

Version 1.3 - Just decided to fix the e-mail I've provided in the Closing Statement as it was my old address rather than my new one. I also tidied up the Walkthrough section a bit to make it a little more presentable than it was.

Version 1.2 - Like I stated in the first version update, I might change the layout of the guide... and I did. I just felt like all my guides looked too sloppy, so I've decided to use the layout featured in this guide on the rest of 'em. Along with that, I'm also working on a more detailed gap listing, which will be completed shortly. Anyways, enjoy... again.

Final Version (or once was...) - Final version of the guide. Enjoy, and if you have anything at all to add to this guide, please don't hesitate to E-Mail me!

Version 1.0 - First version of the guide. The entire guide is pretty much done with the exception of... absolutely nothing. I'm labeling this version of the guide 1.0 because I might change the layout later on or something miniscule like that. Anyways, enjoy!

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-- 2. Introduction --
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Hello and welcome to Tony Hawk's Pro Skater 2, the astounding sequel to the best skateboarding game ever made. For those of you who aren't familiar with the THPS series, it obviously revolves around skateboarding and those who are best at it, the skaters. THPS 2 however greatly differs from its predecessors in many ways, as the trick system has been enhanced, and new skaters have been added to the game's roster as well. So without any further adue, I now present my walkthrough for THPS2. Enjoy!

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What's New?
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Well, a lot of things have changed since the first THPS, especially the trick system and Career Mode. That being said, I've taken the liberty of providing you with information on all the changes that have been made from this game's predecessor.

New Manuevers

Ah yes, the new manuevers. With these, you'll be able to perform HUGE combos in no time, giving you some insane high scores. To do this, you must utilize the Manual and Nose Manual to string together grinds and other flatground tricks. To perform Manuals simply tap Up, Down on the D-Pad for a standard Manual, or you can press Down, Up on the D-Pad to perform a Nose Manual.

Other than manuals, THPS 2 allows you to ollie out of wallrides and do another trick, as the first game did not. This is exceptionally useful in the formation of big combos (along with Manuals).

Bigger and Better Trick System

Probably my favorite part of the game, THPS 2's new and improved trick system allows you to edit a skater's individual flip, grab, and lip tricks along with their signature moves. Keep in mind that each skater comes with 3 of their own signature moves, but you can replace those with whatever you'd like. Also keep in mind that new tricks cost money, which you'll read more about in the section below titled "Insane New Career Mode."

Insane New Career Mode!

This game's Career Mode totally blows that of its predecessor out of the water. In each level throughout Career Mode, not only will you have to complete objectives, but there are also cash icons strewn about the levels which are required to beat a level with 100%. As I stated above, you can buy new tricks upon earning money (you earn money when you complete level objectives) along with decks and more importantly, stats for your skater.

New Modes

In addition to the simply amazing Career Mode, THPS 2 features some new modes that will surely appeal to all gamers who play it. The two that in my opinion are the best are probably the Create-A-Skater and Park Editor modes. In the Create-A-Skater mode, you can create your very own pro skater and customize him/her in a plethora of unique and fun ways. The Park Editor on the other hand allows you to construct your very own skatepark. This mode provides you with a ton of categories to help build the biggest and baddest skatepark the world has ever seen!

In addition to what I've described above, the two player mode in this game has had a little facelift as well. Aside from the standard Graffiti, Trick Attack, and HORSE modes that were featured in the first game's two player mode, THPS 2 features the new "Tag" mode which is pretty self-explanatory.

----- --= 3. Controls =-- -----

Up: Lean Forward/Exit Pool & Balance

Down: Brake/Lean & Balance

Left: Turn/Balance (while grinding)

Right: Turn/Balance (while grinding)

X Button: Crouch and Jump

Square Button: Flip Trick

Triangle Button: Grind

Circle Button: Grab Trick

L1 Button: Fast Spin

L2 Button: Nollie/Normal Stance

R1 Button: Fast Spin

R2 Button: Switch/Regular

Start Button: Start/Pause Screen

Select Button: Camera Controls

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-- 4. Universal Grind Listing --
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If you're wondering why this is only a grind listing, it's because of the fact that each skater has their own specialized set of moves in terms of grab, flip, and lip tricks. That being said, here is a universal grind listing that applies to all skaters:

Triangle: 50-50/Boardslide/Lipslide

Up + Triangle: Nosegrind

Up-Right + Triangle: Crooked/Overcrock

Right + Triangle: Noseslide/Tailslide

Down-Right + Triangle: Smith/Feeble

Down + Triangle: 5-0 Grind

Down-Left + Triangle: Smith/Feeble

Left + Triangle: Noseslide/Tailslide

Up-Left + Triangle: Crooked/Overcrock

Up, Up + Triangle: Nosebluntslide

Down, Down + Triangle: Bluntslide

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-- 5. Career Mode Walkthrough --
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This section covers every aspect of the game's Career Mode and gives you an in-depth walkthrough for every goal you will have to complete in the game.

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5.1. The Hangar, Mullet Falls, MT
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High, Pro, & SICK! Scores

Being that this level is pretty much one giant line just waiting to be torn up Hawk style, you should have absolutely no problem achieving these goals. For those of you who are too lazy to do easy stuff yourself, a good line to get you started with those scores would probably be to simply perform very, very big grind combos on the quarterpipes that border the stage. Oh, and make sure you manual...a lot.

Collect S-K-A-T-E

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- S: Proceed down the ramp at the start and grind over the halfpipe using the curved rail directly ahead of you to grab the first letter.
- K: Once you've grabbed the S, veer slightly left and head towards the K hovering just above the quarterpipe along the back wall.
- A: Land and head towards the plane located in between the halfpipe and the wall that divides the two rooms of the hangar. Launch off of the wing of the plane and grab the A hovering in mid-air.
- T: Go straight ahead when you land and transfer into the next room to grab the letter T.
- E: Veer left and hit the low, wooden quarterpipe positioned in front of the garage door to grab the fifth and final letter.

Barrel Hunt

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- 1: Go straight from the starting point, and when you reach the halfpipe, go INSIDE of it and knock over the first set of barrels here.
 - 2: Exit the halfpipe (going towards the airplane), turn right and knock over the second set of barrels near the quarterpipe along the back wall.
 - 3: Turn around and skate past the plane to the third set of barrels.
 - 4: For the fourth set of barrels, go straight and transfer into the next room with the chopper in it. When you land, hit the barrels next to the divider.
 - 5: The fifth and final set of barrels is located just past the chopper on the deck of the low quarterpipe in front of the garage door.

Collect 5 Pilot Wings

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- 1: When you reach the bottom of the giant roll in at the start, turn right and head towards the wall. Wallride by using the sloped ramp that forms a 90 degree angle with the halfpipe, and grind the propeller located INSIDE the halfpipe to grab the first set of wings.
 - 2: Turn left once you've reached the other side of the halfpipe and skate straight ahead until you reach the wall that divides the two rooms of the hangar. Turn left again and grind the long, odd-looking, black ledge in

between the plane and the wall to grab the second set of wings.

