

# Tony Hawk's Pro Skater 2 FAQ/Walkthrough

by Poopnug148

Updated to v1.0 on Dec 23, 2001

**This walkthrough was originally written for Tony Hawk's Pro Skater 2 on the PSX, but the walkthrough is still applicable to the PC version of the game.**

TONY HAWK'S PRO SKATER 2 FAQ/WALKTHROUGH

OPERATING SYSTEM: Playstation

CREATED BY: Poopnug148

VERSION: 1.0

THANKS TO: CJayC for posting this walkthrough and self maintaining one of the best and biggest FAQ/Walkthrough sites around.

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( 2 ( VERSION HISTORY
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Version: 1.0  
 Size: 98.5 kb  
 Submitted On: 12-01-01  
 Additions: Contains skater descriptions for Tony Hawk-Jamie Thomas. Has  
 walkthrough complete for the Hangar and the school.

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( 3 ( SKATER DESCRIPTIONS/STATS/BIOS
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```

01. Tony Hawk

```

-----
Stats:           Air (((((((      Style: Vert
                Hang Time (((((   Stance: Goofy
                Ollie ((
                Speed ((((((
                Spin (((((((((
                Landing (((((
                Switch (((
Rail Balance ((
Lip Balance ((((((
Manuals ((((((

```

Total Starting Stat Points: 50

Bio: Possibly the most influential skateboarder of all time. Tony has invented hundreds of tricks including the stalefish, madona, and 720, and is the only person to land the vaunted 900.

```

Skate: Full Skull 99      Weight (
      Birdhouse           Speed (
                        Durability (
                        Turning ((( <---- This stat depends on how tight
                                           you trucks are and not the
                                           type of deck.

```

```

Tricks: Flip Tricks: Up, Square      Pop Shove It
                        Up-Right, Square  Heelflip Varial Lien
                        Right Square      Heelflip
                        Right-Down, Square  Varial Heelflip
                        Down, Square      Front Side Shove It

```

Down-Left, Square	Varial Kickflip
Left, Square	Kickflip
Left-Up, Square	Kickflip To Indy
Up, Up, Square	Ollie North
Down, Down, Square	360 Flip

Grab Tricks: Up, Circle	Nosegrab
Up-Right, Circle	Mute
Right, Circle	Melon
Right-Down, Circle	Judo
Down, Circle	Tailgrab
Down-Left, Circle	Stalefish
Left, Circle	Indy Nosebone
Left-Up, Circle	Crossbone
Up, Up, Circle	Rocket Air
Down, Down, Circle	Airwalk

Lip Tricks: Up, Triangle	Gymnast Plant
Right, Triangle	Eggplant
Down, Triangle	180 Rock N Roll
Left, Triangle	Mute Invert

Specials: Down, Left, Triangle	Overtrun
Up, Down, Circle	Sacktap
Right, Down, Circle	The 900

## 02. Bob Burnquist

```

-----
Stats:           Air ((((((           Style: All Around
                Hang Time (((((       Stance: Regular
                Ollie (((((
                Speed (((((
                Spin (((((
                Landing (((
                Switch (((((((
Rail Balance ((
Lip Balance (((((((
Manuals (((
  
```

Total Starting Stat Points: 50

Bio: At 23, Sao Paulo, Brazil's Bob Burnquist has no equal. Since his first moments in the professional spotlight, he's continuously amazed the world of skating. His innovative switch-stance skating and unmistakable style combined with a true passion for every aspect of the sport have set him apart.

```

Skate: Stamp           Weight (
      The Firm         Speed (
                    Durability (
                    Turning (((
  
```

Tricks: Flip Tricks: Up, Square	Pop Shove It
Up-Right, Square	Inward Heelflip
Right Square	Heelflip
Right-Down, Square	Varial Heelflip
Down, Square	Front Side Shove It
Down-Left, Square	Varial Kickflip
Left, Square	Kickflip
Left-Up, Square	Hardflip
Up, Up, Square	Body Varial

	Down, Down, Square	360 Flip
Grab Tricks:	Up, Circle	Rocket Air
	Up-Right, Circle	Japan Air
	Right, Circle	Indy
	Right-Down, Circle	Indy Stiffy
	Down, Circle	Tailgrab
	Down-Left, Circle	Benihana
	Left, Circle	Method
	Left-Up, Circle	Varial
Lip Tricks:	Up, Triangle	Handplant
	Right, Triangle	Eggplant
	Down, Triangle	Rock N Roll
	Left, Triangle	Disaster
Specials:	Up, Down, Triangle	Rocket Tailslide
	Right, Down, Triangle	One Foot Smith
	Left, Down, Circle	Racket Air

03. Steve Caballero

--- -----

Stats:	Air	((((((	Style: All-Around
	Hang Time	((((	Stance: Goofy
	Ollie	((((	
	Speed	((((((	
	Spin	((	
	Landing	((((	
	Switch	((((	
	Rail Balance	((((((	
	Lip Balance	((((	
	Manuals	((	

Total starting stat points: 50

Bio: Cab has left his mark on three decades of skateboarding and considered a legend in the sport. Rising to the top as a vert champ in the 80's, he made the transition into an accomplished street skater in the 90's. along with innovating the Caballerial, a smooth style and longevity remain the hallmarks of his career.

