

Tony Hawk's Pro Skater 2 FAQ

by DC

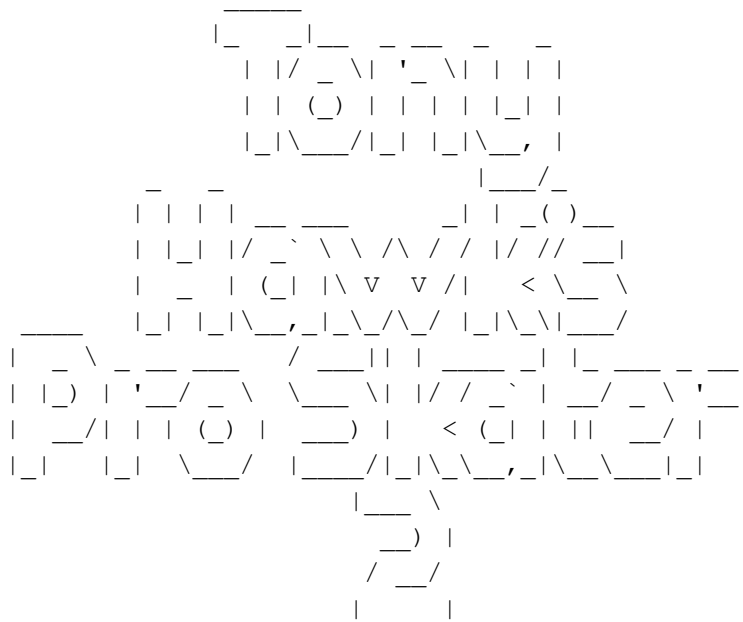
Updated to v1.01 on Apr 7, 2001

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.

Last updated : 7 April 2001 (Australian Time)

DC's Tony Hawks Pro Skater 2 Guide (PSX)

v1.01



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My AIM name is dcmagus

Be warned that I'm only on the net twice a week, don't expect replies from me which are ten minutes after you've sent the mail. Here's some guidelines about sending me mail:

1. Make sure you put the title of the game you're asking about in the subject. I've made a fair few FAQs, and it's a bit hard to work things out sometimes.
2. If it's an FAQ, make sure that it's not already in the guide!!! If it is, I'll do my best to ignore it.

If it's not in there, make sure that the details you provide are, well, DETAILED, and not sketchy. Examples are "Hi need to know how to get past this part, i'm in a room and stuck", I need to know where you are, etc.

3. Ask nicely. So far, most people have, but if your mail goes along the lines of "Hi, need code for B2, reply within the next hour otherwise I'll bomb you" will not get you anywhere.

That's it. Sorry for being a pain, but it had to be said.

Revision History:

- v0.1-Did sections 1-5, and the first level.
- v0.2-Rest of the walkthroughs done.
- v1.0-Guess who finally got their guide finished?
- v1.01-Name change!

Contents

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1) Introduction

YAY! Just got my copy of this last night (and I typed this up on Wednesday 4th October, it's great to finally get a game in Australia that came out roughly around the same time as it came out in the USA). Anyone who's taken/taking part in the Grind Session v Tony Hawk 2 debate, stop right now. Tony Hawk 2 is easily the best skateboarding game out there. It's so much better than the original Tony Hawk in so many ways... more skaters, more moves, a skate park editor, a skater editor (yes, you can make your own skater, cool!), and the new innovative things here and there (like the money system, and I don't know if this is innovative, but having Rage Against the Machine and Millencolin on the soundtrack is GREAT!), if there's one game you're going to buy this year, make it Tony Hawk 2. No, make it Vagrant Story, then Tony Hawk 2.

2) Controls

D-Pad

Doesn't really need explaining. But down slows you down.

-
X
-

Ollie : Press X to ollie. If you hold down X, you'll crouch, and when you let go, you'll ollie. The longer you hold down X, the higher you will ollie.

Nollie: Hit L2 and press X. It's an ollie that gives you points.

Manual: New to Tony Hawk 2 is the manual. Press Up, Down to do a normal manual, or Down, Up to do a nose manual (I think that's what it's called), but only when both of your wheels are on solid ground. Manuals are extremely useful as you can now chain a whole stack of moves together (e.g manual to kickflip to grind to kickflip to grind to manual again).

No Comply: For those who have played Tony Hawk, this is a nollie. Press Up, then X. Or you can hold X, tap up, and let go of X.

Boneless: For those who have played Tony Hawk, this is a Fastplant. Press Up, then Up + X. Or you can hold X, tap up twice, and let go of X.

Big Drop: Whenever you get the message "Big Drop", press X just as

you hit the ground to prevent yourself from bailing.

Triangle

Grind : When near a rail, curb, edge, or whenever you're near something you can grind, hold triangle to grind it. You can also hold a directional button and press Triangle to perform different tricks. The longer you grind, the weaker your balance gets. You'll notice your skater swaying from side to side, so balance him/her by using the Left and Right directional buttons. You'll need practice to get your balance right.

Grinds

Up + Triangle : FS Nosegrind
Up/Right + Triangle : FS Crooked \ The position of your board
Up/Right + Triangle : FS Overcrock / (normal or switch) depends on
which one is performed
Right + Triangle : FS Tailslide \ The position of your board
Right + Triangle : FS Noseslide / (normal or switch) depends on
which one is performed
Down/Right + Triangle : BS Feeble \ The position of your board
Down/Right + Triangle : BS Smith / (normal or switch) depends on
which one is performed
Down + Triangle : FS 5-0
Down/Left + Triangle : BS Feeble \ The position of your board
Down/Left + Triangle : BS Smith / (normal or switch) depends on
which one is performed
Left + Triangle : FS Tailslide \ The position of your board
Left + Triangle : FS Noseslide / (normal or switch) depends on
which one is performed
Up/Left + Triangle : FS Crooked \ The position of your board
Up/Left + Triangle : FS Overcrock / (normal or switch) depends on
which one is performed
Up, Up + Triangle : FS Bluntside
Down, Down + Triangle : FS Nosebluntside

Triangle : FS 50-50
Triangle (at 90 degrees : FS Boardslide
to the object)
Triangle (at 180 degrees : FS Lipside
to the object)

Lip Trick: When ever you come up near a lip of any vert object, if you hold Triangle and a directional button, your skater will perform a lip trick, which is where the skater will pause on the lip, performing a handstand, or something fancy. Just don't hold too long, otherwise you'll just end up falling off.

Wallride : When near a wall, and when you're airborne, hit Triangle to perform a wallride. You have to be parallel to the wall (or close to parallel)

Square

Flip Trick : When you hold a directional button and tap square, you will perform a flip trick. What's a flip? Where the skater will momentarily take his feet off the board perform some fancy trick, then land on the board again. The skaters most likely to use flip tricks are street skaters, as they are quick, but they don't give you as many points as you would get from a grab trick. I recommend using Flip Tricks only when on the street, to add some extra points to those grinds, in between manuals, and the like. You shouldn't waste Flip Tricks when you're on the halfpipes.

Circle

Grab Trick : When you hold a directional button and tap circle, you will perform a grab trick. What's a grab? Where the skater will grab onto his board, and the longer he can keep up in the air whilst holding their board, the more points they will score. This is really suited to vert skaters, and you'd be a little wacky to think of using it on anything/anywhere else other than when you've got tons of air. This is great for vert ramps, halfpipes, and when you're falling from high surfaces (e.g the school roofs, the train tracks, and the insanely high half and quarterpipes in Ventura).

--
L1
--

Spin : Helpful when doing tricks, hold this to spin. Be careful, overspin and you'll end up bailing.

--
L2
--

Nollie/Fakie : Basically an ollie that gives you points.

--
R1
--

Spin : Helpful when doing tricks, hold this to spin. Be careful, overspin and you'll end up bailing.

--
R2
--

Switch : Switch stances. Check the stance of your skater. If you're on switch (the opposite to his/her preferred stance), you'll get more points, but stability is a problem.

Miscellaneous

Quick Recovery: When you've just bailed, mash the keypad to get up faster.

3)Skaters

Name : Tony Hawk
Style : Vert
Stance : Goofy

Possibly the most influential skateboarder of all time, Tony has invented hundreds of tricks including the stale-fish, madonna and 720, and is the only person to land the vaunted 900.

Stats

Air : /////
Hang Time : /////
Ollie : //
Speed : /////
Spin : /////
Landing : /////
Switch : //
Rail Balance : //
Lip Balance : /////
Manuals : /////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Heelflip Varial Lien
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Kickflip to Indy
Up, Up + Flip : Ollie North
Right, Right + Flip : Empty
Down, Down + Flip : Empty
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Melon
Down/Right + Grab : Judo
Down + Grab : Tailgrab
Down/Left + Grab : Stalefish
Left + Grab : Indy Nosebone
Up/Left + Grab : Rocket Air
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Gymnast Plant

Right + Grind : Eggplant
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Mute Invert

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : FS-Overturn

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Sacktap
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : The 900 (Boo-yeah!)
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Bob Burnquist
Style : All Around
Stance : Regular

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.

Stats

Air : ///////////////
Hang Time : ///////////////
Ollie : ///////////////
Speed : ///////////////
Spin : ///////////////
Landing : ///////////////
Switch : ///////////////
Rail Balance : ///////////////
Lip Balance : ///////////////
Manuals : ///////////////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kicklip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : Body Varial
Right, Right + Flip : Empty
Down, Down + Flip : Empty
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Rocket Air
Up/Right + Grab : Japan Air
Right + Grab : Indy
Down/Right + Grab : Indy Stiffy
Down + Grab : Tailgrab
Down/Left + Grab : Benihana
Left + Grab : Method
Up/Left + Grab : Varial
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Handplant
Right + Grind : Eggplant
Down + Grind : Rock 'n' Roll
Left + Grind : Disaster

Specials:

Grinds

Up, Right + Grind : Empty

Up, Down + Grind : Rocket Tailslide
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : One Foot Smith
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Racket Air
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Steve Caballero
Style : All Around
Stance : Goofy

Cab has left his mark on three decades of skateboarding and is 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.

Stats

Air : /////
Hang Time : /////

Ollie : /////
Speed : /////
Spin : //
Landing : /////
Switch : /////
Rail Balance : /////
Lip Balance : /////
Manuals : //

Flip Tricks:

Up + Flip : Ollie North
Up/Right + Flip : Body Varial
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : 360 Flip
Down/Left + Flip : FS Shove It
Left + Flip : Kickflip
Up/Left + Flip : Kickflip to Indy
Up, Up + Flip : Front Foot Impossible
Right, Right + Flip : Empty
Down, Down + Flip : Hardflip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Stalefish
Up/Right + Grab : Japan Air
Right + Grab : Indy
Down/Right + Grab : Madonna
Down + Grab : Tailgrab
Down/Left + Grab : Indy Nosebone
Left + Grab : Method
Up/Left + Grab : Madonna
Up, Up + Grab : Sal Flip
Right, Right + Grab : Empty
Down, Down + Grab : Airwalk
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Axle Stall
Right + Grind : Rock 'n' Roll
Down + Grind : Disaster
Left + Grind : Nosestall

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Hang Ten
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty

Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Triple Kickflip
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : FS 540
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Kareem Campbell
Style : Street
Stance : Regular

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 li'l Reem. Kareem's advice for skaters: 'Do it for yourself and keep it honest'.

----- Stats

Air : ///////////
Hang Time : ///
Ollie : ///////////
Speed : ///////
Spin : ///////////
Landing : /////
Switch : ///////
Rail Balance : ///////////
Lip Balance : ///
Manuals : ///////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : 360 Shove It
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Indy
Down/Right + Grab : Roastbeef
Down + Grab : Melon
Down/Left + Grab : Benihana
Left + Grab : Tailgrab
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Axle Stall
Down + Grind : Rock 'n' Roll
Left + Grind : Disaster

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Nosegrind to Pivot
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty

Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Ghetto Bird
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Casper (it's a lot like a manual)
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Rune Glifberg
Style : Vert
Stance : Regular

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 can find: pools, streets or massive vert ramps.