- 3: Veer left and transfer over the roll in you dropped down into the level on to grab the third set of wings about halfway between the two quarterpipes.
- 4: Land, turn left, and head along the left wall until you reach the divider separating the two rooms. Transfer into the room with the chopper, and, when you land, stick to the right side of the room and hit the side of the small quarterpipe in front of you to grab the fourth set of wings.
- 5: Go straight ahead and hit the quarterpipe along the back wall to launch yourself up to the fifth and final set of pilot wings.

Nosegrind Over the Pipe

Just as its title states, this goal requires you to fully grind one of the arced rails from one side of the halfpipe to other while doing a Nosegrind.

Hit 3 Hangtime Gaps

- 1: For the first and easiest hangtime gap, simply air over the halfpipe for the "Halfpipe Hangtime" gap.
- 2: For the second gap, head on over to the airplane and launch off of the wooden kicker propped against its tail for the "Wingtip Hangtime" gap.
- 3: The third (and possibly hardest) gap requires you to air COMPLETELY over the chopper, meaning you hit one of the kickers and on the asphalt PAST the second ramp.

Find the Secret Tape

For this easy-to-achieve tape, you must grind one of the propellers atop the chopper to open the garage door, thus allowing you to go outside into the snowy atmosphere of Montana. With this in mind, go outside and ollie just above the lip of the quarterpipe here to grab the tape. Yay.

100% Goals & Cash

- \$50: You'll find this floating just left of the letter K in S-K-A-T-E.
- \$50: Head into the room with the helicopter, and grind one of it's propellers. After it takes off, you'll be able to grab the 50 that it leaves behind.
- \$50: Grind the propeller located on the inside of the halfpipe. This will also open a secret room.
- \$50: Located above the quarterpipe furthest from the fan in the secret room next to the halfpipe.
- \$50: Same as above, only this cash icon is located opposite it and a little closer to the room's entrance.

\$50: This cash icon is floating above the entrance to the secret room. Air from one quarterpipe to the other to grab it.

\$100: Go straight ahead once you enter the secret room and hit the quarterpipe along the back wall to grab the icon floating high above it.

\$100: Head into the room with the chopper and launch yourself off of the small quarterpipe positioned against the divider next to the chopper itself. Grind the high light fixture above for the cash icon.

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5.2. School II, Southern Cali
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High, Pro, & SICK! Scores

Just like the hangar, this place is a high score haven for all skaters, street and vert. For all you street skaters, your best bet would be to combo in and out of every ledge or rail you come across. If you just happen to be a vert skater, you can use the tiny little "halfpipe" section just around the corner to your left from the start. I say "halfpipe" because it's not really a true halfpipe, just two quarterpipes propped up against some walls.

Collect S-K-A-T-E

S: From the start, veer right and make a sharp 90 degree turn just past the planter into a small corridor. Grind the rail in the middle of the corridor to grab the letter S.

K: When you've reached the end of the small corridor, ollie up onto the stage and air off of the quarterpipe to grab the K hovering just above its lip.

A: Land and go straight until you reach a very small tunnel on your left. Just past this tunnel, you'll find a long, kinked rail with the letter A on it. Grind this to grab the third letter.

T: Veer right, go past the bike racks, and, against the brick wall, there will be a long quarterpipe with the letter T hovering above it. Air off of this to snatch the letter.

E: Land and go straight past the two small buildings. The fifth and final letter is located just above the small quarterpipe here.

Wallride 5 Bells

1: At the start of the level, veer right, hit the weird hump in the ground, and wallride over the first bell.

2: Make a sharp, 90 degree turn and head down the corridor the S was located in. Go around the outside (right) side of the stage and head straight ahead, through the very small tunnel to the second bell.

- 3: Turn left and go past the kinked rail the letter A was on. When you reach the end of the rail, proceed down the ramp and make a hard left. Go straight along the wall and the third bell will be on your left (hanging on the wall).
- 4: Turn around and head back past the bike racks to the quarterpipe where the letter T was located. When you reach that quarterpipe, turn right and go up the incline. Ollie off of the top of the incline and wallride over the fourth bell.
- 5: Turn around yet again and head past the giant planter to the raised, curved platform with a dumpster on it. Wallride over the dumpster to smash the fifth and final bell.

Collect 5 Hall Passes

- 1: Go right of the planter from the start and proceed STRAIGHT AHEAD (not right like the other goals) down the long corridor. Grind the ledge here to grab the first hall pass.
- 2: Veer left slightly and head towards the picnic table setup. Hop up onto a picnic table and ollie off of the end of it to grab the second hall pass hovering in mid-air.
- 3: Head towards the gymnasium and grind the handrail on the right of the handicap ramp that leads to the gym's entrance. Ollie from this rail to the next and grab the third hall pass suspended in between the two.
- 4: Go straight ahead and make a sharp left at the edge of the gym building. The fourth hall pass is located just above the small quarterpipe closest to the wall/building.
- 5: Turn right after grabbing the fourth pass and head over to the giant planter just past the curved platform with the dumpster on it. The fifth hall pass is stationed at the top of the planter.

Kickflip TC's Roof Gap

Have you noticed those two small buildings in the parking lot just past the gymnasium? Well even if you haven't, you know where they are now so head on over to them. Ollie up onto either building's roof using the kickers positioned in front of each structure. Once on the roof, air over the small gap between the two buildings while doing a kickflip to complete this goal.

Grind 3 Roll Call Rails

- 1: At the start of the level, head left of the planter and go straight ahead to the long, curved/kinked rail bordering the huge double set of stairs. Grind this all the way to the ground level to get the "Roll Call! Nightmare Rail!" a.k.a. the first Roll Call! rail.
- 2: Head to where you found the fourth hall pass was (above the small quarterpipe near TC's roof) and use the small kicker near the quarterpipe to

launch up to/grind the small, kinked rail for the second Roll Call! rail titled "Roll Call! Gonz Rail!"

3: Turn right and head up towards the area with the bike racks. Remember the rail the letter A was located on in S-K-A-T-E? Well this is the third and final Roll Call! rail you need to grind in order to complete this goal. Oh, by the way, the name of the rail is "Roll Call! Opunsezmee Rail!"

Find the Secret Tape

Proceed to the open area with the stage in it. Hop up onto the stage and gain some speed using the quarterpipe. Land and go STRAIGHT AHEAD, crouching along the way. When you reach the end of the stage, head down a makeshift ramp made up of some plywood and Fastplant off of the planter up to the roof. Keep going straight and use the tiny kicker at the edge of the roof to launch across the gap to the tape suspended about halfway between the two rooftops.

100% Goals & Cash

\$50: From the start, turn left and grab this cash icon floating on the other side of the spine-like building with quarterpipes on both sides of it.