Skate:

Tricks: Flip Tricks:	Up, Square	Ollie North
	Up-Right, Square	Body Varial
	Right Square	Heelflip
	Right-Down, Square	Varial Heelflip
	Down, Square	360 Flip
	Down-Left, Square	Front Side Shove It
	Left, Square	Kickflip
	Left-Up, Square	Kickflip to Indy
	Up, Up, Square	Front Foot Impossible
	Down, Down, Square	Hardflip
Grab Tricks:	Up, Circle	Stalefish
	Up-Right, Circle	Japan Air
	Right, Circle	Indy
	Right-Down, Circle	Madonna
	Down, Circle	Tailgrab
	Down-Left, Circle	Indy Nosebone

Left, Circle	Method
Left-Up, Circle	Madonna
Up, Up, Circle	Sal Flip
Down, Down, Circle	Airwalk

Lip Tricks: Up, Triangle	Axle Stall
Right, Triangle	Rock N Roll
Down, Triangle	Disaster
Left, Triangle	Nosestall

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

#### 04. Kareem Campbell

```

-----
Stats:      Air (((((((
            Hang Time ((
            Ollie ((((((
            Speed ((((((
            Spin (((((((
            Landing (((
            Switch ((((((
Rail Balance ((((((
Lip Balance ((
Manuals ((((((
            Style: Street
            Stance: Regular
  
```

Total starting stat points: 50

Bio: Born in New York and raised in L.A., Kareem's smooth metropolitan style is recognized on both coasts. When not skating, Kareem's probably overseeing one of his several skate companies or chilling with his son, lil Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest."

Tricks: Flip Tricks: Up, Square	Pop Shove it
Up-Right, Square	Inward Heelflip
Right Square	Heelflip
Right-Down, Square	Varial Heelflip
Down, Square	Front Side Shove it
Down-Left, Square	Varial Kickflip
Left, Square	Kickflip
Left-Up, Square	Hardflip
Up, Up, Square	360 Shove it
Down, Down, Square	360 Flip

Grab Tricks: Up, Circle	Nosegrab
Up-Right, Circle	Mute
Right, Circle	Indy
Right-Down, Circle	Roastbeef
Down, Circle	Tailgrab
Down-Left, Circle	Benihana
Left, Circle	Melon
Left-Up, Circle	Crossbone

Lip Tricks: Up, Triangle	Nose Stall
Right, Triangle	Axle Stall
Down, Triangle	Rock N Roll
Left, Triangle	Disaster

Specials: Down, Up, Triangle	Nosegrind to Pivot
------------------------------	--------------------

Down, Up, Square      Ghetto Bird  
Left, Down, Circle    Casper

05. Rune Glifberg

--- ---- -----

Stats:            Air ((((((            Style: Vert  
                 Hang Time ((((((          Stance: Regular  
                 Ollie (((((  
                 Speed ((((((  
                 Spin ((((((  
                 Landing (((  
                 Switch ((((  
Rail Balance ((((  
Lip Balance ((((((  
                 Manuals (((

Total starting stat points: 50

Bio: When Rune was 11 years old, a friend brought a skateboard to his home in Copenhagen, Denmark. Later, a skateboard brought Rune to his new home in Huntington Beach, CA. Here you'll find the all-terrain terrorist sessioning anything he could find: pools, streets, or massive vert ramps.

Tricks: Flip Tricks: Up, Square            Pop Shove it  
                         Up-Right, Square        Inward Heelflip  
                         Right Square            Heelflip  
                         Right-Down, Square      Varial Heelflip  
                         Down, Square            Front Side Shove it  
                         Down-Left, Square      Varial Kickflip  
                         Left, Square            Kickflip  
                         Left-Up, Square        Hardflip  
                         Up, Up, Square        Ollie North  
                         Down, Down, Square    360 Flip

Grab Tricks: Up, Circle            Nosegrab  
                         Up-Right, Circle        Mute  
                         Right, Circle            Indy Nosebone  
                         Right-Down, Circle      Indy Stiffy  
                         Down, Circle            Tailgrab  
                         Down-Left, Circle      Judo  
                         Left, Circle            Melon  
                         Left-Up, Circle        Crossbone

Lip Tricks: Up, Triangle            Handplant  
                         Right, Triangle        Eggplant  
                         Down, Triangle        Rock N Roll  
                         Left, Triangle        Disaster

Specials: Left, Up, Triangle        One Foot Bluntside  
                         Left, Down, Square    Kickflip 1 Foot Tail  
                         Left, Right, Circle    Christ Air

06. Eric Koston

--- ---- -----

Stats:            Air ((((  
                 Hang Time (((  
                 Ollie ((((((  
                 Speed ((((((  
                 Spin ((((  
                 Landing (((

Switch ((((((  
Rail Balance ((((((  
Lip Balance (((  
Manuals ((((((

Total starting stat points: 50

Bio: Perhaps the smoothest street pro there is, Koston makes difficult switch and nollie tricks look like simple childs play. Koston can imitate other riders' styles or tricks, or simply transition into the grind that bears his name - the K-grind.