----- Stats

Air : //////////
Hang Time : //////////
Ollie : ///////
Speed : //////////
Spin : ///////
Landing : ///////
Switch : ///////
Rail Balance : ///////
Lip Balance : //////////
Manuals : //////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : Kickflip
Down/Left + Flip : Varial Kickflip
Left + Flip : FS Shove It

Up/Left + Flip : Hardflip
Up, Up + Flip : Ollie North
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Indy Nosebone
Down/Right + Grab : Indy Stiffy
Down + Grab : Tailgrab
Down/Left + Grab : Judo
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Handplant
Right + Grind : Eggplant
Down + Grind : Rock 'n' Roll
Left + Grind : Disaster

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : One Foot Bluntside
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Kickflip 1 Foot Tail
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Christ Air
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Eric Koston
Style : Street
Stance : Goofy

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

----- Stats

Air : /////
Hang Time : ////
Ollie : //////////
Speed : //////////
Spin : /////
Landing : /////
Switch : //////////
Rail Balance : //////////
Lip Balance : ////
Manuals : //////////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : 360 Shove It
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute

Right + Grab : Indy
Down/Right + Grab : Stalefish
Down + Grab : Tailgrab
Down/Left + Grab : Benihana
Left + Grab : Method
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Disaster
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Rock 'n' Roll

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : The Fandangle
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty

Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Indy Frontflip
Down, Right + Grab : Empty
Down, Left + Grab : Pizza Guy

Name : Bucky Lasek
Style : Vert
Stance : Regular

Hardened on the East Coast and currently refining his skills in Carlsbad, California, 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.

Stats

Air : //////////
Hang Time : //////////
Ollie : ////
Speed : //////////
Spin : //////////
Landing : ////
Switch : //////////
Rail Balance : ////
Lip Balance : //////////
Manuals : ///

Flip Tricks:

Up + Flip : Ollie North
Up/Right + Flip : Heelflip Varial Lien
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Kickflip to Indy
Up, Up + Flip : Front Foot Impossible
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Japan Air
Right + Grab : Indy Nosebone
Down/Right + Grab : Judo
Down + Grab : Indy Stiffy
Down/Left + Grab : Stalefish
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty

Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Handplant
Right + Grind : Eggplant
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Mute Invert

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : The Big Hitter
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : One Foot Japan
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Fingerflip Airwalk
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Rodney Mullen
Style : Street

Stance : Regular

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.

Stats

Air : ///
Hang Time : ///
Ollie : //////////
Speed : //////////
Spin : ///////////
Landing : ///
Switch : ///////////
Rail Balance : //////////
Lip Balance : ///
Manuals : //////////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : Impossible
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : 360 Shove It
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Airwalk
Up/Right + Grab : Mute
Right + Grab : Indy
Down/Right + Grab : Stalefish
Down + Grab : Tailgrab
Down/Left + Grab : Benihana
Left + Grab : Melon
Up/Left + Grab : Body Varial
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Axle Stall
Down + Grind : Rock 'n' Roll
Left + Grind : Disaster

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Heelflip Darkside
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Nollieflip Underflip

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Up, Down + Grab : Empty
Up, Right + Grab : Empty
Up, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Casper to 360 Flip
Down, Left + Grab : Empty

Name : Chad Muska
Style : Vert
Stance : Regular

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

more outrageous directions.

Stats

Air : /////
Hang Time : /////
Ollie : /////
Speed : /////
Spin : /////
Landing : /////
Switch : /////
Rail Balance : /////
Lip Balance : /////
Manuals : //

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : Sal Flip
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Indy
Down/Right + Grab : Roastbeef
Down + Grab : Tailgrab
Down/Left + Grab : Benihana
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Disaster
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Rock 'n' Roll

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty

Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Hurricane
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Mute Backflip
Up, Left + Grab : Empty
Right, Up + Grab : Muska Nose Man
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Andrew Reynolds
Style : Street
Stance : Regular

Andrew's only been a pro since 1996, but what he may lack in years, he makes 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.

Stats

Air : ////
Hang Time : //
Ollie : //////////

Speed : ////
Spin : /////
Landing : //////////////
Switch : /////
Rail Balance : //////////////
Lip Balance : ////
Manuals : ///

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : 360 Shove It
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Indy
Down/Right + Grab : Roastbeef
Down + Grab : Tailgrab
Down/Left + Grab : Benihana
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Axle Stall
Down + Grind : Rock 'n' Roll
Left + Grind : Disaster

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Nosegrab Tailslide
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty

Down, Left + Grind : Empty

Flips

Up, Right + Flip : Triple Heelflip
Up, Down + Flip : Hardflip Lateflip
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Geoff Rowley
Style : Street
Stance : Regular

Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool to the top of the skating 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.

----- Stats -----

Air : /////
Hang Time : ///
Ollie : /////
Speed : ///
Spin : /////
Landing : /////
Switch : ///
Rail Balance : /////
Lip Balance : /////
Manuals : ///

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : 360 Shove It
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Indy
Down/Right + Grab : Japan Air
Down + Grab : Tailgrab
Down/Left + Grab : Benihana
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Disaster
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Rock 'n' Roll

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Rowley Darkslide
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Double Hardflip
Right, Left + Flip : Halfflip Casper

Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Elissa Steamer
Style : Street
Stance : Regular

Originally from Ft. Myers, Florida, Elissa has dominated nearly every all-girl event she's 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.

Stats

Air : //////////
Hang Time : /////
Ollie : //////
Speed : //////
Spin : //////////
Landing : /////
Switch : //////
Rail Balance : //////////
Lip Balance : //////
Manuals : //////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Impossible
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : 360 Shove It
Right, Right + Flip : Empty

Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Indy
Down/Right + Grab : Body Varial
Down + Grab : Tailgrab
Down/Left + Grab : Benihana
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Axle Stall
Down + Grind : Rock 'n' Roll
Left + Grind : Disaster

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Madonna Tailslide
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Hospital Flip
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty

Up, Down + Grab : Indy Backflip
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Jamie Thomas
Style : Street
Stance : Regular

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.

Stats

Air : /////
Hang Time : ////
Ollie : //////////
Speed : //////////
Spin : /////
Landing : //////////
Switch : ////
Rail Balance : //////////
Lip Balance : ////
Manuals : ////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : Sal Flip
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Airwalk
Up/Right + Grab : Japan Air
Right + Grab : Indy Nosebone
Down/Right + Grab : Stalefish
Down + Grab : Ollie North

Down/Left + Grab : Benihana
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosepick
Right + Grind : Disaster
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Rock 'n' Roll

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Empty
Down, Up + Grind : Beni Fingerflip Crooks
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Laser Flip
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : One Foot Nose Manual
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty

Down, Left + Grab : Empty

Name : Officer Dick
Style : Street
Stance : Regular

As a youth, poor Richard Envee was deemed a 'Poser' by other skaters. Distraught and overtaken by the need for revenge, Dick vowed to some day become what those skaters feared most... the long arm of the law!

Stats

Air : //////////
Hang Time : //////////
Ollie : ///////
Speed : ///////////
Spin : ///////
Landing : /////
Switch : //////////
Rail Balance : /////
Lip Balance : /////
Manuals : /////

Flip Tricks:

Up + Flip : Ollie North
Up/Right + Flip : Heelflip Varial Lien
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Kickflip To Indy
Up, Up + Flip : Front Foot Impossible
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Indy Nosebone
Down/Right + Grab : Judo
Down + Grab : Tailgrab
Down/Left + Grab : Stalefish
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall

Right + Grind : Disaster
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Rock 'n' Roll

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Empty
Left, Down + Grind : Lazy A Grind
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Assume the Position
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Salute
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Spiderman
Style : Street
Stance : Regular

Given fantastic powers after being bitten by a radioactive spider,
Peter Parker skates and fights crime as the Amazing SpiderMan.
SpiderMan's super strength, enhanced reflexes, wall crawling and web

slinging make him one of the most spectacular skateboarders around.

Stats

Air : ///////////////
Hang Time : ///////////////
Ollie : ///////////
Speed : ///////////
Spin : ///////////
Landing : ///////////
Switch : ///////////
Rail Balance : ///////////////
Lip Balance : ///////
Manuals : //////////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : 360 Shove It
Right, Right + Flip : Empty
Down, Down + Flip : 360 Flip
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Mute
Right + Grab : Indy
Down/Right + Grab : Roastbeef
Down + Grab : Tailgrab
Down/Left + Grab : Benihana
Left + Grab : Melon
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Disaster
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Rock 'n' Roll

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty

Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Empty
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Spidey Grind
Left, Down + Grind : Empty
Down, Up + Grind : Empty
Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Do What a Spider Can
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Spidey Flip
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Empty
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

Name : Private Carrerra
Style : Street
Stance : Regular

Originally from Roswell, NM, army brat Private Carrerra is ready for action. If it's hard, like skateboarding... she's on it! Creator of such classic skate moves such as the Ho Ho-Ho and Somi Spin, Carrerra is always ready for some stiff competition.

Stats

Air : /////
Hang Time : /////

Ollie : /////
Speed : //////
Spin : /////
Landing : /////
Switch : /////
Rail Balance : ///////
Lip Balance : ///////
Manuals : ///////

Flip Tricks:

Up + Flip : Pop Shove It
Up/Right + Flip : Inward Heelflip
Right + Flip : Heelflip
Down/Right + Flip : Varial Heelflip
Down + Flip : FS Shove It
Down/Left + Flip : Varial Kickflip
Left + Flip : Kickflip
Up/Left + Flip : Hardflip
Up, Up + Flip : Empty
Right, Right + Flip : Empty
Down, Down + Flip : Empty
Left, Left + Flip : Empty

Grab Tricks:

Up + Grab : Nosegrab
Up/Right + Grab : Indy
Right + Grab : Mute
Down/Right + Grab : Roastbeef
Down + Grab : Melon
Down/Left + Grab : Benihana
Left + Grab : Tailgrab
Up/Left + Grab : Crossbone
Up, Up + Grab : Empty
Right, Right + Grab : Empty
Down, Down + Grab : Empty
Left, Left + Grab : Empty

Lip Tricks:

Up + Grind : Nosestall
Right + Grind : Disaster
Down + Grind : 180 Rock 'n' Roll
Left + Grind : Rock 'n' Roll

Specials:

Grinds

Up, Right + Grind : Empty
Up, Down + Grind : Empty
Up, Left + Grind : Empty
Right, Up + Grind : Empty
Right, Down + Grind : Fifty-5 Ho Train
Right, Left + Grind : Empty
Left, Up + Grind : Empty
Left, Right + Grind : Ho Ho Handplant (Lip Trick)
Left, Down + Grind : Empty
Down, Up + Grind : Empty

Down, Right + Grind : Empty
Down, Left + Grind : Empty

Flips

Up, Right + Flip : Empty
Up, Down + Flip : Empty
Up, Left + Flip : Empty
Right, Up + Flip : Empty
Right, Down + Flip : Empty
Right, Left + Flip : Empty
Left, Up + Flip : Empty
Left, Right + Flip : Empty
Left, Down + Flip : Empty
Down, Up + Flip : Empty
Down, Right + Flip : Empty
Down, Left + Flip : Empty

Grabs

Up, Right + Grab : Empty
Up, Down + Grab : Empty
Up, Left + Grab : Empty
Right, Up + Grab : Empty
Right, Down + Grab : Double Splits
Right, Left + Grab : Empty
Left, Up + Grab : Empty
Left, Right + Grab : Empty
Left, Down + Grab : Empty
Down, Up + Grab : Empty
Down, Right + Grab : Empty
Down, Left + Grab : Empty

4) Music

The music in THPS2 is best summed up by the line in Guerilla Radio:
TURN THAT **** UP! To change tracks while you're playing, hit Start,
go to sound levels, and pick the track you want to change to. Below
is a list of all the tracks, and the album that it comes off. If you
really like the song, you'll a) rush out and buy the CD, or b) open
up Napster. I've put in a little description of the song, but it's
only my opinion. The only song I've got any beef with is that song
by Powerman5000. That's only one man's opinion, okay? So don't come
flaming me...

Track 1

Papa Roach - Blood Brothers
From the album Infest, 2000

Track 2

Anthrax/Public Enemy - Bring the Noise
From the album Attack of the Killer B's, 1991

Track 3

Rage Against the Machine - Guerilla Radio
From the album Battle of Los Angeles, 1999

Track 4

Naughty By Nature - Pin The Tail on The Donkey
From the album Naughty by Nature, 1991

Track 5

Bad Religion - You
From the album Out of Control, 1989

Track 6

Powerman5000 - When Worlds Collide
From the album Tonight the Stars Revolt!, 1999

Track 7

Millencolin - No Cigar
From the album Pennybridge Pioneers, 1999

Track 8

The High and Mighty - B-Boy Document
From the album Home Field Advantage.