\$50: Turn right at the start and wallride the first bell up to an awning. Grind this awning to the cash icon here.

\$50: Veer left at the start, and, when you come to the railing, ollie over to the big awning all the way to the left against the building. Air from the ramp on this awning across the huge gap and grab the cash icon about halfway across.

\$50: Go to the right of the planter at the start, and go STRAIGHT AHEAD to the small corridor. Proceed down this, turn right at the bottom, and hit the quarterpipe here to grab the loot.

\$50: Wallride the first bell up to the awning where you found the second cash icon. Hop off to your right and proceed forward. Jump through the glass and down to the roof below. Line yourself up with the concrete structure in front of you and hit the incline to launch yourself onto the rail stretching from one roof to the other. Grind over to the other roof and stay to the left of the big vent. Ollie off of the left side of the roof to grab the cash icon floating in mid-air.

\$50: From the start, turn right down the corridor the letter S was located in S-K-A-T-E. Head straight ahead all the way past the stage to the back wall. Turn right and grab the cash icon right in front of the bathroom.

\$50: Since you're already here, turn around and head straight, staying close to the right wall. Go past the first curb with the planter on the end of it, then cut in and hit the second structure just like this and launch yourself up to the awning where another \$50 bill lies.

\$50: If you're still on the awning I've described above, good, stay here for a sec. If you're starting from the beginning of the level, head down to the stage area. Same thing goes for those who are still on the awning. Drop down, and take the ramp up onto the stage. Next, hit the quarterpipe at one end of the stage for some speed, then go STRAIGHT AHEAD until you

reach a makeshift plywood ramp at the opposite end. Go down this then launch off of the planter and up to the roof. Air over to the second roof and drop down into the "secret" area. Turn left when you land and grind along the curved rail to grab the cash icon.

\$100: From the start of the level, head to the right of the planter, then turn right and head down the small corridor towards the stage. Turn left at the bottom and ride along the wall. Ollie up onto one of the low curbs here, then, when you see a tiny little opening up and to your left, jump up into it. Once in here, turn around completely and hit the little incline here up to the awning. Ride along the awning until you reach the cash icon.

\$100: If you haven't gotten this one already just by trying to get the fifth \$50 icon I described above, then read the following. Wallride the first bell to your right from the start and grind the sloped awning. Hop off of the awning to your right, skate straight ahead, and jump through the glass window and onto the roof below. Line yourself up with the concrete structure with the tall rail attached to it. Launch off of this when you reach it and land on the rail, grabbing the cash icon about halfway across it.

\$100: Follow the directions for the eighth \$50 icon walkthrough above to get to the secret area, then ollie down the set of stairs, turn right, and air off of the quarterpipe here to grab the cash icon floating just above it.

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5.3. Marseille, France
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General Contest Strategies

Before we get started, you should know a few things. One being you're competing for \$7,500 cash, another being you should add difficulty and variety to your tricks to impress the judges, and the final thing being you must grab all cash icons strewn about the level to get 100% completion. Anyways, street skaters will find this competition rather difficult as the park is pretty much one giant bowl. With that in mind, make the lips of the bowls here your best friends and grind, grind, grind. Along with that, you should also utilize the small rails and planters that are located around the park.

Find All Cash Icons to 100% the Level

\$50: Turn left at the start and you'll notice a very tall building with some flags on it. Use one of the funboxes on either side of the building to air up into a wallride on it, then wallie out and grind on the edge of the roof to grab the cash icon about halfway across.

\$50: First off, veer right at the start of the level and head straight towards the planter. Ollie up onto the planter, and look for the fake lamp/tree. Behind this fake...thing, there's a little piece of wood holding it up. Run into this to break it and open the secret area. Drop down into the hole leading into the area and, when you land, turn around and grab the cash icon here.

- \$50: Head forward and grind the kinked rail directly in front of you.
- \$50: Hit the rather large quarterpipe along the back of the secret area to grab the cash icon floating just above it.
- \$50: Turn right just past the kinked rail and head up the curved rail that's stationed along the sloped path. Grind this and grab the cash icon.
- \$50: Same thing as above, only grind up curved rail on the left side of the secret room.
- \$100: Air over the fountain in the secret area to grab this one.
- \$100: Veer left from the start, and head towards the big crossbar suspended in between the two bowl areas. Air off of the left quarterpipe with the dumpster on its edge, lean forward slightly, and grind on the crossbar. You'll find the cash icon about halfway across.

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5.4. NY City, New York
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High, Pro, & SICK! Scores

In NY City, it'd be an understatement to say a street skater would be happy here. With that in mind, all you street-a-holics will find some good lines in park near the beginning of the level with the giant rock and the food stand in it. If vert's your thing however...well you're pretty much out of luck, as there aren't many quarterpipes in this level. In other words your best bet would be to simply follow in the footsteps of the street skaters and tear up all the ledges and rails the city has to offer. If you're still thinking "NO! Vert skater means VERT SKATER!" then you should stick to the small amount of quarterpipes strewn about the streets, as well as the giant kickers that provide you with some pretty good hangtime.

Collect S-K-A-T-E

- S: At the start, ollie up to the tall wall on your left and grind straight through the letter S.
- K: Ollie down to the little area with the statue in the center of it and grab the K hovering above the huge brick vert wall at the back of the area.
- A: As soon as you land, proceed straight ahead and hit the edge of the platform the statue is on as if it was a kicker to launch yourself up to the A suspended in mid-air.
- T: Head through the small tunnel out of the statue area to the snack stand. Grind the rail to the left of the snack stand (along the water) and grab the T that's stationed in the middle of it.
- E: Go straight from the rail you were just on and air off of the quarterpipe along the wall across the path from the giant rock. The letter E is located

just above the lip of this quarterpipe.

Ollie the Hydrants

- 1: From the start of the level, turn around and make a left down the street here. Stay to the left of the street and hit the first hydrant near the end.
- 2: Turn around and head back to the starting point. Proceed down the street past the escalator (which should be on your right). When you reach the end of the street, turn left and stay to the right. About halfway down the street you'll find the second hydrant on the edge of the sidewalk.
- 3: Make a 180 degree turn and head back in the other direction down the one street you haven't ventured down yet. Stay to the right and ollie over the third and final hydrant at the very end of the street next to a lamp post.

Collect 5 Subway Tokens

- 1: Enter the park at the start via the gap in between the two walls and grind the railing of the bridge directly in front of you for the first subway token.
- 2: Proceed to the end of the bridge and grind the rail on the left side of the path to grab the second token.
- 3: Continue up the path to the street (watch out for taxis!) and collect the third token hovering above the lip of the quarterpipe just across the street.
- 4: Land (with speed) and hit the big kicker directly in front of you to grab the token suspended in mid-air.
- 5: Next, exit the statue area you should be in, turn left at the snack stand and head over to the giant rock. Launch off of the giant rock to grab the fifth and final token.