Tricks: Flip Tricks: Up, Square	Pop Shove it
Up-Right, Square	Inward Heelflip
Right Square	Heelflip
Right-Down, Square	Varial Heelflip
Down, Square	Front Side Shove it
Down-Left, Square	Varial Kickflip
Left, Square	Kickflip
Left-Up, Square	Hardflip
Up, Up, Square	360 Shove it
Down, Down, Square	360 Flip

Grab Tricks: Up, Circle	Nosegrab
Up-Right, Circle	Mute
Right, Circle	Indy
Right-Down, Circle	Stalefish
Down, Circle	Tailgrab
Down-Left, Circle	Benihana
Left, Circle	Melon
Left-Up, Circle	Crossbone

Lip Tricks: Up, Triangle	Nosestall
Right, Triangle	Disaster
Down, Triangle	180 Rock N Roll
Left, Triangle	Rock N Roll

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

07. Bucky Lasek

--- -----

Stats: Air ((((((	Style: Vert
Hang Time ((((((	Stance: Regular
Ollie (((	
Speed ((((((	
Spin ((((((	
Landing (((	
Switch ((((((	
Rail Balance (((	
Lip Balance ((((((	
Manuals (((	

Total starting stat points: 50

Bio: Hardened on the east coast and currently refining his skills in Carisbad, CA, Bucky is equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter.

Tricks: Flip Tricks:	Up, Square	Ollie North
	Up-Right, Square	Heelflip Varial Lien
	Right Square	Heelflip
	Right-Down, Square	Varial Heelflip
	Down, Square	Front Side Shove it
	Down-Left, Square	Varial Kickflip
	Left, Square	Kickflip
	Left-Up, Square	Kickflip to Indy
	Up, Up, Square	Front Foot Impossible
	Down, Down, Square	360 Flip

Grab Tricks:	Up, Circle	Nosegrab
	Up-Right, Circle	Japan Air
	Right, Circle	Indy Nosebone
	Right-Down, Circle	Judo
	Down, Circle	Indy Stiffy
	Down-Left, Circle	Stalefish
	Left, Circle	Melon
	Left-Up, Circle	Crossbone

Lip Tricks:	Up, Triangle	Handplant
	Right, Triangle	Eggplant
	Down, Triangle	180 Rock N Roll
	Left, Triangle	Mute Invert

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

#### 08. Rodney Mullen

```

-----
Stats:      Air ((                Style: Street
            Hang Time ((          Stance: Regular
            Ollie ((((((
            Speed (((((
            Spin (((((((
            Landing ((
            Switch (((((((
Rail Balance ((((((
Lip Balance ((
Manuals (((((((

```

Total starting stat points: 50

Bio: The godfather of technical street skating. Rodney was a freestyle world champ 35 times over before bringing his mind-boggling skills to the street skating scene in 1990. The kickflip, kickflip underflip, impossible, 360-flip, casper, and darkslide are just a few of the patents on Rodney's exhaustive resume.

Tricks: Flip Tricks:	Up, Square	Pop Shove it
	Up-Right, Square	Inward Heelflip
	Right Square	Heelflip
	Right-Down, Square	Varial Heelflip
	Down, Square	Impossible
	Down-Left, Square	Varial Kickflip
	Left, Square	Hickflip
	Left-Up, Square	Hardflip
	Up, Up, Square	360 Shove it



	Down, Down, Square	360 Flip
Grab Tricks:	Up, Circle	Airwalk
	Up-Right, Circle	Mute
	Right, Circle	Indy
	Right-Down, Circle	Stalefish
	Down, Circle	Tailgrab
	Down-Left, Circle	Benihana
	Left, Circle	Melon
	Left-Up, Circle	Body Varial
Lip Tricks:	Up, Triangle	Nosestall
	Right, Triangle	Axle Stall
	Down, Triangle	Rock N Roll
	Left, Triangle	Disaster
Specials:	Right, Left, Triangle	Heelflip Darkslide
	Down, Left, Square	Nollieflip Underflip
	Down, Right, Circle	Casper to 360 Flip

09. Chad Muska

--- ---- -----

Stats:	Air (((	Style: Street
	Hang Time (((	Stance: Regular
	Ollie (((((((	
	Speed ((((((	
	Spin (((	
	Landing (((((((	
	Switch (((((	
Rail Balance	(((	
Lip Balance	(((	
Manuals	((	

Total starting stat points: 50

Bio: The Muska popularity grows each and every year, a fact most recently evidenced by his choice as Transworld's Street Skater of 1999. Perhaps inspired by a youth spent growing up in Las Vegas, Chad is constantly pushing both street skating and experiment design in ever more outrageous directions.

Tricks: Flip Tricks:	Up, Square	Pop Shove it
	Up-Right, Square	Inward Heelflip
	Right Square	Heelflip
	Right-Down, Square	Varial Heelflip
	Down, Square	Front Side Shove it
	Down-Left, Square	Varial Kickflip
	Left, Square	Kickflip
	Left-Up, Square	Hardflip
	Up, Up, Square	Sal Flip
	Down, Down, Square	360 Flip
Grab Tricks:	Up, Circle	Nosegrab
	Up-Right, Circle	Mute
	Right, Circle	Indy
	Right-Down, Circle	Roastbeef
	Down, Circle	Tailgrab
	Down-Left, Circle	Benihana
	Left, Circle	Melon
	Left-Up, Circle	Crossbone

Lip Tricks: Up, Triangle	Nosestall
Right, Triangle	Disaster
Down, Triangle	180 Rock N Roll
Left, Triangle	Rock N Roll

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

10. Andrew Reynolds

```

-----
Stats:      Air (((
            Hang Time ((
            Ollie ((((((
            Speed (((
            Spin (((
            Landing ((((((
            Switch (((
Rail Balance ((((((
Lip Balance (((
Manuals (((
  
```

Total starting stat points: 50

Bio: Andrew's only been a pro since 1996, but what he may lack in years, he make up for in control and pure guts. If you're in Los Angeles, and you see somebody going huge over a massive stair set with effortless style, odds are you're in the presence of Turtle Boy himself.

