ 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

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!

4. VERSION HISTORY >

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.

5. LEGAL CARP >

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

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

Game Winners: www.gamewinners.com
Super Cheats: www.supercheats.com

6. FREQENTLY ASKED QUESTIONS >

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'n	n hungi	ſγ.		