NOTE: If you want, you can get the fifth token first (if you find that way easier of course).

50-50 Joey's Sculpture

When you start the level, head across the street and do a 50-50 grind on the pointy object next to the giant concrete pillar/subway entrance. Pretty simple, eh?

Grind the Subway Rails

For this goal, simply go up the escalator that was previously blocked due to you not having enough subway tokens. For those of you who have no idea about what I'm talking about, the escalator is located just across the street from the start next to "Joey's Sculpture."

Find the Secret Tape

First thing's first, make sure you've obtained the five subway tokens before trying to complete this goal, as the tape is located on the other side of the brick wall lined with barbed wire just below the subway rails. With that in mind, climb the escalator and take the subway rails all the way down and over the wall. As soon as you pass the wall, drop down and take the curved concrete pathway up to the left. Grind the right side of the path and drop to the long rail extending from it. Keep grinding on this rail until you see a random pillar stationed in the middle of nowhere. When you see this, hop over to the rail stationed on the pillar. Grind this rail to the end, ollie off, and grab the tape suspended in mid-air. Whew.

100% Goals & Cash

\$50: You'll find this cash icon floating on the counter of the food stand in the park area.

\$50: First, collect all 5 subway tokens, then head up the escalator leading to the subway. On the way up grab the loot.

\$50: Head up the escalator the subway. Grind either one of the subway rails until you reach the \$50 bill about halfway down.

\$50: Take the escalator up to the subway, and, when you reach the top, ollie up to your left and grind the wall to the end. Hop off of the wall and onto the awning below. The cash icon is about halfway across.

\$50: Grind the subway rails all the way down to the "secret" area where you went for the secret tape. Follow the same process you went through to get the tape, grinding the rails protruding from the right side of the curved path, and you should eventually come across a \$50 bill on the same rail as the secret tape.

\$50: Head over to the secret area and turn right when you reach the curved concrete path. Hit the quarterpipe directly in front of you for some speed, then land and proceed straight ahead back towards the path. Hit the hump on the side of the path to launch yourself up to the \$50.

\$50: While still in the secret area, grind the rail here around to left until you reach an opening in the wall. Turn in here and hit the quarterpipe to grab the final \$50 bill hovering above it.

\$100: Head down into the little area with "Joey's Sculpture" in it. With speed, hit the middle quarterpipe along the back wall here to air up to the \$100 bill. If you find this method too hard, head into one of the small bench areas to either side of the area, then wall ride the marble wall and wallie up to the ledge, grinding until you reach the cash icon.

\$100: At the start of the level, turn right and head towards the quarterpipe in front of you. Hit this to grab the cash icon floating above it.

\$100: Take the right subway rail about halfway down and you'll notice a cash icon floating off to the right. Ollie off of the rails and grab it.

\$100: Head into the secret area, and proceed all the way to the back near the

fence blocking your entrance to the...ocean. Anyways, hit the quarterpipe on the right for some speed, then proceed straight ahead when you land and ollie off of the bank up to the cash icon floating just above the fence.

\$250: Head into the center area of the park with the statue in it. Hit the giant brick quarterpipe for some speed, then hit the outside edge of the statue's platform to launch yourself up and (hopefully) over the statue itself to grab the cash icon.

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5.5. Venice Beach, California
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High, Pro, & SICK! Scores

Venice Beach is a place for skaters of all types to get tremendous amounts of points quickly and easily. Street skaters will find that the railings strewn about the park, such as the one in front of you at the start, serve as good starters to good combos. Vert skaters will have a good ol' time in the huge bowl area down the slope to your left at the start, as well as the small halfpipe areas surrounding the first bum in the "Ollie The Magic Bum 5X" goal.

Collect S-K-A-T-E

S: At the start, head forward and grind the long handrail just past the little rock in the ground all the way down to the roof it connects to. The S is here.

K: From the letter S, make a sharp left turn and stay to the left as well. You'll soon see the letter K floating about halfway across a small gap. Ollie over this gap to grab the letter.

A: Once you've obtained the K, turn left again and jump off of the roof to the ground level. See the little halfpipe area here? Gap from one of the quarterpipes over the small deck in between this area and the next small halfpipe area. As soon as you're in the second little pipe area, ollie out of it and onto the roof next to it. Head straight once you've done so and grab the A stationed on the curved glass structure here.

T: Grind the glass structure all the way around and go straight. Launch off of the vent/kicker directly in front of you and land on the roof across the not-so-big gap. Go forward once you've landed safely on the other side and hit the vent/quarterpipe the T is hovering over to grab the letter.

E: Turn left when you land and head over to the roof with the odd-looking wire structure on it. Ollie down to it and grab the E along the back ledge.

Ollie the Magic Bum 5X

1: Remember the little makeshift halfpipe place you found yourself in just after obtaining the letter K in S-K-A-T-E? Well, go there from the start and

ollie the bum.

- 2: Turn 180 degrees and head back out the way you came in. Stick to the right wall and just past the quarterpipe the path turns right and heads down a long path/staircase to a dead end with quarterpipe in it. The second bum is at the bottom.
- 3: Head back up the way you came and proceed to the starting point. Once there, turn left (in the opposite direction of the bowl area) and head along the left side of the path until you reach the third bum right next to the wall.
- 4: Go straight and turn left around the corner. Stick to the left wall and go into the little clearing that you'll come across shortly (there's a Bluetorch banner hanging above it) and ollie over the fourth bum along the back wall.
- 5: Turn around and head back to the exact point where you started. The fifth and final bum will be found right in front of the path/staircase that leads down to the giant bowl area. Ollie over him to complete the goal.

Collect 5 Spray Cans

- 1: At the start, make a sharp left turn and head down the path to the large wooden bowl area. You should see the first spray can directly in front of you. Use the bowl to launch yourself up to it.
- 2: Head back to the starting point and follow the left wall all the way around past the octagonal platform down to the pit where you ollied the second bum. Grab the second can here then head back up the path you came down and travel towards the starting point.
- 3: Just before you reach the starting point you'll notice two wooden, long funboxes stacked up next to the fence. The second spray can is located here.
- 4: Proceed left (in the opposite direction of the first spray can) and stay to the right of the path. When you reach a quarterpipe at the end, air off of it and grab the fourth can hovering above it.
- 5: Land, make a sharp right turn, and ollie over the wall. Stay to the right and head past the clearing where you ollied the fourth bum. Near the end of this path there's a quarterpipe smack dab in the middle of it. Gap from this quarterpipe to the one on its left and grab the last spray can about halfway between the two.

Tailslide Venice Ledge

Head straight from the starting point, sticking close to the left wall. Travel around the octagonal platform and head down the long staircase to the pit with a quarterpipe and a trash can in it. Hit the quarterpipe and hold up on the D-Pad to propel yourself up and over the wall and onto the other side. Turn left when you land in front of the planter (which you should), and follow it around to the low wall with the words "The Ledge" tattooed on it, along with an arrow pointing to the infamous Venice Ledge. Tailslide down the waxed-up ledge to complete the goal. Easy, wasn't it?