Tricks: Flip Tricks: Up, Square	Pop Shove it
Up-Right, Square	Inward Heelflip
Right Square	Heelflip
Right-Down, Square	Varial Heelflip
Down, Square	Front Side Shove it
Down-Left, Square	Varial Kickflip
Left, Square	Kickflip
Left-Up, Square	Hardflip
Up, Up, Square	360 Shove it
Down, Down, Square	360 Flip

Grab Tricks: Up, Circle	Nosegrab
Up-Right, Circle	Mute
Right, Circle	Indy
Right-Down, Circle	Roastbeef
Down, Circle	Tailgrab
Down-Left, Circle	Benihana
Left, Circle	Melon
Left-Up, Circle	Crossbone

Lip Tricks: Up, Triangle	Nosestall
Right, Triangle	Axle Stall
Down, Triangle	Rock N Roll
Left, Triangle	Disaster

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

11. Geoff Rowley

-----

Stats:           Air ((((((                   Style: Street  
           Hang Time ((                       Stance: Regular  
           Ollie ((((((  
           Speed ((((  
           Spin ((((  
           Landing ((((  
           Switch ((((  
  Rail Balance (((((((  
  Lip Balance ((((((  
  Manuals (((

Total starting stat points: 50

Bio: Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool to the top of the skate world. Currently living in Huntington Beach, CA, a few run-ins with the law haven't dampened his passion for long handrails and huge staircases.

Tricks: Flip Tricks: Up, Square               Pop Shove it  
                   Up-Right, Square           Inward Heelflip  
                   Right Square               Heelflip  
                   Right-Down, Square        Varial Heelflip  
                   Down, Square               Front Side Shove it  
                   Down-Left, Square         Varial Kickflip  
                   Left, Square               Kickflip  
                   Left-Up, Square           Hardflip  
                   Up, Up, Square            360 Shove it  
                   Down, Down, Square       360 Flip

Grab Tricks: Up, Circle                   Nosegrab  
                   Up-Right, Circle           Mute  
                   Right, Circle               Indy  
                   Right-Down, Circle        Japan Air  
                   Down, Circle               Tailgrab  
                   Down-Left, Circle         Benihana  
                   Left, Circle               Melon  
                   Left-Up, Circle           Crossbone

Lip Tricks: Up, Triangle                  Nosestall  
                   Right, Triangle           Disaster  
                   Down, Triangle            180 Rock N Roll  
                   Left, Triangle            Rock N Roll

Specials: Left, Right, Triangle Rowley Darkslide  
                   Right, Down, Square    Double Hardflip  
                   Right, Left, Square    Half Flip Casper

## 12. Elissa Steamer

Stats:           Air ((((((                   Style: Street  
           Hang Time (((                       Stance: Regular  
           Ollie ((((((  
           Speed ((((((  
           Spin ((((((  
           Landing ((((  
           Switch ((((  
  Rail Balance (((((((  
  Lip Balance ((((((  
  Manuals ((((((

Total starting stat points: 50

Bio: Originally from Ft. Myers, FL, Elissa has dominated nearly every all-girl event she has entered. Breaking down all barriers, she became the first female skater to have a pro model deck. Now living in L.A., Elissa skates like you wish you could.

Tricks: Flip Tricks:	Up, Square	Pop Shove it
	Up-Right, Square	Impossible
	Right Square	Heelflip
	Right-Down, Square	Varial Heelflip
	Down, Square	Front Side Shove it
	Down-Left, Square	Varial Kickflip
	Left, Square	Kickflip
	Left-Up, Square	Hardflip
	Up, Up, Square	360 Shove it
	Down, Down, Square	360 Flip

Grab Tricks:	Up, Circle	Nosegrab
	Up-Right, Circle	Mute
	Right, Circle	Indy
	Right-Down, Circle	Body Varial
	Down, Circle	Tailgrab
	Down-Left, Circle	Benihana
	Left, Circle	Melon
	Left-Up, Circle	Crossbone

Lip Tricks:	Up, Triangle	Nosestall
	Right, Triangle	Axle Stall
	Down, Triangle	Rock N Roll
	Left, Triangle	Disaster

Specials:	Up, Left, Triangle	Madonna Tailslide
	Left, Right, Square	Hospital Flip
	Up, Down, Circle	Indy Backflip

### 13. Jamie Thomas

--- -----

Stats:	Air (((	Style: Street
	Hang Time (((	Stance: Regular
	Ollie ((((((	
	Speed ((((((	
	Spin (((	
	Landing ((((((	
	Switch (((	
	Rail Balance ((((((	
	Lip Balance (((	
	Manuals (((	

Total starting stat points: 50

Bio: Originally from Alabama, Jamie has conquered some of the biggest gaps and longest rails ever seen - his video parts in Welcome to Hell and Mised Youth prove it. Jamie is also the only person to walk away from the infamous Leap of Faith with both legs intact.