Track 9

Dub Pistols - Cyclone
From the album Point Blank, 1998

Track 10

Lagwagon - May 16
From the album Lets Talk About Feelings

Track 11

Styles of Beyond - Subculture

From the album (Sorry, I think it's on an EP)

Track 12

Consumed - Heavy Metal Winner

From the album Breakfast at Pappas

Track 13

Fu Manchu - Evil Eye

From the album The Action is Go

Track 14

Alley Life featuring Black Planet - Out With The Old

From the upcoming album Froggadelic

Track 15

Swingin' Utters - Five Lessons Learned

From the album Five Lessons Learned

????

Born Allah - City Star

???

This plays during Kareem Campbell's clip.

5)Game Basics

The game's menu screen is a wheel. Or if you like, a donut. You'll have these options to pick from:

Career Mode : Skate around the parks, collecting cash, completing objectives.

Single Session : Like Career Mode, but only for a single go.

Free Skate : Exactly like the name says. Pick a park that you've unlocked, and skate all you want. This is great as you can get some practice in for those tricky gaps (VB Transfers anyone?) and if you get any gaps, they are marked off in the Gap Checklist.

2 Player : Pick from one of these modes:

Graffiti : In this mode, you and your pal have to beat each other by "claiming" as many items as you can, by doing a trick on it. Once you've tricked on it, the object will turn your colour, and in order for your pal to claim it as his/hers, they'll need to perform a higher trick on that object. Whoever's claimed the most objects, wins.

Trick Attack : Head to head skating, and the object is to get the highest score.

Horse : Pick a string of letters that you want to use first (I like to use Y-O-U-S-U-C-K), and then you can get into this mode. It's a case of "anything you can do, I can do better". The first player will get a chance to perform a trick and set a score. The second player will then get a chance to beat this score. If they do, play switches back and forth until one person can't beat the other's score. The loser will get a letter, and when they complete the word, they lose.

Tag : Interesting new mode. One person will be "it", and they have to tag the other person. Each person can slow the other person down by doing tricks, and whoever's "it" at the end loses.

Free Skate : I don't need to explain this. Unless you're stupid =)

Create Skater : Create up to four new skaters. More on this later.

Park Editor : Create your own skate park. More on this later.

Options : Set your options, view the Gap Checklist, and check out the demo for Mat Hoffman's BMX. Coming soon...

The Trick System

A few things are essential to getting really high scores in THPS2: Grinding, Chaining, and err.. Chaining. Anyway. The trick system works like this : each time you do a trick, it's point value goes down by 20%. That is, 20% everytime you actually land it properly. So don't go around thinking that you can land a 900 every five seconds (that's pretty impossible), and think that you can score the same amount of points at the same time. Just not possible.

Then there's chaining, or linking. What this is is basically stringing together a whole bunch of moves that can drastically change the average scores that you get. You wonder how people can get scores of 200000+? This is how. Say you go to grind a ledge. If you grind it all the way to the end, you'll get, hmm... we'll just say 250 points for the moment. Boring, huh?

So instead of just a boring grind, before grinding, how about you do a No Comply, to a Tailslide, then while you're grinding, you jump and to a Kickflip, then Noseslide, jump off, do a Manual, and then do a Heelflip? Usually, if you did these one by one, you'd get significantly less than chaining everything together. Be careful though, the more you chain, the more likely

you are to bail.

Let's do something I know the points for. Okay, go from a Nosegrind (worth 145 points), to a manual (worth 50), and then to a Boardslide (worth 140). If you did these tricks separately, you'd score:

$145+50+140= 335$ points

However, since you linked all of the moves together, you'll get the 335 points, but then you'll multiply it by the number of moves you linked together. So that's:

$335 \times 3 = 1005$ points

Understand? So this is the formula for scoring in THPS2:

Sum of tricks x Tricks linked together

The maximum multiplier you can have is 30, I think.

Gaps are also multipliers. Say you do the combo above, but right after the last Boardslide, you hit a gap, and the gap is worth 200 points. The gap is then added along to your chain of moves, so it will now look like:

$145+50+140+200= 535$ points

then

$535 \times 4 = 2140$ points

See what gaps are for now?

Another multiplier is spinning. When you're in the air, pulling off that Crossbone, just remember to rotate as much as you can because every rotation that you pull off will multiply your base score.

180 rotation: Multiplier of 1.5

360 rotation: Multiplier of 2

540 rotation: Multiplier of 3

720 rotation: Multiplier of 4

900 rotation: Multiplier of 5

Spin, spin, spin!

Two other point increasers : Switch and Ratings.

Press R2 to switch your skater into their non-preferred style. Any tricks done in the switch position are given a 20% bonus, and it counts as a totally different trick, so if you've burnt out the Benihanas on your preferred style, switch and do them all over again.

Ratings are new to Tony Hawk 2. Whenever you go for a grab move, and I think you have to do more than a 360, THPS2 will now judge you

on your landing skills. If you land straight, you get a perfect, and a 50% bonus to that trick's value. If land diagonally or really messily, you'll get a sloppy rating and have your trick's value deducted by 30%.

Tips on tricking:

-Before doing any trick, make sure that you do a No Comply or a Boneless so that the multiplier goes up.

Trick Listing

Flip Tricks

Name	Cost	Point Value	Switch Value
Pop Shove It	\$500	100	120
FS Shove It	\$500	100	120
Kickflip	\$500	100	120
Heelflip	\$500	100	120
Impossible	\$500	250	300
Body Varial	\$750	500	600
Varial Heelflip	\$1000	300	360
Varial Kickflip	\$1000	300	360
360 Shove It	\$1000	300	360
Hardflip	\$1000	300	360
Ollie North	\$1500	500	600
360 Flip	\$1500	500	600
Inward Heelflip	\$1500	350	420
Front Foot Impossible	\$1500	700	840
Kickflip to Indy	\$2000	700	840
Heelflip Varial Lien	\$2000	800	960
360 Flip to Mute	\$2500	800	960

Note: The Ollie North can be held like a grab trick, for more points.

Grab Tricks

Name	Cost	Point Value	Switch Value
Mute	\$500	180	210
Stalefish	\$500	175	210
Nosegrab	\$500	150	180
Indy Nosebone	\$500	150	180
Melon	\$500	150	180
Tailgrab	\$500	150	180
Roastbeef	\$500	150	180
Benihana	\$500	300	360
Indy	\$500	150	180
Japan Air	\$500	175	210
Method	\$750	250	300
Rocket Air	\$750	250	300
Crossbone	\$750	175	210
Airwalk	\$1000	250	300
Judo	\$1000	300	360
Indy Stiffy	\$1000	250	300
Madonna	\$1000	250	300
Varial	\$1500	900	1080
Sal Flip	\$1750	900	1080

Notes: The Varial and Sal Flip cannot be held like a normal grab trick.

Lip Tricks

Name	Cost	Point Value	Switch Value
Rock N Roll	\$500	500	600
Axle Stall	\$500	500	600
180 Rock N Roll	\$1500	750	900
Nosestall	\$1500	750	900
Disaster	\$1500	800	960
Handplant	\$2000	750	900

Eggplant	\$2500	900	1080

Nosepick	\$2500	900	1080

Mute Invert	\$3500	1000	1200

One Foot Invert	\$4000	1500	1800

Gymnast Plant	\$5000	1500	1800

Specials - Grinds

Name	Cost	Point Value	Switch Value

One Foot Smith	\$7500	Variable	Variable

Darkslide	\$7500	Variable	Variable

Overturn	\$8500	Variable	Variable

Hurricane	\$8500	Variable	Variable

Nosegrab Tailslide	\$8500	Variable	Variable

Madonna Tailslide	\$8500	Variable	Variable

Rocket Tailslide	\$8500	Variable	Variable

Nosegrind to Pivot	\$9000	Variable	Variable

One Foot Bluntslide	\$9500	Variable	Variable

The Fandangle	\$9500	Variable	Variable

Rowley Darkslide	\$9500	Variable	Variable

Hang Ten	\$10000	Variable	Variable

The Big Hitter	\$10000	Variable	Variable

Beni F-Flip Crooks	\$10500	Variable	Variable

One Foot Nose Manual	\$10500	Variable	Variable

Heelflip Darkslide	\$11500	Variable	Variable

Specials - Grab/Flip Tricks

Name	Cost	Point Value	Switch Value

Triple Kickflip	\$7500	1250	1450

Hardflip Late Flip	\$7500	1500	1800

Double Hardflip	\$7500	1500	1800

540 Flip	\$7500	1250	1500

Shove It Rewind	\$8000	1250	1500

Fingerflip Airwalk	\$8000	1500	1800
Christ Air	\$8500	1000	1200
Laser Flip	\$9000	1500	1800
Kickflip McTwist	\$9000	3500	4200
FS 540	\$9500	3500	4200
Triple Heelflip	\$9500	1700	2040
Half Flip Casper	\$9500	1250	1500
Hospital Flip	\$9500	1250	1500
Sacktap	\$10000	1500	1800
Racket Air	\$10000	1500	1800
Kickflip 1 Foot Tail	\$10000	1250	1500
Nollieflip Underflip	\$10000	1500	1800
One Foot Japan	\$10000	1250	1500
Ghetto Bird	\$11000	1750	2100
Indy Frontflip	\$11000	4000	4800
Pizza Guy	\$11500	1750	2100
Mute Backflip	\$11500	4500	5400
Indy Backflip	\$11500	4000	4800
The 900	\$15000	8000	9600

Specials - Other

Name	Cost	Point Value	Switch Value
Casper	\$9500	Variable	Variable
One Foot Nose Manual	\$10500	Variable	Variable
Muska Nose Manual	\$11500	Variable	Variable
Casper to 360 Flip	\$12000	Variable	Variable

6) Walkthrough

The Hangar, Mullet Falls (gotta love the name)

Objectives:

High Score of 10000	- \$100 reward
Pro Score of 25000	- \$200 reward
Sick Score of 75000	- \$500 reward
Collect S-K-A-T-E	- \$150 reward
Barrel Hunt	- \$150 reward
Collect 5 Pilot Wings	- \$250 reward
Nosegrind Over The Pipe	- \$150 reward
Hit 3 Hangtime Gaps	- \$150 reward
Find The Secret Tape	- \$150 reward
100% Goals and Cash	- \$200 reward

Basically a rehashing of the Warehouse level in THPS, this is a great place to touch up on your skills. Note that the glass wall is smashable (hey, just because I didn't know...)

Secrets:

- Glass wall in middle is smashable. =)
- If you grind the propeller in the halfpipe (well, not in the halfpipe, on the wall of the halfpipe), you'll open up a "fan room" with two quarterpipes and some dosh.
- If you grind one of the chopper blades right to the end, you will open up another secret area, which contains the secret tape.

High Score of 10000

Too easy. Head to the halfpipe and start tricking around.

Pro Score of 25000

Stay in the halfpipe and trick some more.

Sick Score of 75000

You can remain in the halfpipe if you want, or you can get out and start grinding the quaterpipes. If you want a huge combo, follow these steps:

Smash through the glass, and you'll arrive in an area with a helicopter. Grind one of the chopper's blades (all the way to the end), and then the chopper will fly up and crash somewhere. You should have noticed a opening to your left ("your left" is the starting position's left). Don't go in there, but do try and grab as much air as you can off the little wooden quarterpipe there, remembering to stay in the middle of the quarterpipe. Keep a straight line, and as you are coming down (you should be going straight through where the chopper was) you'll notice a little ramp in front of the wall that separates the two areas. Hold up and launch yourself up that ramp, through the glass, and grind the light there. From here, you can really rack up the points as this also counts as a transfer, and if you're lucky, you'll grind it to the end, jump off and grind the rails on the halfpipe, manual, and turn this into a huge arse combo.

Another great way to get points in this level is to grind the quarterpipe that runs all the way along the walls of this level. If you can keep your balance, you'll get lotsa points.

Collect S-K-A-T-E

S : This is right over the halfpipe that's in front of you.

K : After you get the S, go a little to the left. Floating above the quarterpipe there is the K.

A : This is hanging in midair, over the plane.