Hit 4 VB Transfers

- 1: From the start, make a sharp right turn and head down the path, sticking to right wall. Gain A LOT of speed by grinding along the low wall (on your right) and jumping off just before the quarter pipe at the end of the path. Hit the ramp at an angle and transfer all the way over the small quarterpipe in between two planters and land on the ramp on the other side for the "VB! Huge Transfer!!!"
- 2: Turn right when you land and head towards the place where you obtained the fifth spray can. Gap in between the two quarterpipes for the "West Side Transfer," along with some speed, and when you land hit the pipe directly in front of you at an angle so you sail over the small portion of roof and land on the other side of it for the "VB! Pit Transfer."
- 3: Turn left and head along the right wall to the little halfpipe area where you ollied the first bum. Gap from one quarterpipe over the SMALL part of the wall to the other makeshift halfpipe area for the "VB! Skinny Transfer."
- 4: Head over to the pit with the long staircase and the quarterpipe in it. Just like the Venice Ledge goal, air over the wall and land in front of the planter on the other side. Follow the planter around and hit the pipe on your left against the wall, airing over the ledge and landing on the quarterpipe there for the "VB! Ledge Transfer."

Find the Secret Tape

Before we get started I must warn you this tape is slightly frustrating to get, so don't give up if you can't get it on your first try. Anyways, get up to the roof where you found the letter T anyway you can, and take note of the tape hovering just in front of the long cable that's suspended above the main area of the level with all the tables and such. Gain a TREMENDOUS amount of speed off of either one of the vents/quarterpipes here and do a Boneless off of the kicker vent thing to reach the tape. Remember what I said at the start and have some patience, all you need is some speed and you'll have the tape in no time.

100% Goals & Cash

- \$50: Turn right at the start and stick close to the right wall. The cash icon will be floating atop the fence here.
- \$50: Pretty much in the same location as the first, except this icon is located on the next fence down.
- \$50: Just before you reach the fourth spray can in the "Collect 5 Spray Cans" objective, stay to the right of the path and grab the \$50 stationed on top of the fence here.
- \$100: Head straight from the start, down the tiny little set of stairs, and stick to the left wall. Go around the octagonal platform and grind down the long handrail leading to the area where you ollied the second bum for the \$100 bill.
- \$100: Grind along the fence directly in front of you at the start to the roof where you obtained the letter S in S-K-A-T-E. Stick to the right side of

the roof, and, when you reach a cable suspended across the gap in roof, grind on it to grab the cash icon about halfway down.

\$100: Just past the tiny gap in the roof where the S in S-K-A-T-E was located, you'll see a curved vent. Grind along this to grab the cash icon.

\$100: Air over the "VB! Pit Transfer," a.k.a. the second VB transfer, and grab the \$100 about halfway across the gap.

\$100: Head over to the makeshift halfpipe area where you located and ollied the first bum. Go into the pipe and, instead of airing over the "VB! Skinny Transfer," air over the bigger/fatter part instead for the the cash icon.

\$100: You'll find this cash icon positioned on top of Venice Ledge. To get here, simply, head down into the pit where you found the second bum and launch forward off of the quarterpipe over the wall and into the "secret" area.

\$250: First, head left from the start and down into the giant bowl area. Turn right as soon as you're inside of it and head towards the section straight ahead. Hit this part of the bowl and hold up on the D-Pad to launch yourself up to the roof with the odd-looking wire structure on it. Get some speed off of the makeshift metal quarterpipe bordering this part of the roof and grind up one of the sloped wires up to the flat one at the top. The \$250 bill is located here.

\$250: There are two ways of going about getting this cash icon, but I'll explain the easier way to you. Head over to the curved vent just past the tiny gap in the roof where you found the S in S-K-A-T-E. At the end of the curved vent, you'll notice a vent/quarterpipe to the left. Air off of this and over to the makeshift halfpipe area that's home to the first bum. About halfway across the absolutely huge gap, you'll find the \$250.

\$250: Grind the fence directly in front of you at the start of the level up to the roof. Go to the edge of the roof, turn around, and hit the vent/kicker off to the right to (hopefully) launch yourself over the abstract statue thing, which is home to the final cash icon of the level.

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5.6. Skatestreet, Ventura
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General Contest Strategies

Ah, yes, Skatestreet, my favorite competition! I say this because it's a great place for both street and vert skaters. If you're a street skater, you'll notice that the nice little setup in the center of the park is right up your alley. For all you vert skaters out there, turn 180 degrees at the start and you'll notice a giant bowl and a halfpipe behind it.

Find All Cash Icons to 100% the Level

\$50: Turn left at the start of the level and head into the huge halfpipe. Once in the pipe, you'll notice a D-shaped rail protruding out from each of its

lips. Grind along this D-shaped rail to grab the \$50.

\$50: Head over to the halfpipe and launch yourself up and onto the bridge behind it. Proceed to the end of the bridge and turn right once you've done so. You'll find the cash icon floating on the rail to your right.

\$100: Proceed down the rollin at the start, veer right, and head towards the funbox. Skate up to the top of the funbox and grind the rail directly in front of you (against the wall) to the left for the \$100 icon.

\$100: Head straight from the start and over to the huge quarterpipe. Get up onto the deck of the quarterpipe and head left. Ollie over the low fence at the edge of the quarterpipe and grind the rail suspended from the ceiling to grab the cash icon.

\$100: Skate on over to the bridge behind the huge halfpipe to your left at the start. Once there, you should see a \$100 bill floating off to the left in mid-air. Hop over the railing to grab the cash icon.

\$100: Go outside and into "Van Secret Area". Air over the van using either one of the kickers and grab the \$100 hovering just above its roof.

\$250: From the start of the level, veer right and head towards the giant quarterpipe with a plethora of stickers on it. Hit the hump leading into this giant quarterpipe and launch yourself up to the \$250 bill hovering in mid-air.

\$250: Head out into the "Rail Secret Area," and, once outside, turn right and gap in between the two quarterpipes along the wall to grab the \$250.

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5.7. Philadelphia, Pennsylvania
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High, Pro & SICK! Scores

Street skaters can find a great line by going straight from the starting point and heading left of the funbox, grinding all the benches and planters here. You can also use the ledges surrounding the fountain as well as the other planters positioned throughout the level to help you out with some truly sick combos. Vert skaters will find themselves at home in the skatepark section of the level, as there are a few bowls along with a huge halfpipe.

Collect S-K-A-T-E

S: From the start of the level, turn right and head northeast to the giant planter on the left of the green kicker. Ollie up onto the planter and continue forward on the grass until you reach the S hovering just past the end of it.

K: When you land, veer left and head towards the building with the blue awning. Use one of the curved ramp structures to launch yourself up to this awning and the letter K stationed here.