Tricks: Flip Tricks:	Up, Square	Pop Shove it
	Up-Right, Square	Inward Heelflip
	Right Square	Heelflip
	Right-Down, Square	Varial Heelflip

Down, Square	Front Side Shove it
Down-Left, Square	Varial Kickflip
Left, Square	Kickflip
Left-Up, Square	Hardflip
Up, Up, Square	Sal Flip
Down, Down, Square	360 Flip

Grab Tricks: Up, Circle	Airwalk
Up-Right, Circle	Japan Air
Right, Circle	Indy Nosebone
Right-Down, Circle	Stalefish
Down, Circle	Ollie North
Down-Left, Circle	Benihana
Left, Circle	Melon
Left-Up, Circle	Crossbone

Lip Tricks: Up, Triangle	Nosepick
Right, Triangle	Disaster
Down, Triangle	180 Rock N Roll
Left, Triangle	Rock N Roll

Specials: Down, Up, Triangle	Beni Finger Flip Crooks
Down, Right, Square	Laser Flip
Left, Up, Circle	One Foot Nose Manual

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( 3 ( CAREER MODE GUIDE
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Welcome to my guide for the career mode of THPS2. I will try and be as complete as I can and include how to complete each goal, locations of every cash icon, and the location of all the gaps. Here we go.

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01. The Hangar Mullet Falls, MT
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Secret Areas  
-----

Secret area 1: Head down the rollin at the start of the level and head towards the far right side of the half pipe. Now try to grind on the propeller and it should open up the secret area. To enter it ride through the half pipe and the wall at the end should be gone. Inside you will find lots o cash icons.

Secret area 2: Head into the second area, behind the glass, and grind on the propeller of the helicopter and it will take off. Now the wall underneath the white sign should be gone and inside you will find some walls, a quarter pipe, and the secret tape.

Level Goals: High Score - 10,000	\$100
Pro Score - 25,000	\$200

Sick Score - 75,000	\$500
Collect S-K-A-T-E	\$150
Barrel Hunt	\$150
Collect 5 Pilot Wings	\$250
Nosegrind Over the Pipe	\$150
Hit 3 Hangtime Gaps	\$150
Find the Secret Tape	\$150
100% Goals and Cash	\$200

Subtotal	\$2000
----------	--------

Cash Found in Level	\$500
---------------------	-------

Total	\$2500
-------	--------

High Score - 10,000

----- - -----

Now this has got to be the easiest thing to do in the whole game. If you have played this game before then you can probily pull this off in one little combo, but for those of you who are beginners, here's an easy way. Just head straight from the start and launch off the half pipe and do a 540 boneless(Up, Up, release X) Nosegrab(Up, Circle) and you should have more than enough points.

Pro Score - 25,000

--- ----- - -----

Almost the same here. Start out doing the same thing and then just head into the half pipe and pull off some specials and you should get it in no time.

Sick Score - 75,000

----- - -----

Do the same thing but keep doing specials in the half pipe for a while longer. When you start to get barley any points for your moves, head out and start doing some special grinds around the quarter pipes that surround the level and combining some with manuals.

Collect S-K-A-T-E

----- - -----

S- Just head straight from the start and you should see the S floating on a bar over the half pipe. Just grind the rail to pick it up. Also while doing this, you might as well nosegrind the bar so that you can complete the "Nosegrind over the pipe" goal.

K- After getting out of the grind, the K will be hovering above the quarter pipe slightly to the left. You may have to perform a boneless to get this (Up, Up, Release X).

A- You know that plane that is sittin around in the starting area? Well it is on that. You should be able to get that for your self.

T- This letter, and the next, are in the second area of the level. To get there, you have to crash through the glass in the level by launching yourself off the quarter pipe on either side of the level. You should be able to take care of yourself from there.

E- After getting the T, gain some speed by doing some tricks off the quarter pipes around this area and then launch up the small quarter pipe in the back

with the sign over it and you should get the E. If not, skate around getting more points and speed and try again.

#### Barrel Hunt

----- ----

Barrel A- Head down the rollin when you start the level and turn left. You should see the first stack of barrels there.

Barrel B- Now turn around and head into the half pipe and you should see the next set of barrels.

Barrel C- Exit the half pipe and do a U-turn heading to the right so that you are on the far side of the half pipe. Here you should spot the next barrels.

Barrel D- Head into area two (see above goal). You should see these barrels by the wooden quarter pipe.

Barrel E- Now head under the white sign by here and you should see the last set of barrels under it.

#### Collect 5 Pilot Wings

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Wing A- Remember the propeller that you had to grind on to open secret area 1? Well it is on that propeller. If you don't know what I am talking about, then read the secret areas section for this level above.

Wing B- This ones kinda tough. Alright you know when you start the level and go down the rollin and pass between two quarter pipes? Well the pilot wing is directly above that. There are two ways that I know of to get this. One is to gain a lot of speed and launch from one quarter pipe to the other and pray that you get it. Another way, and easier way, is to gain some speed and launch up one of the quarter pipes and press triangle to grind on the pipe. If you are facing the right direction the you should see the pilot wing and a gap in front of you. Just keep your balance and ollie the gap to pick it up.