T : This is found over the other side of the hangar. From the start, head left, and trick off the quarterpipe, smash through the glass, and you should grab the T.

E : Also in the other side of the hangar, this is hanging above the tiny little wooden quarterpipe.

Barrel Hunt

1st Set : Ollie over the halfpipe and you'll see some barrels waiting for you right there.

2nd Set : Duck into the halfpipe and smash up the barrels there.

3rd Set : To the left of where you start is a set of barrels.

4th Set : Smash through the glass and take out the barrels near the quarterpipe.

5th Set : While you're there, ollie over that small wooden quarterpipe, and smash the barrels in front of the door.

Pilot Wings

1st Wing : Head to the halfpipe. You'll notice that on the right side of the halfpipe is a propeller, and floating above it is the first Pilot Wing.

2nd Wing : This one is on that little rail thingy, just in front of the wall which divides the hangar.

3rd Wing : You know where you started from? The ramp that you came down is situated in between two quarterpipes...and guess where the next Pilot Wing is? Hanging in the air, between the two quarterpipes. Just try and trick from one side to another, hoping that you'll grab the wing in the process. I find that using the grab trick performed with Up/Right is perfect for the job as you'll be spinning that way.

4th Wing : Smash through the glass, and look towards the dividing

wall. Just above the little ramp on that wall is the next Pilot Wing.

5th Wing : The last one is hanging above a quarterpipe on the side with the chopper.

Nosegrind Over The Pipe

This one is extremely simple. As you come down from the start, keep in line with the halfpipe. Line up with one of the rails over the halfpipe, and grind it using Up + Triangle, all the way to the other side.

Hit Three Hangtime Gaps

Halfpipe Hangtime : Clear the halfpipe.

Wingtip Hangtime : Using the stairs or the wing of the plane, launch over the plane.

Skycrane Hangtime : Get to the side with the chopper, and using the ramps provided, clear the chopper.

Secret Tape

Get to the side with the chopper. Grind one of it's blades, and then the chopper will fly up, up and away... you should notice that the door behind the small wooden quarterpipe is now open, and on top of the quarterpipe there is the Secret Tape.

100% Goals and Cash

\$50 : Near to the K, just get lots of air and use the quarterpipe.

\$50 : After making the helicopter fly away, there will be a \$50 note in the chopper's original position.

\$50 : Above the secret tape is a \$50 note.

\$50 : Grind the propeller in the halfpipe to open up a new area. Inside is a stack of money, this \$50 note is at the right of this "fan room".

\$50 : Also in the fan room, but the \$50 is to the left of this room.

\$50 : Also in the fan room, but this \$50 is hanging above the entrance. Use the quarterpipes on either side to sail high across the gap, and snag the \$50.

\$100 : In the fan room, directly in front of you when you enter. Well, it's directly in front of you, once you get up that quarterpipe...

\$100 : Smash through the glass, and you'll arrive in an area with a helicopter. Grind one of the chopper's blades (all the way to the end), and then the chopper will fly up and crash somewhere. You should have noticed a opening to your left ("your left" is the starting position's left). Don't go in there, but do try and grab as much air as you can off the little wooden quarterpipe there, remembering to stay in the middle of the quarterpipe. Keep a straight line, and as you are coming down (you should be going straight through where the chopper was) you'll notice a little ramp in front of the wall that separates the two areas. Hold up and launch yourself up that ramp, through the glass, and grind the light beam there. At the end of this beam is the last \$100 note.

Transfers

Air Gaps

Rollin Gap : 100 Points

At the start of the level, you'll come down a big ramp. That ramp is called the rollin. To get this gap, use the quarterpipes on either side of the rollin to send yourself from one quarterpipe to the other. Alternatively, you can try and grind from one to another.

Chopper Hop : 100 Points

You should know the glass wall in the middle very well. To get this Chopper Hop, transfer from one quarterpipe, through the glass, and onto the quarterpipe on the other side.

Halfpipe Grind : 250 Points

Just grind one of the rails hanging over the halfpipe, start to finish.

Flyin' High : 250 Points

Grind the propeller in the halfpipe to access the fan room. To get the Flyin' High gap, you have to launch yourself over the entrance, do it in the same fashion that you did the Rollin Gap in, except you need a helluva lot of speed.

It's Cold Up Here : 250 Points

In the area with the secret tape, sorry, on the quarterpipe with the secret tape on top, try and go as high as you can, you'll be rewarded with the It's Cold Up Here gap.

Halfpipe Hangtime : 500 Points

Clear the halfpipe.

Wingtip Hangtime : 500 Points

Using the stairs or the wing of the plane, launch over the plane.

Skycrane Hangtime : 500 Points

Get to the side with the chopper, and using the ramps provided, clear the chopper.

Air Over the Door : 500 Points

Quite a difficult transfer. In the chopper area, gain as much speed as you can, on the steel quarterpipe, and you have to get from quarterpipe to quarterpipe, launching over the door that opens up to the secret area.

Grind Transfers

Rail-Guided Missile : 100 Points

Behind the airplane in the first area is a small ramp thingy. Grind this and then ollie onto the dividing wall and grind that to get the Rail-Guided Missile transfer.

Raildrop : 100 Points

See the two sets of rails hanging on the walls? Get enough speed to trick up to the highest one, grind it to the end, drop onto the lower one and grind it.

Lil' Light Hopper : 250 Points

Smash through the glass, and you'll arrive in an area with a helicopter. Grind one of the chopper's blades (all the way to the end), and then the chopper will fly up and crash somewhere. You should have noticed a opening to your left ("your left" is the starting

position's left). Don't go in there, but do try and grab as much air as you can off the little wooden quarterpipe there, remembering to stay in the middle of the quarterpipe. Keep a straight line, and as you are coming down (you should be going straight through where the chopper was) you'll notice a little ramp in front of the wall that separates the two areas. Hold up and launch yourself up that ramp, through the glass, and grind the light there. This will count as both the Lil' and Big Light Hopper transfers if you grind to the end, which is easy.

An alternative way is to trick around in the halfpipe until you get enough speed, and then launch yourself out of the halfpipe, and hopefully onto one of the lights, grind it to get the Lil' Light Hopper transfer.

Big Light Hopper : 500 Points

Smash through the glass, and you'll arrive in an area with a helicopter. Grind one of the chopper's blades (all the way to the end), and then the chopper will fly up and crash somewhere. You should have noticed a opening to your left ("your left" is the starting position's left). Don't go in there, but do try and grab as much air as you can off the little wooden quarterpipe there, remembering to stay in the middle of the quarterpipe. Keep a straight line, and as you are coming down (you should be going straight through where the chopper was) you'll notice a little ramp in front of the wall that separates the two areas. Hold up and launch yourself up that ramp, through the glass, and grind the light there. This will count as both the Lil' and Big Light Hopper transfers if you grind to the end.

Light Corner : 500 Points

As you launch out of the halfpipe to pull off the Lil' Light Hopper transfer, keep grinding the light until you see another light to your right. Ollie and grind that to get the Light Corner transfer.

Manual Transfers

Instrument Landing : 500 Points

Clear the airplane and land in a manual position to snag the Instrument Landing transfer.

Lip Transfers

High Steppin': 100 Points

Lip-trick one of those rails that are stuck to the wall to get the High Steppin' transfer.

One Half Pipe Lip : 100 Points

Lip-trick one side of the halfpipe.

The Other Half Pipe Lip : 100 Points

Lip-trick the other side of the halfpipe.

Wind Tunnel Back Wall : 100 Points

In the fan room (accessed by grinding the propeller in the halfpipe), lip-trick the quarterpipe at the back.

Downwind Lip: 100 Points

Also in the fan room, but lip-trick the quarterpipe to the left of the entrance.

Upwind Lip: 100 Points

Also in the fan room, but lip-trick the quarterpipe to the right of the entrance.

=====
School II, Southern California
=====

High Score of 15000	- \$200 reward
Pro Score of 40000	- \$350 reward
Sick Score of 100000	- \$500 reward
Collect S-K-A-T-E	- \$400 reward
Wallride 5 Bells	- \$500 reward
Collect 5 Hall Passes	- \$400 reward
Kickflip TC's Roof Gap	- \$400 reward
Grind 3 Roll Call Rails	- \$500 reward
Find The Secret Tape	- \$500 reward
100% Goals and Cash	- \$500 reward

Secrets/Interesting Stuff:

-Much like the taxis of Downtown New York in the first Tony Hawk game, there's some guy hooning around in a lil' golf cart. Try to avoid him, but you can score points by planting the cart.
-There is a gym hidden away in this level. From the start, head right, through the little corridor, and make your way to the

Opunsezmee rail. When the second school bell rings in the background, (should be around 1:40 on the clock), grind it all the way to the end. Head to the opposite side of the area, and up the ramp, into the gym. To the left is a big pool, to the right is the basketball court, full of ramps.

High Score of 15000

Once again, too easy. From the beginning, head to your left, and start tricking around on the halfpipe sorta thingy there.

Pro Score of 40000

You can stay in that little halfpipe, or go around grinding things. When you start the level, straight ahead of you will be a set of stairs, accompanied by a rail, of course. Grind that rail, land in a manual, and you can do all sorts of things from here. Ahead of you are a couple of tables, below are more rails, then some benches, and if you can manual it all the way to the quarterpipe on the back wall, I congratulate you.

Sick Score of 100000

Using the above methods will get you pretty close to the target of 100000. Another method that you can use is to go to the "secret" area, and then use some of the various quarterpipes to gain some speed. Ramp out over the wall, and try to land over the slope, preferably landing in a manual. If you can manual it, finish it all off with a nice little trick on the quarterpipe.

If you open the doors to the gym, then I suggest heading to the pool and tricking your arse off. It's too easy to get a total score of 200000+ just by going in the pool.

One more great place to get points is the little awning to the right of you when you start. See where that kicker is, next to the bell? Wallride up to the awning there, remembering to grind the awning, and jump off in a manual. From here, jump out over the edge in front of you, get the gap bonus, and try and land in a manual. Keep manuailling until you can't manual anymore.

Collect S-K-A-T-E

S : From the starting point, head to the right, and floating on top of the small ledge running down the centre is the S. Just beware that I'm not talking about the corridoor that runs down, you actually have to turn right from the start to get this S.

K : Exit out of that small corridoor, ollie up to the center area, and the K is situated above the quarterpipe there.

A : As you're coming down from the halfpipe, go straight, but take

the left exit out of the area. In front of you is a rail (the Opunsezmee rail) in the middle of a set of stairs and a ramp. On top of that rail is the A.

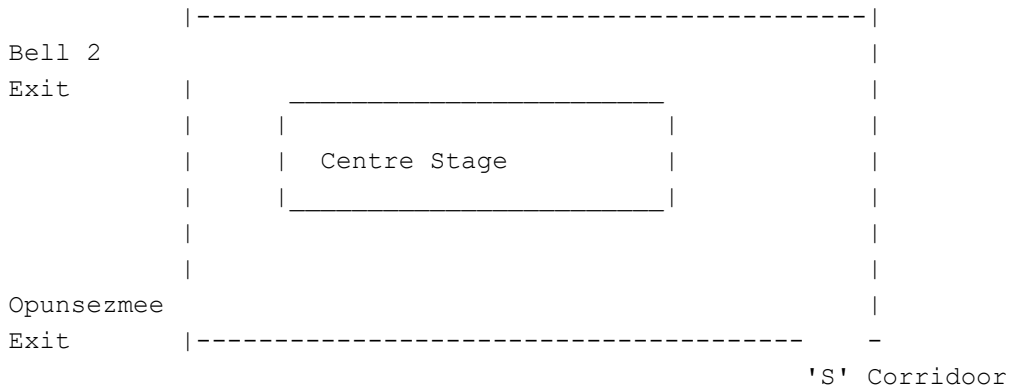
T : Head right after you've collected the A, and make your way up ahead until you reach the quarterpipe on the wall (this is the one I was talking about in the High Scores section). Above the quarterpipe is the T.

E : After coming off the quarterpipe, skate in between the two buildings, and you'll see the E hanging above a smaller quarterpipe.

Wallride 5 Bells

Bell 1 : The first one is to the right of you when you start. It's on the wall, just above the kicker.

Bell 2 : After wallriding the first bell, turn right and go down the corridoor here (it's the corridoor with the S). Here, take the top left exit out of the area. You'll see the next bell on the wall, with a really annoying triangular ramp running below it.