A: Hop off the awning and you should land right in front of a small planter with the letter A positioned on the ledge directly in front of you.

T: From the A, head straight and ollie up the small set of stairs. When you reach a handicap ramp on the right side of the path just past the stairs, go up it and ollie off of the top of it to the left to grab the T hovering in mid-air.

E: Land and veer left towards the somewhat tall planter ledge. Wallride to get up here if you simply can't ollie or boneless that high, then grind the ledge and ollie off of the end of it to snatch the fifth and final letter.

Drain the Fountain

Just like the secret tape in Venice Beach, this goal is rather frustrating, so have patience when trying this. First, make sure your skater is well-equipped for the challenge (good ollie, air, and hang time). Alright, now, turn right at the start and gap in between the two kickers in front of you for some speed. When you land go straight ahead and grind the rail down the set of stairs. At the bottom of the stairs, hit the planter ledge as if it were a kicker and launch yourself up to the balcony here. Hit the valve once you're up here to drain the fountain. If you don't get this the first time, don't get mad, just have patience and keep trying, you'll eventually get it.

NOTE: For an easier method of draining the fountain, you can use the cable that the secret tape is stationed on (see "Find The Secret Tape" below). Simply grind this all the way to the brick building at the other end, then jump off onto the high part of the roof, then drop down to the balcony where the valves are. Just make sure your rail balancing skills are pretty high.

Collect 5 Bells

- 1: At the start, turn right and hit the green kicker just past the weird spine thing to obtain the first bell.
- 2: Proceed forward and down the set of stairs. At the bottom, turn left and travel along the left wall. When you reach the end of the wall, fastplant or wallie (wallride then ollie out of it) up to the second bell.
- 3: Head straight towards the blue awning where the letter K was located in S-K-A-T-E and hit one of the curved ramp structures to launch yourself up to the third bell.
- 4: When you land, veer left and head towards the giant planter with the cable extending from one of its ledges. Ollie up the tiny set of stairs right next to the fountain, turn around, and wallride along the left wall to grab the fourth bell.
- 5: Turn left and head up the small set of stairs. Make another left at the top and ollie up another small set of stairs here. On the right side of the path just past a light post you'll find the fifth and final bell stationed on the ledge of a planter.

Bluntslide the Awning

Remember the blue awning you've become familiar with in some past objectives? Well head on over to that and hit one of the curved concrete ramp things just below it to launch yourself up to it. Bluntslide most of it to complete the goal. If you don't know where the awning is, simply enter the fountain area and follow along the right side of it until you reach the awning.

NOTE: In order to successfully complete the goal, you must get the "Awning Grind" gap while doing it, or else your attempt won't count.

Liptrick 4 Skatepark Lips

If you haven't done so already, you must first break down the fence that borders the skatepark. To do this, veer slightly left and head past the giant funbox. Keep going straight until you reach a small set of stairs. Ollie down these and head up the handicap ramp in front of you. When you reach the top, you'll see a cable extending from the guardrail. Grind up this (you don't have to go very far), and when you hop off you'll see the entire fence collapse, thus opening the park for you to skate. Now, here are the 4 lips you must trick on to complete this goal:

- 1: First, head into the main skatepark area using the kicker that launches you over the low wall belonging to one of the bowls. Once you're inside, turn 180 degrees and do a lip trick on the bowl lip to your right for the "Phillyside Big Bowl Lip."
- 2: Land and turn approximately 90 degrees to your right and head over to the bowl directly in front of you. Lip trick on this for the "Phillyside Mid Bowl Lip."
- 3: Turn right again and head towards the back of the park. Go past the 4 blue humps in the ground and lip trick off of the bowl in front of you for the "Phillyside New Bowl Lip."
- 4: For the fourth and final skatepark lip, exit the part of the park you're in via the bowl you just tricked on, and head into the halfpipe. Lip trick on either side of the halfpipe for the "Phillyside HP Lip" and completion of this goal.

Find the Secret Tape

For this tape, head straight from the starting point and go past the giant funbox. Just before you reach the small set of stairs, ollie up onto the planter on your right. Veer right and grind the cable extending from the corner of the planter. You'll find the secret tape about halfway down. If you run out of speed, you can just keep jumping and grinding (this helps maintain speed), just make sure you keep your balance in the process.

100% Goals & Cash

\$50: Drain the fountain, and two \$50 bills will be chillin' inside of it. There isn't a right or wrong way to get the two cash icons obviously, so grab one then the other.

\$50: The second cash icon inside the drained fountain.

\$50: Veer left from the start and go straight past the giant funbox until you reach the small set of stairs. See the handicap ramp with the light blue railing on it? Proceed up this ramp and, at the top, you'll see a wire connected to the corner of the railing. Grind this wire up to the \$50.

\$50: Proceed straight from the start past the funbox, and, just before you reach the small set of stairs, hop up onto the giant planter on your right. Head over to the right corner of this and you'll see the \$50 floating in front of you.

\$100: Veer right at the start of the level and go around the fountain to the other side. Hit the quarterpipe stationed all by itself in the corner (to the left of the blue awning) for some speed, go straight ahead when you land and hit the small kicker to launch yourself up to the \$100.

\$100: First, head to the balcony where the valves to drain the fountain are located. Grind the edge of the balcony towards the cable on which the secret tape is/was perched upon, then ollie off to grab the cash icon floating in front of you.

\$100: Head into the skatepark and over to the area with the blue humps. Just opposite the humps there's a pillar. Air off of the bottom of the pillar as if it was a quarterpipe to grab the cash icon.

\$250: This cash icon is located above one of the lips on the halfpipe (inside the skatepark).

\$250: In between the halfpipe and the main skatepark, you'll find a \$250 bill hovering in mid-air. Air from either area over to the other to grab the cash icon.

\$250: Head on over to the skatepark and, when you're there, proceed to the blue quarterpipe and air off of the bowl next to it to grab this cash icon.

\$250: Launch up to the balcony and you should be able to grab this cash icon along the way.

\$250: Get up to the small portion of roof just above the balcony, either by using the cable the secret tape is/was perched on, or by simply wallriding up there from the balcony itself. Once there, drop off of the right side and grind the telephone wire to grab the \$250 bill here.

\$250: You'll find this cash icon on the same long cable the secret tape is found on.

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5.8. The Bullring, Mexico
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General Contest Strategies

Before we get started I must warn you, this contest is very, very annoying. Just thought I'd let you know. Anyways, if you're a street skater, your best bet would probably be to utilize the perimeter of the bullring, which consists

mostly of one long quarterpipe. You can perform some huge grind/flip combos on this, then hop off real quick and hit a nearby quarterpipe for some variety and a very good combo. If you're a vert skater however, this contest will prove itself to be your best friend as you drop into a gigantic halfpipe at the start of each run. On top of that, the halfpipe has a loop and there's quarterpipes strewn about almost every square inch of the bullring. Not bad, eh?