Wing C- In the first area there is a long straight rail behind the broken down plane. The pilot wing is floating on that rail. Just grind it or ollie into it to pick it up.

Wing D- Head into area two by breaking through the glass. There is a pilot wing above the wooden quarter pipe on the wall with the glass. Launch yourself up this and grab it. If you are having trouble, then get rid of the helicopter first. See secret area two.

Wing E- While still in area two, pick this one up by launching up the large metal quarter pipe on the glass wall side of the area.

#### Nosegrind Over the Pipe

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This ones simple. If you were following this guide then you should have already picked this one up. If not then all you have to do is perform a nosegrind (Up, Triangle) on any of the seven curved rails that are going over the half pipe.

#### Hit 3 Hangtime Gaps

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Not to tough to complete this one. The first gap is just launching over the half

pipe so go from either side of it and hop on over. The next one is just ollieing over the broken-down plane in this area so head on over and launch of one of the kickers on either side on use the stair like things. Next head into area two. All you have to do for this one is launch over the helicopter in here. You might have to gain some speed for this one. When you are ready, launch off either one of the kickers on each side of it to get the final hangtime gap.

#### Find the Secret Tape

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Open up secret area two. See above. The secret tape is floating above the wooden quarter pipe so launch yourself up there and get it.

#### 100% Goals and Cash

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\$50- Remember where the K was? Well this cash icon is just to the left of its previous location. It is pretty high up though.

\$50- Head into area two. Grind on the propeller of the helicopter to make it fly away revealing a rail with a cash icon on it. Grind away my boy, grind away.

\$50- Open up secret area one. Here there are a few cash icons floatin around. This is one of them.

\$50- Same as above.

\$50- Same as above.

\$50. Also in secret area one but a little harder to get. This one is floating over the entrance to this area. To get it, trick around in the half pipe here to gain some speed and then launch yourself over the gap hopefully picking up the cash on your way.

\$100- In secret area one just floating around above the half pipe. Launch up and grab it.

\$100- I hate this one!!! Alright what you have to do is go into area two and have the helicopter fly away. Once that's done gain a lot of speed in this area and when you think you are ready do some tricks off the quarter pipe opposite the wooden quarter pipe and then land heading straight. Now go forward and launch off the wooden quarter pipe while holding Up so that you fly through the glass. Now start holding triangle so that you will hopefully land in a grind on the light fixture containing the cash icon, but the troubles not over yet. You now have to keep your balance for a while and then be sure to ollie at the end or else you will fall and miss the cash.

#### Transfer Listings for the Hangar

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Not here yet check back next update.

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02. School II Southern Cali

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#### Secret Areas

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Secret area 1: It's kinda tough to get to this place and kinda hard to describe



so bear with me on this one. Alright, from the start of the level turn right down the first ramp like area with a rail in the middle. When you reach the bottom, turn left until you can turn right and get on the center section. Do so and head to the wooden quarter pipe to the right and do some fancy trick off of it to gain some speed. After landing, head forward. You see the little gap at the top of the building ahead? That's where we are headed. While still going straight, wait until you reach the end and ride down the wooden planks and launch yourself off the planter doing a boneless (Up, Up, release X). If you don't make it up there then you probably need more stats points on you air, hangtime, or speed. After you make it up, go forward a little and you now have to clear the huge gap in between the two buildings. Try to grind on one of the flag poles to help you out. Now drop down and you are finally in the secret area which contains a few cash icons.

Secret area 2: This ones a lot easier. Head down to the area with the "Roll Call! Opunsezmee Rail!". (See below). Now you have to hurry here because what you have to do is grind this whole rail when the timer reads 1:40. After grinding the rail, head forward and you should notice that the door to the gym is open. You can now go in there and trick around in the bowl and get the few transfers that are in there.

Level Goals: High Score - 15,000	\$200
Pro Score - 40,000	\$350
Sick Score - 100,000	\$500
Collect S-K-A-T-E	\$400
Wallride 5 Bells	\$500
Collect 5 Hall Passes	\$400
Kickflip TC's Roof Gap	\$400
Grind 3 Roll Call Rails	\$500
Find the Secret Tape	\$500
100% Goals and Cash	\$500
Subtotal	\$4250
Cash Found in Level	\$700
Total	\$4950

High Score - 15,000  
 -----

See Sick Score.

Pro Score - 40,000  
 -----

See Sick Score

Sick Score - 100,000  
 -----

Man until I found out how to open the gym in this level I had so much trouble getting the Sick Score because the only other real good place to do tricks is the two small quarter pipes near the start of the level and it is hard to do it there because the one quarter pipe is so small. Anyway, open up the gym (see secret areas above) and just do a whole bunch of stuff in the pool. If you do not like to do vert tricks and prefer street stuff then skate around the school going in and out of grind and making sure to combine a lot of them with manuals to pick up some good points.

Collect S-K-A-T-E

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S- Go straight from the start staying on the right side of the planter. You should see two paths with rails in the middle of them to the right and straight in front of you. Take the path to the right and grind the rail in the center all the way down and you should pick it up.