Not a very good ASCII map, but I think it'll help.

Bell 3 : Head down the Opunsezmee rail, and go left. On the wall here will be the next bell.

Bell 4 : Turn around, and skate up the slope. Follow it to the end and you'll reach the next bell, which is on the wall.

Bell 5 : From Bell 4, go down the slope, and keep heading in a straight direction. You should see a big green dumpster in the corner, on top of the dumpster is the last bell.

Collect 5 Hall Passes

Hall Pass 1 : From the start, go straight ahead, but take the corridoor that's to the right of the stairs. Grind the ledge there to get the first Hall Pass.

Hall Pass 2 : As you near the tables, you'll see the next Hall Pass

floating in the air. Just ollie to get to it.

Hall Pass 3 : Straight ahead of you are the rails near the entrance of the gym. Ramp up the little slope there to snatch the next Hall Pass (so if you're wondering where the gym entrance was, it's here). You can also grind the first rail, jump over the gap whilst collecting the Hall Pass, and then grind the next rail for a cool gap bonus.

Hall Pass 4 : Continue going straight, you may have to dodge around the building, but you'll soon see this next one hanging above this big planter/ramp thingy.

Hall Pass 5 : This one is found near the E, just that it's on the quarterpipe to the right of the E.

Kickflip TC's Roof Gap

TC's Roof Gap is the gap in between the two buildings at the back of the school. To get there, you can forward from the start of the level until you reach the two buildings. Even better, from the start, head right, down the corridor, and then down the Opunsezmee rail. Go to the right, and you'll soon arrive in the area with the two buildings. All that's needed now is for you to ramp up onto the roof using the kickers provided, and then kickflipping (Left + Square) across the gap.

Grind 3 Roll Call! Rails

Roll Call!Nightmare Rail! : This one is very easy. From the start, just skate forward until you reach the set of stairs, and grind the rail there, all the way to the end.

Roll Call!Opunsezmee Rail! : Use the map in the Bell section to find out where this is. From the start of the level, head right, take the bottom left exit, and grind the rail
there. From the Nightmare Rail!,
head
to the right, in between the buildings,
and then up the slope. Grind the rail
that lies here.

Roll Call!Gonz Rail! : Head over to the little corner where the dumpster resides. You'll see a rail nearby the two little quarterpipes. Either ollie up the stairs or use the nearby kicker to get onto the rail, and grind it for the last Roll Call! rail.

Find the Secret Tape

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then make your way over to the other side of the stage. You can't see it from here, but there is a tiny little ramp at the end. Your object is to go down that, then launch off the planter, and onto the roof above. May I suggest upgrading your Air and Speed stats if you can't seem to get this. No Complying/Bonelessing/Nollieing off the planter can also help you get up here. Once you're up on the roof, you can use the ramp there to launch into the air and grab the quite visible Secret Tape, or simply just jump onto one of those rails, grind it (you'll get the tape in the process. Well, I did, so don't blame me...), and hop over into the "secret" area.

100% Goals and Cash

\$50 : To the right of you when you start is a \$50 note hanging on the blue awning. To get up there, wallride via the place with the bell on the wall, and grind the awning to get this.

\$50 : If you continue down this path, jump over the little ledge and get the Drop Out Roof gap. Ahead is a little ramp and a little box. Centre yourself in the middle of the box, then launch off the ramp. If you centred yourself, you should be falling onto a rail, grind it. Jump over the gap in between the buildings, and head to the left of the ducts. You should soon see \$50 floating in the air, just Boneless up there to get it.

\$50 : To the left of you when you start is a \$50 note hanging above a doorway. Head to the other side of the doorway, and you'll find a small quarterpipe. Just go up that and you'll snatch the \$50 on the way.

\$50 : If you skate forward from the start of the level, you'll run into the Nightmare Rail, and some fencing. If you look over to the left, you'll see a balcony/ramp thingy. Ollie over the fencing and onto the balcony. Launch off the end of it to grab the \$50 in the air.

\$50 : From the start of the level, take the corridor to the right. Keep heading straight, over the planters, until you hit the wall on the other side. Turn right, and into the locker bay, where \$50 awaits.

\$50 : Once you've grabbed the \$50 above, turn around, and try and gain some speed on the planter thingy ahead of you. Keep going forward until you reach the next planter, and then ramp off the planter onto the ledge above. Up here is another \$50.

\$50 : From the start of the level, if you take the corridor that's sloping downwards, head right once you're out of there. You'll reach a secluded quarterpipe, and \$50.

\$50 : When launching up to the Secret Tape, you'll score \$50 if you make it.

\$50 : Make your way to the "secret" area, and to the left will be another \$50 note hanging above a rail.

\$100 : From the start, head to the area to the right. Stick close to the left wall here, and close to the Opunsezmee exit, you'll see a little enclosed area to your left. Jump in there, and then use the edge provided to launch onto the awning above. Skate a little further to score \$100.

\$100 : When you're in the "secret" area, past the Secret Tape, there'll be \$100 just floating above a small quarterpipe.

\$100 : Grind the blue awning at the start of the level and jump over the little ledge and get the Drop Out Roof gap. Ahead is a little ramp and a little box. Centre yourself in the middle of the box, then launch off the ramp. If you centred yourself, you should be falling onto a rail, grind it. In the middle of this rail is \$100.

Transfers

Air Gaps

TC's Roof Gap : 250 Points

TC's Roof Gap is the gap in between the two buildings at the back of the school. To get there, you can forward from the start of the level until you reach the two buildings. Even better, from the start, head right, down the corridor, and then down the Opunsezmee rail. Go to the right, and you'll soon arrive in the area with the two buildings. Use the kicker provided to get up onto the roof, and then jump the gap in between the two buildings.

Table Transfer : 250 Points

Head down the Nightmare Rail at the start, and you'll soon see two tables, both angled upwards. Ollie from one table to another, or grind from one table to another to get this gap bonus.

Over the Wall... : 250 Points

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then make your way over to the other side of the stage. You can't see it from here, but there is a tiny little ramp at the end. Your object is to go down that, then launch off the planter, and onto the roof above. May I suggest upgrading your Air and Speed stats if you can't seem to get this. No Complying/Bonelessing/Nollieing off the planter can also help you get up here. Ollie to the next building to head into the "secret" area, and try and gain some speed on the quarterpipe to the right. Once you think you've got some speed, head to the quarterpipe that's near the wall, and ramp out over the wall.

Leap of Faith!!! : 500 Points

This one is very easy. Head straight from the start of the level, and simply jump over the fencing. You may have to land in a Big Drop, but it's an easy 500 points bonus (helps if you can land in a manual, and then there's the tables up ahead...)

Drop Out Roof Gap! : 500 Points

Wallride up to the blue awning that's to the right of you when you start the level. Grind the awning (as if you don't, you'll fall off), ollie off to the right, and head forward. Ollie over the little wall and land on the building below to get the Drop Out Roof Gap!

Awning Hop : 500 Points

From the start of the level, skate to the area on the right. Make your way to the far side of the area, and take notice of the two planters with a gap in between. Use the planter to ramp up and onto the awning above.

Overhang Air : 500 Points

You'll need lots of speed for this transfer. Head forward from the start of the level, and past the two tables. You'll soon see a ramp on the left, and slightly after that is a door with an awning above it. Get some speed, and use the ramp to make it over the awning.

And Down The Bank! : 500 Points

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then make your way over to the other side of the stage. You can't see it from here, but there is a tiny little ramp at the end. Your object is to go down that, then launch off the planter, and onto the roof above. May I suggest upgrading your Air and Speed stats if you can't seem to get this. No Complying/Bonelessing/Nollieing off the planter can also help you get up here. Ollie to the building across from you to head into the "secret" area, just past the secret tape, and try and gain some speed on the quarterpipe to the right. Once you think you've got some speed, head to the quarterpipe that's near the wall, and ramp out over the wall. But you've got to clear that sloped bank... You'll need lotsa speed for this one.

Carlsbad 11 Set : 500 Points

Head into the "secret" area, just past the secret tape, and clear the

set of stairs there. Bonelessing or No Complying seems to do wonders.

3 Points!!! : 500 Points

There is a gym hidden away in this level. From the start, head right, through the little corridor, and make your way to the Opunsezme rail. When the second school bell rings in the background, (should be around 1:40 on the clock), grind it all the way to the end. Head to the opposite side of the area, and up the ramp, into the gym. Go right into the basketball area, and look for the basketball hoop in between the two quarterpipes. Clear this gap to get the 3 Points!!! transfer.

Carlsbad Gap : 750 Points

Head into the "secret" area, just past the secret tape, and clear the bank that's next to the set of stairs there. Bonelessing or No Complying seems to do wonders.

Crazy Roof Gap!!! : 750 Points

Grind the blue awning at the start of the level and jump over the little ledge and get the Drop Out Roof gap. Ahead is a little ramp and a little box. Centre yourself in the middle of the box, then launch off the ramp. If you centred yourself, you should be falling onto a rail, grind it. Keep going forward until you reach the next gap in between two buildings, and clear that gap to get this transfer.

2 Da Roof!!! : 750 Points

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then make your way over to the other side of the stage. You can't see it from here, but there is a tiny little ramp at the end. Your object is to go down that, then launch off the planter, and onto the roof above. May I suggest upgrading your Air and Speed stats if you can't seem to get this. No Complying/Bonelessing/Nollieing off the planter can also help you get up here. Getting up here means that you'll nab the 2 Da Roof!!! transfer.

Huge Transfer!!! : 750 Points

Do you know how to get to the trash dumpster area? No? Ah well, head forward from the start of the level, and keep going until you reach the end of the gym. Turn left, and you'll see two small quarterpipes with a HUGE gap in between. Guess what you have to do? Clear the gap to get the Huge Transfer!!!.

Suicidal Roof Gap!!! : 1000 Points

Grind the blue awning at the start of the level and jump over the little ledge and get the Drop Out Roof gap. Ahead is a little ramp and and a little box. Centre yourself in the middle of the box, then launch off the ramp. If you centred yourself, you should be falling onto a rail, grind it. Keep going forward until you reach the next gap in between two buildings, clear that gap, and keep on the left side of this next roof, which is easy as you have the air duct to your right to keep you from swerving to the right. To your upper left, you should see the TC's Roof Gap building. If you don't know what TC's building is, just try and ollie to the building on your left. It's a huge gap, so Boneless/Nollie/No Comply it all the way over there.

Mad Skeelz Roof Gap!!! : 1000 Points

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then make your way over to the other side of the stage. You can't see it from here, but there is a tiny little ramp at the end. Your object is to go down that, then launch off the planter, and onto the roof above. May I suggest upgrading your Air and Speed stats if you can't seem to get this. No Complying/Bonelessing/Nollieing off the planter can also help you get up here. Once you're here, use the kicker to launch yourself to the other building to get the Mad Skeelz Roof Gap!!!

Balcony 2 Awning!!! : 1000 Points

If you skate forward from the start of the level, you'll run into the Nightmare Rail, and some fencing. If you look over to the left, you'll see a ramp sorta thingy. Ollie over the fencing and onto the platform. Launch off the end of it and onto the awning below.

Are You Serious??! : 2500 Points

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then make your way over to the other side of the stage. You can't see it from here, but there is a tiny little ramp at the end. Your object is to go down that, then launch off the planter, and onto the roof above. May I suggest upgrading your Air and Speed stats if you can't seem to get this. No Complying/Bonelessing/Nollieing off the planter can also help you get up here. Ollie to the building across from you to head into the "secret" area, just past the secret tape, and try and gain some speed on the quarterpipe to the right. Once you think you've got some speed, and you need LOTS OF SPEED, use that small kicker to ollie over the railing, and then use the kicker here to ramp out and onto the roof of the building on the other side of the wall. You need ****loads of speed to make this. ****loads, people, ****loads. Otherwise, turning the turbo mode cheat on helps a lot.

Grind Transfers

Roll Call! Gonz Rail : 250 Points

Skate forward, over the rail, down past the gym, and then turn left. Head over to the little corner where the dumpster resides. You'll see a rail nearby the two little quarterpipes. Either ollie up the stairs or use the nearby kicker to get onto the rail, and grind the rail to the end to get the Gonz Rail.