Find All Cash Icons to 100% the Level

\$250: Head over to the narrow area bordering the level where the bull is running in circles. Skate through a green pile of...poo (gotta keep this thing G-rated, hehe) to get a \$250 bill.

\$250: Same as above, just hit a different pile of poo.

\$250: Yet another cash icon found in a green pile of bull feces.

\$250: The fourth and final feces icon can be found in the remaining green pile of poo you haven't skated through yet.

\$250: At the start of the level, drop into the rather huge halfpipe using the rollin, then head right and launch yourself up to the stands. Hit one of the quarterpipes that are positioned in front of a large kicker to launch yourself up to a high wire. Grind along this for the \$250.

\$250: Keep grinding along the same rail you're on for another \$250 bill.

\$250: Veer left after dropping into the halfpipe at the start and hit the odd ramp at the corner of the pipe. Launch off of this and up to the high wire to collect the \$250 bill here.

\$250: Same as above, only grind the wire on the other side of the one you were just on.

\$250: Proceed down the rollin at the start of the level, then head right and out of the halfpipe. Keep skating and you'll eventually come to an area with a quarterpipe and a vert wall. Get some huge air on the quarterpipe here and grind the banner high above it to obtain the \$250 bill.

\$250: From the start of the level, drop in, turn left, and head past the loop. Next, head to the quarterpipe located just past the humps. Get some massive air off of this quarterpipe and grind the banner above it to grab the final cash icon.

-- 6. Gap Listing --

Listed below are all the gaps found in each level throughout the game.

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6.1. Hangar Gaps & Transfers
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Rollin Gap

Ollie clear over the transition from which you drop in, from one quarterpipe to the other.

Chopper Hop

Jump through the glass to the other side of the stage.

Halfpipe Grind

Grind any curved rail that spans the width of the halfpipe.

Flyin' High

In the secret room next to the halfpipe, ollie clear over the transition from which you entered the room.

It's Cold Up Here

First, open up the secret outdoor area of the stage by grinding the propeller of the helicopter. Next, go outside and air off of the quarterpipe there, above which you found the secret tape.

Halfpipe Hangtime

Ollie clear over the halfpipe.

Wingtip Hangtime

Ollie clear over the small airplane that's stationed in between the divider and the halfpipe.

Skycrane Hangtime

Air clear over the helicopter.

Air Over the Door

Air clear over the entrance to the secret area where you found the secret tape, from the inside of the complex.

Rail-Guided Missile

First, grind along the divider/wall that separates the two rooms. Next, ollie from the divider onto the low, rust-colored ledge positioned next to the small airplane and grind on it.

Raildrop

Grind along one of the high rails positioned above the lips of the quarterpipes (in the room with the halfpipe), then simply drop down from it and land in another grind on top of the QP's lip.

Lil' Light Hopper

Ollie out of the halfpipe and grind on one of the light fixtures hanging from the ceiling.

Big Light Hopper

Use any ramp around the level to launch yourself up and onto one of the higher light fixtures.

Light Corner

Follow instructions for the "Lil' Light Hopper Gap," then grind towards the area with the helicopter. Once you reach the end of the light fixture, ollie at an angle to the horizontally positioned fixture (that's parallel to the back wall of the complex) and grind on it.

Instrument Landing

Launch off of the plywood kicker ramp leaning against the tail of the airplane and land in a manual.

High Steppin'

Perform a lip trick on one of the high rails positioned throughout the complex.

One Half Pipe Lip

Simply perform a lip trick on one side of the halfpipe.

The Other Half Pipe Lip

Perform a lip trick on the other wall of the halfpipe.

Wind Tunnel Back Wall

In the secret room next to the halfpipe, perform a lip trick on the wall opposite the entrance.

Upwind Lip

After opening up the secret room next to the halfpipe, do a lip trick anywhere on the right side of it.

Downwind Lip

Same as above, just perform a lip trick anywhere on the left side of the secret room.

===== 6.2. School II Gaps & Transfers =====

TC's Roof Gap

Simply ollie the roof gap required to complete the "Kickflip TC's Roof" goal you encountered in Career Mode.

Table Transfer

Just past the "Leap of Faith!!!" (on the ground level), you'll notice two picnic tables. Grind along one, then ollie the gap between them and grind on the other.

Over the Wall...

In the "Carlsbad" secret area (past where you found the secret tape), use the large kicker ramp on the left side of the area to launch yourself over the wall and back into the non-secret part of the level.

Leap of Faith!!!

Proceed straight from the start of the level, ollie over the ledge next to the huge double set of stairs, and safely land on the ground level. Make sure to press X as you land if you get the "Big Drop" warning on your way down to

ground level.

Drop Out Roof Gap!

From the starting point, veer right and ollie onto the roof with the small overhang. Once there, proceed straight ahead, ollie through the window, drop down and land on the roof across the small alleyway.

Awning Hop

In the stage area of the level (where you found the letter K in S-K-A-T-E), use one of the planters on the far side of the area to launch yourself up to either one of the awnings.

Overhang Air

Use either one of the handicap access ramps in front of the gymnasium to air clear over the overhang in front of the entrance.

And Down the Bank!

Same as the "Over the Wall... " gap, only this gap requires you to land on the bank on the other side of the wall.

Carlsbad 11 Set

Ollie clear over the set of stairs in the "Carlsbad" secret area.

3 Points!!!

Enter the gymnasium and turn right. You should find yourself inside the basketball court part of the gym. Next, air clear over the basketball hoop using the quarterpipes on both sides of it.

Carlsbad Gap

Ollie clear over the grassy area next to the "Carlsbad 11 Set."

Crazy Roof Gap!

After you've done the "Drop Out Roof Gap!", proceed forward and grind the elevated rail across the big gap and onto the other roof. From here, proceed straight ahead and ollie onto the next roof.

2 Da Roof!!!

Simply get up to the roof (in the stage area) where you found the secret tape.

Mad Skeelz Roof Gap

Once you've done the "2 Da Roof!!!" gap, use one of the small ramps on the roof here to launch yourself across the small chasm and onto the opposite roof (without grinding on either one of the flags).

Huge Transfer!!!

Simply transfer the quarterpipes near "TC's Roof" in the "playground" area.

Suicidal Roof Gap!!!

Follow the instructions for the "Drop Out Roof Gap!" and the "Crazy Roof Gap!" to get yourself set up for this gap. Proceed to the left corner of the roof you're on, and Boneless down to "TC's Roof."

Balcony 2 Awning

From the start, stay to the left of the planter and proceed straight. Ollie over the railing to the "balcony" on the left side against a building. Hit the kicker ramp at the end of this "balcony" to launch yourself across a rather huge gap and onto the awning below.

Are You Serious?!!