K- After getting out of the grind, head left and keep going until you can head up the slope to the right. Do so and turn right again at the top and you should see a wooden quarter pipe. The K is floating above it.

A- After landing, head straight and you should spot two tunnels. They both lead to the same location, but the one on the left is closer to where we want to go. Head through the left tunnel and you should see a rail to your left. Grind the rail and you will pick up the A and the "Roll Call! Opunsezmee Rail!" transfer.

T- After landing out of the grind, you should be in the area with all the classrooms. Turn right but stay on the higher part of the ground. When you reach the end of the path, you should see the T floating above a quarter pipe to the left. Hop on up and grab it.

E- After landing, head through the gap between the two buildings that should be in front of you. You should now see two small wooden quarter pipes. The E is floating above the left one.

Wallride 5 Bells

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This one sucks! I hate trying to do wallrides in this game! For those of you who do not know how to wallride in this game here is what you do. Skate towards a wall at about a 45 degree angle and ollie and hold triangle before you reach the wall and you should do it.

Bell A- You should have seen this one by now. This one is just to the right of the starting point by a small wooden kicker. You can use that to get into the wallride.

Bell B- After landing, head to the right down the right tunnel. At the bottom, head left and then keep going straight until you reach the end and head through an opening. After passing through, turn right and you should spot the bell on the far wall with some weird slope structure under it. Launch off the slope into a wallride and grab this bell.

Bell C- Now turn around and head towards the rail on the other side. Grind down the rail and turn right staying on the upper section. Head straight until you reach the end and you should have spotted the bell by now. This ones pretty tough but try your best to wallride and grab it.

Bell D- After this one, head straight down the slope until you reach a curved curb. If you grind this you will get the "Bendy's Curb" transfer. Anyway, ollie on top of the curb and you should notice the bell above a green dumpster. Try your best to wallride over the dumpster and try to grab the bell at the same time.

Bell E- Head back towards the "Roll Call! Opunsezmee Rail!" but don't go up to the upper section. Stay on the bottom and head past it. You should spot it on the left wall. Have fun.

Collect 5 Hall Passes

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Pass A- From the start of the level, head straight staying on the right side of the planter and head down the tunnel straight ahead. The one on the right leads to other stuff. Grind down the rail in the middle of the tunnel and pick up the pass on your trip down.

Pass B- After reaching the bottom of the tunnel, head straight ahead and you will pass by a few picnic tables. Keep going and you should see the hall pass floating around in the air. Just ollie, you might have to do a boneless (Up, Up, Release X), and you should pick it up.

Pass C- After grabbing the second pass, you should spot the next one off in the distance slightly to the left. Head towards it and you will notice that it is floating in between two rails. Just grind on the closest one and ollie at the end and pick it up.

Pass D- After grabbing that pass, head forward some more and turn around the left corner. You should see two small wooden quarter pipes on the left wall. The hall pass is floating above the one farthest away from you. Launch on up the ramp and grab it.

Pass E- Now land back down on the quarter pipe and you should see a huge planter in front of you. The final hall pass is floating above the upper section of the planter. Skate yourself up there and grind the top and you should pick it up.

#### Kickflip TC's Roof Gap

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Simple...simple...simple. Alright from the start of the level, head forward staying on the right side of the planter. Now you have to go to the lower section of the school and you have at least three ways to do it. One is to head down the tunnel in front of you where you picked up the first hall pass. Another way is to grind down the rail on the stairs all the way and pick up the "Roll Call! Nightmare Rail!" transfer. Also you can just jump off of the balcony and hope you land safely and pick up the "Leap of Faith!!!" transfer at the same time. Whichever one you do, head forward for quite a while until you see a small wooden kicker on the end of two portable classrooms sitting next to each other. Launch off the kicker and onto the first building. See the little gap between the two buildings? Well all you have to do is kickflip (Left, Square) over the little gap and you will pick this one up.

#### Grind Three Roll Call Rails

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All you have to do here is grind three specific rails. Its not to hard, but here is what you do anyways.

Roll Call! Nightmare Rail! - From the start of the level, head forward staying on the right side of the planter. When you reach the end, grind all the way down the rail on the stairs. This is most likely the hardest one to get because you have to keep your balance for a long time. Next!

Roll Call! Opunsezmee Rail! - After grinding down the first roll call rail, head forward until you can turn right. Do so and then turn left. Now head back right and up the slope. See the rail in the middle of the stairs? That is the rail we are looking for. Head up the stairs as best as you can and then grind down the rail to get this transfer.

Roll Call! Gonz Rail! - After landing from the grind, head forward through the

buildings and then turn left. You should see the small wooden kicker that you used to get on the building during the TC's Roof Gap goal. Head in that direction but turn left when you reach the two buildings. Now you should be in the area with the two small wooden quarter pipes on your left and a small wooden kicker in front. Launch off that kicker and land in a grind on the rail there. All Done!

#### Find The Secret Tape

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Alright, from the start of the level turn right down the first ramp like area with a rail in the middle. When you reach the bottom, turn left until you can turn right and get on the center section. Do so and head to the wooden quarter pipe to the right and do some fancy trick off of it to gain some speed. After landing, head forward. You see the little gap at the top of the building ahead? That's where we are headed. While still going straight, wait until you reach the end and ride down the wooden planks and launch yourself off the planter doing a boneless (Up, Up, release X). If you don't make it up there then you probably need more stats points on you air, hangtime, or speed. When you reach the roof where you have to jump the gap stop. Now if you can't see the secret tape from here... Anyway what you have to do is obviously launch off the kicker in front of you and easily pick up the tape on your way. Horray!!!