Gym Rail 2 Rail : 250 Points

Skate forward, over the rail, past the tables that are angled on a slope, and then you'll reach the gym. Outside the entrance are two rails, with a gap in between. Your mission, which you must accept, is to jump on the first rail, grind it to the gap, then ollie onto the next rail, landing on a grind.

Overhang Stomp! : 250 Points

Skate forward, over the rail, past the tables that are angled on a slope, and then you'll reach the gym. Use the ramp leading up to the door to launch you onto the awning there, and grind that to get the stomp.

Rack 'Em Up : 250 Points

Head to the area that's to the right of you when you start, and then head to the Opunsezmee rail. Go down that, and you'll arrive in the area with a bank and a slope. On top of the bank, you'll probably notice the rails with a gap in between. Grind one rail, ollie over the gap and land on a grind on the other rail to get this transfer.

Pole Stomp! : 250 Points

Skate forward, over the rail, down past the gym, and then turn left. Head over to the little corner where the dumpster resides. See that lamp post near the big planter? Run into that at speed to knock it over. Head to the curb near the dumpster, grind that, and then jump off and grind the fallen lamp post.

Roll Call! Opunsezmee Rail! : 250 Points

Head to the area that's to the right of you when you start. From where you start, take the bottom left exit out. You'll come to a rail in between a set of stairs and a slope. Grind the rail all the way to the end to get the Opunsezmee rail.

Big Rancho Bench Gap : 500 Points

Head to the area that's to the right of you when you start. Turn left as you exit the tunnel, and you'll see a bunch of planters to your left. Grind them, and get enough speed to ollie over the big gap in the middle, and land in a grind on the planter on the other side to get the Big Rancho Bench Gap.

Pole 2 Brix! : 500 Points

Skate forward, over the rail, down past the gym, and then turn left. Head over to the little corner where the dumpster resides. See that lamp post near the big planter? Run into that at speed to knock it over. Head to the curb near the dumpster, grind that, and then jump off and grind the fallen lamp post. From here, ollie off and grind the low or high edge of the brick planter.

Bank 2 Ledge : 500 Points

Head to the area that's to the right of you when you start, and then head to the Opunsezmee rail. Go down that, and you'll arrive in the area with a bank and a slope. On top of the bank, you'll probably notice the rails with a gap in between. Just past those rails is the ledge, that's what you want to grind. Head down the slope, trick off the quarterpipe on the back wall, and then come back up the slope. Ramp off the slope, and grind the ledges to get this transfer.

Roll Call! Nightmare Rail! : 500 Points

Skate forward from the start of the level, and you'll soon reach a really long rail. Grind it to the end to get the Nightmare Rail transfer.

Bendy's Curb : 500 Points

Skate forward, over the rail, down past the gym, and then turn left. Head over to the little corner where the dumpster resides. This is Bendy's corner, the curb is the green thing that the dumpster is on. Grind the curb all the way around to get this rather simple transfer.

Flyin' The Flag! : 750 Points

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then make your way over to the other side of the stage. You can't see it from here, but there is a tiny little ramp at the end. Your object is to go down that, then launch off the planter, and onto the roof above. May I suggest upgrading your Air and Speed stats if you can't seem to get this.

No Complying/Bonelessing/Nollieing off the planter can also help you get up here. Once you're up on the roof, you can ollie or use a ramp to get you on top of one of the flagpoles. Grind it to get the transfer bonus.

Stage Rail 2 Rail : 750 Points

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then take notice of the rail (to the left and to the right of your, however, it doesn't matter which one you grind). Grind on of them until just before the gap, then ollie over to the other rail and grind that too.

Kicker 2 Hook : 750 Points

From the start, head to the area to your right. Here, trick off the quarterpipe that's on the centre stage, and then make your way over to the other side of the stage. You can't see it from here, but there is a tiny little ramp at the end. Your object is to go down that, then launch off the planter, and onto the roof above. May I suggest upgrading your Air and Speed stats if you can't seem to get this. No Complying/Bonelessing/Nollieing off the planter can also help you get up here. Ollie to the building across from you to head into the "secret" area, just past the secret tape, and try and gain some speed on the quarterpipe to the right. Once you've got some speed, head to the little kicker in front of the grass slope. Launch up to the rail above and grind it to receive this transfer.

Backboard Dance! : 1000 Points

There is a gym hidden away in this level. From the start, head right, through the little corridor, and make your way to the Opunsezme rail. When the second school bell rings in the background, (should be around 1:40 on the clock), grind it all the way to the end. Head to the opposite side of the area, and up the ramp, into the gym. Go right into the basketball area, go to the quarterpipe on the left side of the back wall, and trick off that. As you come back down, you'll notice a kicker that is angled towards the basketball hoop. Use the kicker to launch up there, and grind the backboard to receive this transfer bonus.

Manual Transfers

Planter On Edge : 250 Points

Skate forward from the start of the level, and ollie onto the planter. Land in a manual and manual to the end of the planter.

2 Wheelin' TC's Roof : 500 Points

TC's Roof is the gap in between the two buildings at the back of the school. To get there, you can forward from the start of the level until you reach the two buildings. Even better, from the start, head right, down the corridoor, and then down the Opunsezmee rail. Go to the right, and you'll soon arrive in the area with the two buildings. Use the kicker provided to get up onto the roof, and then jump the gap in between the two buildings. Land in a manual to get the transfer bonus.

Ledge On Edge : 500 Points

Head to the area that's to the right of you when you start, and then head to the Opunsezmee rail. Go down that, and you'll arrive in the area with a bank and a slope. On top of the bank, you'll probably notice the rails with a gap in between. Just past those rails is the ledge, that's what you want to manual. Ollie onto the ledge, land in a manual, and manual it all the way to the end.

Bendy's Flat : 500 Points

Skate forward, over the rail, down past the gym, and then turn left. Head over to the little corner where the dumpster resides. This is Bendy's corner, the curb is the green thing that the dumpster is on. Manual the curb all the way around to get this rather simple transfer.

Lip Gaps

Arch Extension : 500 Points

From the start of the level, head left and you'll reach an area with a quarterpipe, and a little awning/arch over the top of a door. Use the quarterpipe provided to get up on top of the arch, and liptrick it.

Starting Blocks Extension!!! : 500 Points

There is a gym hidden away in this level. From the start, head right, through the little corridoor, and make your way to the Opunsezmee rail. When the second school bell rings in the background, (should be around 1:40 on the clock), grind it all the way to the end. Head to the opposite side of the area, and up the ramp, into the gym. You'll notice that there are starting blocks on the far side of the pool lip trick them to get this bonus.

Lil' Guppy Extension! : 1000 Points

There is a gym hidden away in this level. From the start, head right, through the little corridor, and make your way to the Opunsezmee rail. When the second school bell rings in the background, (should be around 1:40 on the clock), grind it all the way to the end. Head to the opposite side of the area, and up the ramp, into the gym. You'll notice the diving boards opposite you, get some speed on the pool, and liptrick the lowest board.

Mid Squid Extension!!:- 2500 Points

Same as above, but this time aim to liptrick the second highest board.

High Dive Extension!!! : 5000 Points

Same as above, but this time aim to liptrick the highest board.

Other Gaps

Rock The Bells : 500 Points

This one is simple, just wallride one of the five bells around the school to get this bonus. See the section above to find out the locations of the bells.

=====
Marseille, France
=====

"Compete for \$7500 in cash and prizes!"

It's your first competition. The way that this works is there are three heats for you to skate around and impress the judges. The best two heats are added together and that ends up being your final score. Points are deducted for bails, so be careful!

Ways to Win

My favourite way is the one shown in the demo video that sometimes plays at the title screen. From the start, head forward, slightly angled to the left. You'll come up to a funbox, a big wall, and on top of that big wall will be \$50. Don't worry about the \$50 yet, but what you want to do is launch off the funbox, wallride the wall, grind the top of the wall, and then when you jump off, grind the dumpster below. Still interested?

Manual off, and head forward to the curved rail that's going around the bowl. Grind that to the end, ollie off it and manual to the next curved rail. Keep grinding, ollie off that and manual to the table. Go for a grind, then if you can ollie to the low wooden ledge, grind

it, if not, manual to get to it. You now should be grinding a wooden ledge by the trees, notice that rail to the right. Jump from rail to rail, and when you reach the end, get off and manual. Manual down the slope, grind the curved rail, ollie off and manual over the funbox, manual straight ahead, to the table, and you'll be back at the start. A hell of a feat to complete (hey, that rhymes!) unless you've got Perfect Balance.

Doing this in reverse can score you a heap of points as well. At the start, grind the rails on top of the quarterpipe to get you started. This works great as when you're coming around in an anti-clockwise direction, you can grind the funbox wall, and then land on the rail on the quarterpipe below.

There's also a "shortcut" way. From the start, head forward, slightly angled to the left. You'll come up to a funbox, a big wall, and on top of that big wall will be \$50. Don't worry about the \$50 yet, but what you want to do is launch off the funbox, wallride the wall, grind the top of the wall, and then when you jump off, grind the dumpster below. Then, manual towards the dumpster on your right, ollie over it to get a bonus, and make sure you land in a manual in the bowl.

From here, you can end it all with a trick, or launch up to the crossbar, or grind the edge of the bowl, or launch up, over to the wooden edge. It's up to you, and you'll easily score 150000+ here. Especially if you go up to the crossbar, onto the lamp, and then onto something below...

For the people who aren't so street orientated, the easiest way is to get into a bowl and trick your arse off. 720 tricks are the best way to get you points, as long as you land them properly. Benihanas, Melons, Crossbones, Ollie Norths, as long as you land properly, you'll have no problems getting that gold medal.

Oh yeah! There's a secret area here. Go over to the wooden ledge with the trees. Notice how there's a pole in the middle? Knock over its supports, and it will crash open the fence. Head into the fence, and drop down into the secret area...to exit, just come back the way you came from.

Find All Cash Icons To 100% the Level!

\$50 : From the start, head forward, slightly angled to the left. You'll come up to a funbox, a big wall, and on top of that big wall will be \$50. What you want to do is launch off the funbox, wallride the wall, grind the top of the wall, and pick up \$50.

\$50 : Go over to the wooden ledge with the trees. Notice how there's a pole in the middle? Knock over its supports, and it will crash open the fence. Head into the fence, and drop down into the secret area. On the rail in front of you is \$50.

\$50 : When you head into the secret area, go all the way to the quarterpipe, and \$50 is hanging up there.

\$50 : This is in the secret area too, on the rail to your left.

\$50 : This is in the secret area too, on the rail to your right.

\$50 : This is in the secret area too. When you enter, spin around, and you'll see a hole with \$50 in front of it. The hole takes you back up.

\$100 : This is in the secret area too, hanging above the fountain.

\$100 : Head forward from the start of the level until you reach a crossbar that's hanging above your head. Get enough speed to ollie up there, and up there is \$100.

Transfers

Air Gaps

Over The Lil' 4 : 100 Points

When you start the level, head forward, angled slightly to the right. You'll see a set of stairs with a rail in the middle. Just ollie over the stairs to get this transfer. By over, I mean from top to bottom.

Shorty Dumpster Pop : 150 Points

As you will notice, Marseille is full of dumpsters. To get this gap, just ollie over the short side of the dumpster.

Shorty Table Pop : 150 Points

When you start, turn around, and you'll see a table. Ollie over the short side of this to get the transfer. There is also another table on the other side of Marseille, near the part with the trees.

Dumpster Pop : 200 Points

Find your way to one of the dumpsters in this level, such as the ones that you get to if you skate forward from the start of the level, and jump over the length of them.

Over The Gate : 250 Points

The gate is just that crossbar with flags hanging off it, it's to the right of you (when you start the level). There's a small bowl underneath that "gate", so go away from it, get some speed, and return to the bowl, and ramp out of the bowl and over the gate.

Table Pop : 250 Points

When you start the level, spin to the right, and you'll see a table. Ollie over it (the long side of it) to get this gap.

2 The Box : 250 Points

Skate forward from the start of the level until you reach the fence, then turn right and head down the slope to get to a curved rail. Make sure you're going fast, then grind around the curved rail. Jump off from the end of the curved rail and land on top of the small funbox, to get this transfer.

Over The Table : 250 Points

If you skate straight forward from the start of the level, you'll come across a bowl and a table that leans on the edge of the bowl. Ollie over the table to get this gap.