Head over to the "Carlsbad" secret area, and gain some intense speed by airing off of the quarterpipe against the wall at one end of it. Next, proceed straight ahead (from the quarterpipe) and hit the large kicker you used to get the "Over the Wall..." and the "And Down the Bank!" gaps to launch yourself over to the roof of the building across the gargantuan gap.

Roll Call! Gonz Rail

Grind the kinked rail that's on the far left side of the playground area using the kicker ramp positioned next to it (it's to the left of TC's roof).

Gym Rail 2 Rail

Grind and ollie from one rail to the other in front of the entrance to the gymnasium.

Overhang Stomp!

Same as above, only instead of gapping from rail to rail, air from one rail and grind on the overhang located right above the entrance to the gymnasium.

Rack 'Em Up

Just past the "Roll Call! Opunsezmee" rail (see below), you'll notice two bike racks. Grind one, then ollie over to the next and grind along it.

Pole Stomp!

First, bump into the light pole located in the playground area of the level, against the back wall. This will knock the pole over. Next, grind along "Bendy's Curb," (see below) then ollie over to the fallen pole and grind it.

Roll Call! Opunsezmee!

Grind the kinked rail located in front of the bike racks needed for the "Rack 'Em Up" gap (see above).

Big Rancho Bench Gap

In the small stage area to the right of the start point, you'll find a series of low benches on one side of the stage. Grind along the first set, then ollie the rather large gap to the next set to complete this gap.

Pole 2 Brix!

Immediately after obtaining the "Pole Stomp!" gap (see above), ollie from the pole to the large planter in front of you and grind the low curb in front of it.

Bank 2 Ledge

Next to the bike racks in the playground, you should see a long bank stretching from one side of the area to the other. Starting from the bottom of the bank, get some speed and ollie off of it, landing in a grind along the ledge positioned against the high wall behind the bike racks.

Roll Call! Nightmare Rail!

From the start of the level, go straight ahead, to the left of the planter,

until you reach a long rail positioned next to the "Leap of Faith!!!" Grind this rail in its entirety to obtain the gap.

Bendy's Curb

Grind the curved ledge just before the pole needed for the "Pole Stomp!" gap (see above).

Flyin' the Flag!

Get to the roof via the stage area to the right of the starting point. Once there, use one of the small kicker ramps in front of you to launch yourself across the gap to one of the flags jutting out from the roof in front of you.

Stage Rail 2 Rail

First, head over to the "Big Rancho" stage area. See the rails that run lengthwise across the stage? Grind one, then ollie over to another to obtain this gap.

<< COMPLETE GAP LISTING COMING SOON! >>

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-= 7. Signature Move Listing =-
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Tony Hawk

Down, Left, Triangle: Overturn
Up, Down, Circle: Sacktap
Right, Down, Circle: The 900

Bob Burnquist

Up, Right, Triangle: Rocket Tailslide
Right, Down, Triangle: One Foot Smith
Left, Down, Circle: Racket Air

Steve Caballero

Right, Up, Triangle: Hang Ten
Up, Left, Square: Triple Kickflip
Right, Left, Circle: FS 540

Kareem Campbell

Down, Up, Triangle: Nosegrind To Pivot
Down, Up, Square: Ghetto Bird
Left, Down, Circle: Casper

Rune Glifberg

Left, Up, Triangle: One Foot Bluntslide
Left, Down, Square: Kickflip One Foot Tail
Left, Right, Circle: Christ Air

Eric Koston

Right, Down, Triangle: The Fandangle
Down, Up, Circle: Indy Frontflip
Down, Left, Circle: Pizza Guy

Bucky Lasek

Left, Down, Triangle: The Big Hitter
Up, Right, Circle: One Foot Japan
Left, Right, Circle: Fingerflip Airwalk

Rodney Mullen

Right, Left, Triangle: Heelflip Darkslide
Down, Left, Square: Nollieflip Underflip
Down, Right, Circle: Casper To 360 Flip

Chad Muska

Down, Right, Triangle: Hurricane
Up, Down, Circle: Mute Backflip
Right, Up, Circle: Muska Nose Manual

Andrew Reynolds

Up, Down, Triangle: Nosegrab Tailslide
Up, Right, Square: Triple Heelflip
Up, Down, Square: Hardflip Late Flip

Geoff Rowley

Left, Right, Triangle: Rowley Darkslide
Right, Down, Square: Double Hardflip

Right, Left, Square: Half Flip Casper

Elissa Steamer

Up, Left, Triangle: Madonna Tailslide

Left, Right, Square: Hospital Flip

Up, Down, Circle: Indy Backflip

Jamie Thomas

Down, Up, Triangle: Beni Fingerflip Crooks

Down, Right, Square: Laser Flip

Left, Up, Circle: One Foot Nose Manual

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== 8. Cheat Codes ==

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To activate/unlock the following codes, pause the game, hold L1, and enter the correct commands:

\$5,000 Cash

X, Down, Left, Right, Down, Left, Right.

All Gaps & Private Carrera

Down, Up, Left, Left, Circle, Left, Up, Triangle, Triangle, Up, Right, Square,

Square, Up, X.

Big Heads

Circle, Up, Left, Left, Square, Right, Up, Left.

Ultra Moon Physics

Left, Up, Left, Up, Down, Up, Square, Triangle, Left, Up, Left, Up, Down, Up,

Square, Triangle.

Easy Contest Win

Square, Circle, Right, Square, Circle, Right, Square, Circle, Right.

End Competition with \$10,000

Square, Circle, Right, Square, Circle, Right, Square, Circle, Right.

Fat Skater

X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

Infinite Special

X, Triangle, Circle, Circle, Up, Left, Triangle, Square.

Jet Pack Mode

Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up Up, Up, Up.

Kid Mode

Right, Square, Triangle, Up, Down.

Full Stats

X, Triangle, Circle, Square, Triangle, Up, Down.

Mirrored Levels

Up, Down, Left, Right, Triangle, X, Square, Circle, Up, Down, Left, Right,
Triangle, X, Square, Circle.

Moon Physics

X, Square, Left, Up, Down, Up, Square, Triangle.

No Blood

Right, Up, Square, Triangle.

Perfect Balance

Right, Up, Left, Square, Right, Up, Square, Triangle.

Skinny Skater

X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Unlock All Characters

Square, Circle, Right, Triangle, Circle, Right, Circle, Triangle, Right,
Square, Right, Up, Up, Left, Up, Square.

Unlock Everything

X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle,
Circle, X, Triangle, Circle.

Wireframe Mode

Down, Circle, Right, Up, Square, Triangle.

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-- 9. Closing Statement --

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First off, I would personally like to thank Neversoft and Activision for making such an amazing and innovative skateboarding game, as well as GameFAQs for posting this guide. Aside from that, any unauthorized use of any part of this guide is strictly FORBIDDEN unless you receive my consent.

If you or someone you know has anything they'd like to add to this guide, please e-mail me at spectorwrites@yahoo.com. I'll gladly accept any submissions, so send away!

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