#### 100% Goals And Cash

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\$50 - When you start the level you should spot this little bugger floating on the opposite side of the entrance to the building on your left. Head around this structure and launch up the wooden quarter pipe and you should pick it up.

\$50 - This one is also visible from the start of the level. You should spot it floating above the awning to your right. Launch off the wooden kicker below and go into a wallride and wallie off into a grind on the awning and pick it up.

\$50 - From the start of the level, head straight staying on the left side of the planter until you reach the railing. Jump over on the far left side and you should land on a little roof with a kicker at the end. If you have enough speed, you should be able to launch off into the money and break both of your legs when you land. :P

\$50 - From the start of the level, head straight staying on the right side of the planter and go down the tunnel in front of you. As soon as you get out of the tunnel, turn right and you should come to a dead end with a wooden quarter pipe in it. Launch up the middle of this quarter pipe and you will get the cash.

\$50 - I HATE THIS ONE!!! Alright there are two ways to get this that I know of and both of them are kinda difficult. Here they are.

Method 1: From the start of the level, you should see a wooden kicker and an awning to your right. Launch off the wooden kicker below the awning and go into a wallride and wallie off into a grind on the awning and ollie out of it to your right. Now head down this path until you reach a window. Ollie out of the window and you will hopefully land on a roof. Head forward and launch off the ramp in front of you and land in a grind on the rail connecting the two buildings. Grind the whole thing, picking up a \$100 cash icon as you go, and ollie off at the end. Now it's up to you and you alone to ollie the big gap between these two buildings. Stay on the right side of the metal thing in the middle. When you reach the end of the roof, turn left and you should see the cash floating in midair. Now here is the hard part. You are to grab that thing just by jumping off the corner of this roof. You will most likely have to do a boneless to get

it.

\$50 - From the start of the level, head straight staying on the right side of the planter. As soon as you can, turn right into the tunnel. After you reach the end of the tunnel, head straight ahead until you reach the wall. The cash is by the entrance to the bathrooms.

\$50 - After getting the previous cash icon, turn around and go straight. Avoid the first planter you come to. When you reach the second one, launch up the slope on the end of it and land on the awning above. You will find the cash icon up here.

\$50 - Alright, from the start of the level turn right down the first ramp like area with a rail in the middle. When you reach the bottom, turn left until you can turn right and get on the center section. Do so and head to the wooden quarter pipe to the right and do some fancy trick off of it to gain some speed. After landing, head forward. You see the little gap at the top of the building ahead? That's where we are headed. While still going straight, wait until you reach the end and ride down the wooden planks and launch yourself off the planter doing a boneless (Up, Up, release X). If you don't make it up there then you probably need more stats points on you air, hangtime, or speed. After you make it up, go forward a little and you now have to clear the huge gap in between the two buildings. Try to grind on one of the flag poles to help you out. Drop down the end of the building. This cash icon will be floating on the curved rail slightly to your left. Pick her up.

\$100 - From the start of the level, head straight staying on the right side of the planter. As soon as you can, turn right into the tunnel. When you get out of the tunnel turn left. Head straight ahead until you reach the entrance to the next part but don't go through it. To your left should be a planter like structure with no plants. Ollie up this until you reach the top of it. Turn around facing the center section and you should notice that there is a ramp-like thing in the top of the planter-like thing. Launch up the ramp to get to an awning. Head about halfway down the awning and you should see it floating on the left edge. Grind along and grab it.

\$100 - From the start of the level you should notice an awning and a small wooden kicker below it to your right. Launch off the wooden kicker below and go into a wallride and wallie off into a grind on the awning. Jump off to the right and go forward until you reach a window. Ollie through the window and land on the roof. Now head forward and launch off the ramp in front of you. Try to land into a grind on the rail connecting the two buildings. The cash will be floating about halfway along the rail.

\$100 - Alright, from the start of the level turn right down the first ramp like area with a rail in the middle. When you reach the bottom, turn left until you can turn right and get on the center section. Do so and head to the wooden quarter pipe to the right and do some fancy trick off of it to gain some speed. After landing, head forward. You see the little gap at the top of the building ahead? That's where we are headed. While still going straight, wait until you reach the end and ride down the wooden planks and launch yourself off the planter doing a boneless (Up, Up, release X). If you don't make it up there then you probably need more stats points on you air, hangtime, or speed. After you make it up, go forward a little and you now have to clear the huge gap in between the two buildings. Try to grind on one of the flag poles to help you out. Drop down the end of the building. Head down the steps (if you can ollie/trick down all of them you will get the "Carlsbad 11 Set" transfer). Turn right at the bottom and you will spot a large wooden quarter pipe. The cash is floating above the quarter pipe. Launch on up and grab it.

Transfer Listings For The School II

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Not here yet. Check back next update.

Well that is it for now. Check back in a while for my next update which will contain much more stuff. Any questions, comments, suggestions, or anything else the e-mail me at: [Poopnug148@msn.com](mailto:Poopnug148@msn.com)

Until next time, enjoy!

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