Box 2 Box Action : 250 Points

From the start of the level, head straight, angled to the left a little. You'll see the "funbox" wall, it's a wall with two funboxes in front of it. Neversoft have been very particular with this gap, you've got to go exactly from the flat of the first funbox to the flat of the second box to get this gap.

Up The Lil' 4 : 250 Points

When you start the level, head forward, angled slightly to the right. You'll see a set of stairs with a rail in the middle. Just ollie up the stairs to get this transfer. By up, I mean from bottom to top.

Water Up Le Backside : 250 Points

Go over to the wooden ledge with the trees. Notice how there's a pole in the middle? Knock over its supports, and it will crash open the fence. Head into the fence, and drop down into the secret area. In this secret area is a fountain (it should be straight ahead of you when you drop into the area), ollie over the fountain to get this transfer.

Up! : 250 Points

From the start of the level, head straight, but angled towards that crossbar that's up in the air. Once you reach that hump just before the crossbar, stop, turn around, and you should see two rectangular

bowls in front of you. Go to the one on the right, and you'll see that on the corner of it, it's got a green arrow pointing upwards. Get some air off that arrow for this transfer.

Over The Crossbar : 500 Points

From the start of the level, head straight, but angled towards that crossbar that's up in the air. Use the hump in front of the crossbar to launch up and over it.

Big Ol' Stanky Gap : 500 Points

Skate forward, and into the rectangular bowl that's furthest away from the starting position. You should notice that near one of the edges, there are two dumpsters that are side by side. Use the bowl to launch up and over the dumpsters.

Up!! : 500 Points

From the start of the level, head straight, but angled towards that crossbar that's up in the air. Once you reach that hump just before the crossbar, stop, turn around, and you should see two rectangular bowls in front of you. Go to the one on the right, and you'll see that on the corner of it, it's got a green arrow pointing upwards. Get some air off that arrow for this transfer, you need more air than the Up! transfer though.

Freakin' Huge Hip : 1000 Points

This transfer will cane you. Skate forward from the start of the level, angled slightly towards the crossbar. Skate underneath it, and into the bowl on the right. Keep tricking until you have tons of speed, and then you've got to launch yourself off the edge of the bowl facing the crossbar, launch yourself all the way over the slanted table on the other side. Sounds hard, hey? Try it.

Humpty Humps!!! : 1000 Points

From the start of the level, head straight, but angled towards that crossbar that's up in the air. If you think you have enough speed, launch off the little hump underneath the crossbar into one of the bowls, either straight ahead of you or to your right. If you don't have enough speed, then simply head back to the rectangular bowls and trick around to get more speed.

Big Mouth Gap : 1000 Points

From the start of the level, head straight, but angled towards that

crossbar that's up in the air. You'll no doubt see that there's a big distance between the bowl on the left and the bowl in front of you. Guess what you've got to do? =) Clear that gap! If you're having difficulty, I suggest heading to the bowl that's straight up from the crossbar, get lots of speed, then launch out of the bowl, over the gap, and land safely.

And Away!!! : 1000 Points

From the start of the level, head straight, but angled towards that crossbar that's up in the air. Once you reach that hump just before the crossbar, stop, turn around, and you should see two rectangular bowls in front of you. Go to the one on the right, and you'll see that on the corner of it, it's got a green arrow pointing upwards. Get some air off that arrow for this transfer, you need more air than the Up!! transfer though.

Grind Transfers

Rail 2 Rail : 50 Points

From the start of the level, do a 180, and you'll end up facing a quarterpipe with two rails on top of it. To get this transfer, grind one rail, ollie over the gap, and grind the other rail.

Rail 2 Ledge : 250 Points

From the start of the level, head forward, but angled to the right slightly. Soon you'll see a small funbox with a curved rail behind it. Make sure you've got speed, and then grind the curved rail, around to the left, and ollie from the rail to land on the ledge in front of you.

Ledge 2 Rail : 250 Points

Reverse the above. Head to the ledge, ollie off the ledge and land in a grind on the rail. Simple.

The Hidden 4 Kink! : 500 Points

Go over to the wooden ledge with the trees. Notice how there's a pole in the middle? Knock over its supports, and it will crash open the fence. Head into the fence, and drop down into the secret area. Here is a rail, grind it to the end.

Dumpster Stomp : 1000 Points

From the start, head forward, slightly angled to the left. You'll come up to a funbox, and a big wall. Wallride up the wall, and grind the top. When you reach the end, ollie off it and grind the long dumpster below.

Kink Clank : 1000 Points

Skate forward until you reach the rectangular bowl that's furthest away from you. Make a note of where the set of steps and the rail is, because you have to ramp out over the edge of the bowl, and land in a grind on that rail. The set of stairs that I'm talking about is the Lil'4 stair set, near the curved rail.

Kink Stomp : 1000 Points

Skate forward from the start of the level, past the big funbox wall, and then turn around. Head back to the funbox wall, wallride up to the top, grind it, and then land on a grind on the rail below.

Crossbar Stomp : 1500 Points

Skate forward from the start of the level, angled slightly to the right. Head to that crossbar that's hanging above a small hump. Use one of the many bowls there to launch up onto a grind on the crossbar.

Lamp Stomp : 2000 Points

Skate forward from the start of the level, angled slightly to the right. Head to that crossbar that's hanging above a small hump. Use one of the many bowls there to launch up onto a grind on the lamp post that's near the crossbar. Or, you can just grind the crossbar, and ollie onto the lamp post from there.

Knucklin' Futs!!! : 2000 Points

Skate forward from the start of the level until you reach the rectangular bowl that's furthest away from you. Take note of the trees in the distance, and especially the lamp post that's in the middle of all the trees. Get another speed in the bowl, and launch yourself out of the bowl, and onto a grind on the lamp post.

Lip Transfers

Boomin' Extension : 250 Points

Skate forward from the start of the level, until you reach a bowl with a set of speakers on top of it. Lip trick the speakers to get

this transfer.

Stanky Extension : 250 Points

Skate forward from the start of the level, angled slightly right. Go underneath the crossbar, and turn left. You'll be in a big bowl, and on top of one of the edges of that bowl is a dumpster. Lip trick it.

U.U.A Extension : 250 Points

From the start of the level, head straight, but angled towards that crossbar that's up in the air. Once you reach that hump just before the crossbar, stop, turn around, and you should see two rectangular bowls in front of you. Go to the one on the right, and you'll see that on the corner of it, it's got a green arrow pointing upwards. Lip trick the arrow to get this transfer.

Other Transfers

Wall Crawler : 500 Points

Go over to the wooden ledge with the trees. Notice how there's a pole in the middle? Knock over its supports, and it will crash open the fence. Head into the fence, and drop down into the secret area. Skate forward now, and to the left or right, up one of the ramps with a rail. Wallride the gap in between this ramp and the quarter pipe to get this transfer.

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NY City, New York
=====

Level Goals

High Score of 20000	- \$ 750 reward
Pro Score of 50000	- \$1000 reward
Sick Score of 150000	- \$1250 reward
Collect S-K-A-T-E	- \$ 800 reward
Ollie the Hydrants	- \$ 700 reward
5 Subway Tokens	- \$ 800 reward
50-50 Joey's Sculpture	- \$ 900 reward
Grind the Subway Rails	- \$1100 reward
Find The Secret Tape	- \$1200 reward
100% Goals and Cash	- \$ 500 reward

Secrets/Interesting Notes:

-When you collect all 5 Subway Tokens, you'll gain access to the subway elevator, and consequently you'll reach the Brooklyn Banks

area.

-Another way to reach the Banks is to skate forward from the start of the level, until you reach the wall. Wallride to the top of it, and you'll be in the Banks area. You still need 5 Subway Tokens before you can get there.

-How to collect S-K-A-T-E and 5 Tokens all in one shot

From the start of the level, grind the wall to your left, and ollie over the gap to pick up the S. Get off, and head down the street. When you hit the end, turn left, and head to the quarterpipe. Get the token, and then come back, and ramp off the ramp to get the next token. Go down the hill to the left, and get the K that's on top of the big quarterpipe. Come down, and use the planter to get the A. Skate underneath the bridge, and when you resurface, take the path to the left. Get the T, and head forward to the quarterpipe to get the E. Come back down, and up off the rock to get the token. Go across the bridge, collecting a token on the way, and finally grind the rail to get the last token. Time saving.

High Score of 20000

This is easy stuff. The way I would suggest to do this is to get near a quarterpipe of any sorts, and start tricking. There's also another way that might net you more than 20000 points though. From the start, Boneless + Wallride the ledge to the left of you, and then grind it. From here, ollie over the gap, and land in a grind, and keep grinding along (not forgetting to stop to do tricks, and increase your score). Once you go around the corner, you've got a choice of two things; you can either jump off, land in a manual, and end it all off by using the quarterpipe, or you can jump off, land in a manual, make your way over to the rails/benches, and continue the session. Up to you.

Pro Score of 50000

The way noted before will get you enough points for the Pro Score.

Sick Score of 150000

You can use the ways noted above, but I don't think it'll be enough. Head up the subway elevator, and onto the rails. Grind the rails to the end, not forgetting to switch rails to get the Changin' Rails transfer bonus. Jump off at the end, land in a manual, and make your way up the slope. Grind the rail that's here, all the way around the corner, and you get the drill. Grind everything and anything, manual wherever you can, use your imagination!

Collect S-K-A-T-E

S : This S is floating over the Park Entrance transfer, which is

right ahead of you from the start.

K : This is floating above the HUGE brick quarterpipe. From the start, just drop down into the area that has the statue, and use the brick quarterpipe. Alternatively, after getting the S, grind all the way around the ledge to get the K. However, it's not too easy if you do it this way.

A : Drop down into the area that has the brick quarter and the statue. The statue is built on a large base, and you'll be using that base as a handy planter. Launch off it, and into the air to get the A that's hanging near the statue.

T : After getting the A, head underneath the bridge, and when you "resurface", turn left. The T is on the rail that's next to the water.

E : After getting the T, go straight, and into the wall with quarterpipes. The E is up here.

Ollie the Hydrants

Hydrant 1 : From the start of the level, head directly right (watch out for that taxi though!!!). Go to the right of the ramp, and as you near the end of the street, you'll see the hydrant. Ollie it.

Hydrant 2 : From the start of the level, skate forward until you hit the end of the street. Turn right, and follow the street until the end. As you near the end, you'll see the hydrant, on the right side of the pavement.

Hydrant 3 : After getting Hydrant 2, go to the curb on the other side, and just grind the curb all the way to the end, and near the end, you'll be directly on line with the last hydrant.

5 Subway Tokens

Token 1 : From the start of the level, spin around 180 degrees, and skate forward until you see an opening to the park on your right. Skate in here, and line yourself up with the big rock. Trick off the quarterpipe for some speed, and then launch off the rock into the air, to collect the first token.

Token 2 : After getting Token 1, head forward until you reach the bridge. The second token is on this bridge, on the ledge. Grind it to get it.

Token 3 : As you come off the bridge, head forward until you reach a small fence. The third token can be acquired by grinding this fence.

Token 4 : After Token 3, Skate forward until you hit the street. No doubt you'll notice the quarterpipe on the wall. Floating

nice and high above the quarterpipe is the fourth token.

Token 5 : Once you've got Token 4, just come back down from that quarterpipe, and keep a straight line. In the direction you're heading in is a ramp, and you need to launch off the ramp to pick up the final subway token. BTW, watch out for pesky taxis.

50-50 Joey's Sculpture

Who's Joey? And where's his sculpture? Well, from the start of the level, if you head over to the rails on the right, you'll see Joey's Sculpture. Ollie over the rail, and 50-50 the sculpture to get this. Easy. And why is it called Joey's? Once you get down to the bottom, turn around and take a look at the name of the store... Oh yeah, a 50-50 is performed by just pressing Triangle.

Grind the Subway Rails

First, you need to collect all of the subway tokens. Done that? Good. Now, imagine you're back at the start of the level. Skate forward, but cut through the kickers, to the right. You'll reach the escalator. Go up there, and then out onto the tracks. Grind down the rails, keeping your balance, until the "Ride the Rails" gap is added to your trick list. Jump off. Oh yeah, watch out for trains. They hurt.

Find The Secret Tape

To get the secret tape, you need to head into the "secret" area. You can do this one of two ways:

-Go up the subway escalator, and ride the rails to the end again. Drop off into the secret area.

-From the start of the level, skate straight forward until you hit a wall. Wallride up to the top of it, and over into the Banks area.

When you hit this area, you'll notice the grey path on your right. Follow this path around to the end. Stop, and take notice of three rails that are sticking out of the path. You want to take the rail that's second from the right. Grind along it, and ollie to the left, and land in a grind on the other rail. Grind this rail to the end to get the Secret Tape!

100% Goals and Cash

\$50 : Head into the park area, and down into the area with the statue and that mother of a quarterpipe. Head underneath the bridge, and when you come out, you'll see the \$50 floating in front of a shop.

- \$50 : Once you've collected all five Subway Tokens, skate over to the escalator. On your way up, you'll pick up \$50.
- \$50 : Once you've collected all of the five Subway Tokens, skate up the escalator, and onto the rails. There's \$50 on one of the rails.
- \$50 : Once you've collected all of the five Subway Tokens, skate up the escalator, but not onto the rails. Grind the low wall that's to your left, and jump off onto the canopy below. There's \$50 on this canopy.
- \$50 : Head to the secret area (by skating down the subway rails, or wallriding the low wall). When you hit this area, you'll notice the grey path on your right. Follow this path around to the end. Stop, and take notice of three rails that are sticking out of the path. You want to take the rail that's second from the right. Grind along it, and ollie to the left, and land in a grind on the other rail. It's here that you'll pick up \$50.
- \$50 : Head to the secret area (by skating down the subway rails, or wallriding the low wall). When you hit this area, you'll notice the grey path on your right. Floating high above it is \$50. Fly up there to get it.

Just kidding.

Head over to the right, where you'll notice a nicely placed quarterpipe (BTW, this place is great for pulling off 900s, dunno why). Trick off it, and head back in the direction of the path. Use the hump provided to launch up, into the air, and subsequently grab \$50. It's kinda like flying.

- \$50 : Head to the secret area (by skating down the subway rails, or wallriding the low wall). When you hit this area, go around the rail to the left. Follow the rail until you see an opening in the wall to the left. On top of the quarterpipe here is \$50.
- \$100 : Drop down into the area with Joey's Sculpture. On the big wall, you'll see three quarterpipes. Head up the one in the middle as high above it is \$100.
- \$100 : From the start of the level, head right, and watch out for the taxi. Skate forward until you reach the quarterpipe, \$100 is floating above it.
- \$100 : Once you've collected all of the five Subway Tokens, skate up the escalator, and onto the rails. Skate down the right rail, and when you're nearing the wall, you'll spot \$100 floating up in the air. Ollie off the rails to get it.
- \$100 : Head to the secret area (by skating down the subway rails, or wallriding the low wall). When you hit this area, keep skating forward until you reach the end, in the area with the quarterpipes on the wall. This note is located up the bank, on top of the wire fence. To get it, get some speed on either quarterpipe, and use the bank to launch up to the top of the fence, nabbing the \$100 while you're there.

\$250 : Drop down into the area with the statue and the big mother of a quarterpipe. Floating high above the statue is \$250. Get some major speed on the quarterpipe and then use the little planter to launch up, over the statue, collecting the dosh on the way. Don't forget to use that Boneless/No Comply/Nollie to help you on your way up, and that you should try to get your Air stats as high as possible.

Transfers

Air Gaps

Kick It : 50 Points

Skate forward from the start of the level until you reach the two kickers. Ollie from kicker to kicker to get this gap.

Rock It Air : 50 Points

From the start of the level, spin around 180 degrees, and skate forward until you see an opening to the park on your right. Skate in here, and line yourself up with the big rock. Trick off the quarterpipe for some speed, and then launch off the rock into the air to get this gap.

Pidgeon Puddin' Gap : 100 Points

Drop down into the area with the statue and the big mother of a quarterpipe. Get some major speed on the quarterpipe and then use the little planter to launch up and over the statue to get this gap.

Ramp To Park Gap : 100 Points

Go forward from the start of the level, and turn left when you come to the junction in the road. Keep going forward until you come to a quarter pipe on the right side. There will be a small wooden ramp on the left side. Use the quarter pipe, and then skate fast towards the wooden ramp. To get this transfer, aim slightly to the left as you go up the wooden ramp, and launch to the area with the statue.

Awning Air : 100 Points

From the start of the level, skate forward, but slightly angled to the right. When you reach the rail, ollie over it, and into the pit below. You'll see three quarterpipes on the wall, and in between two of them is an awning. Go from one quarterpipe, over the awning, and land safely

on another quarterpipe.

Over The Banks Barrier : 100 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, go up the grey path, and when you get to the end of it, just drop down below. In front of you is a big white barrier, ollie over it for the Over The Banks gap.

Take It To The Bridge : 150 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, head over to the right, where you'll notice a nicely placed quarterpipe (BTW, this place is great for pulling off 900s, dunno why). Trick off it, and head back in the direction of the path. Use the hump provided to launch up, into the air, and onto the bridge.

Ramp To Statue Shorty Gap : 250 Points

From the start of the level, skate forward until you reach the end of the street. Turn left, and keep going until you get in between a ramp and a quarterpipe. Trick off the quarterpipe for some speed, and then come back down, onto the ramp, and launch yourself onto the blue concrete below you, slightly to the left.

Pouncer Was Here : 250 Points

Drop down into the area with the statue and the big mother of a quarterpipe. Get some really high air on the quarterpipe to get this gap.

Over The Road : 250 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll

end up in the secret area. In the secret area, head over to the right, where you'll notice a nicely placed quarterpipe (BTW, this place is great for pulling off 900s, dunno why). Trick off it, and head back in the direction of the path. Use the hump provided to launch up, into the air, and over the bridge.

Big Air Out Of The Banks : 250 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. This transfer is pretty hard. You've got to use the little kicker provided to ramp out back onto the streets, without touching the wall. I suggest getting speed by grinding the various objects lying around.

Pillar Air : 500 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, keep skating forward until you reach the end, in the area with the quarterpipes on the wall. Take a note of the bank, and the pillars that are on the bank. It sure doesn't look like it, but you can use those pillars as quarterpipes. Transfer from one pillar to another to get this gap.

Grind Transfers

Re-Rebar : 50 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, you'll notice the grey path on your right. Follow this path around to the end. Stop, and take notice of three rails that are sticking out of the path. You want to take the rail that's second from the right. Grind along it, and ollie to the left, and land in a grind on the other rail.

Bench-Hoppin : 100 Points

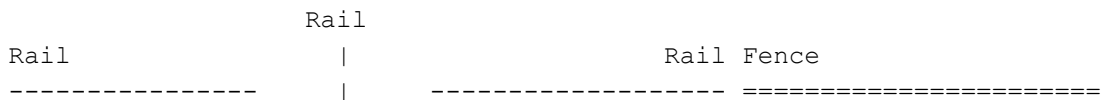
From the start of the level, turn right (watch out for the taxi!), and up the ramp into the area with the benches. Grind one bench, ollie, and then grind the next bench to get this transfer.

Left Side Pit Rail Stomp : 100 Points

From the start of the level, turn right (watch out for the taxi!), and up the ramp into the area with the benches. From here, jump down, over the railing, into the pit, but make sure you land in a grind, on the long rail that's close to the wall.

Banks Spank : 100 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, head to the very end of the area, in the place with the quarterpipes on the wall. Go up the bank, and you'll notice that there's a rail that's next to the wire fence. Grind the rail, ollie over the little rail in the middle, and land in a grind on the rail in front of you.



It's kinda like that.

Parking Meter Gap : 100 Points

This gap is extremely annoying. From the start of the level, skate forward, just past the subway escalator, and then turn right, up into the area with the benches. Turn around 180, keeping in line with the rail on the left. Ollie out, and land in a grind on that bent parking meter. Like I said, this is more annoying than having your inlaws over. Not that I have any inlaws yet, I'm too young to be married =)

From Andreas Dyb :

Hello! I am a Tony Hawk 2 enthusiast, and I must say I am rather impressed by your strategy guide. However I thought I could give you one little hint that I found while attempting to get all the gaps. I found a much easier way to do the "parking meter gap". Instead of lining up to the rail, you should actually grind it. I found this to be much easier. So apparently, having inlaws over is worse than that gap. But I would not know that either. hope this helps at least a little.

You're Next In Line : 100 Points

From the start of the level, turn around and head forward until you see the opening to the park to the right of you. Skate down the path here, past the rock, and then grind the fence. When you see the shop with the ledge poking out of it, ollie from the rail to a grind on the fence.

The Easy Way : 100 Points

From the start of the level, turn around and head forward until you hit the wall. If you turn left, you'll be in an "under construction" zone, with a yellow caution tape thingy to your left. Skate to the bottom of this area, and then grind the tape all the way back up.

Joey's Sculpture - 100 Points

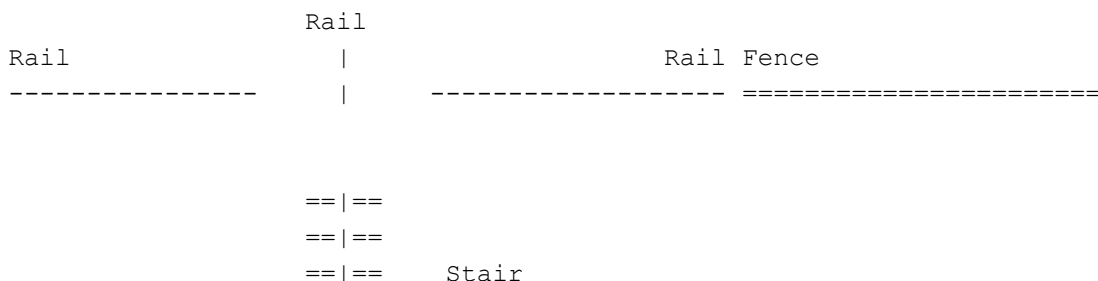
From the start of the level, if you head over to the rails on the right, you'll see Joey's Sculpture. Ollie over the rail, and grind the sculpture to get this.

Right Side Pit Rail Stomp - 100 Points

From the start of the level, skate forward, just past the subway escalator, and then turn right, up into the area with the benches. From here, jump down, over the railing, into the pit, but make sure you land in a grind, on the long rail that's close to the wall.

Jamie's Steps - 100 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, head to the very end of the area, in the place with the quarterpipes on the wall. Go up the bank, and you'll notice that there's a rail that's next to the wire fence. There's also that rail that runs in between both of the rails there. Grind that, and then ollie onto the rail in between the stairs below, and grind that for this transfer.



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Grind from that rail to the stair set rail.

Banks Fence Gap : 100 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, keep skating forward until you reach the end, in the area with the quarterpipes on the wall. Get some speed on either quarterpipe, and use the bank to launch up to the top of the fence, and grind it to get this transfer.

Banks Road Gap : 100 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, head slightly to the left, up the little slope, and grind the rail there. Follow it to the end, where there'll be a gap. Ollie over the gap, and land in a grind on the other rail to get this transfer.

Rebar To Rail Gap : 100 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, you'll notice the grey path on your right. Follow this path around to the end. Stop, and take notice of three rails that are sticking out of the path. You want to take the rail that's second from the right. Grind along it, and ollie to the left, and land in a grind on the other rail. From here, keep grinding, and you'll drop off the end. Keep your finger on the grind button, and grind the rail below.

Ride The Rails : 100 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Now, imagine you're back

at the start of the level. Skate forward, but cut through the kickers, to the right. You'll reach the escalator. Go up there, and then out onto the tracks. Grind down the rails, keeping your balance, until the "Ride the Rails" gap is added to your trick list. Jump off. Oh yeah, watch out for trains. They hurt.

Across The Pit : 100 Points

From the start of the level, turn right (watch out for the taxi!), and up the ramp into the area with the benches. From here, take note of that dark green coloured wall that's next to the quarterpipe. Jump the rail, and wallride up to the top of the wall. Grind it all the way to the other side ot get this transfer.

Corner Cut : 100 Points

From the start of the level, grind the low wall that's to the left of you, just past the small gap. Follow it to just before you hit the corner, and then jump onto the wall on the other side of the corner, and grind that.

Park Entrance Gap : 100 Points

From the start of the level, grind the low wall that's to the left of you, just in front of the small gap. Ollie over the gap and land in a grind on the other wall to get this transfer.

Grab A Snack And Sit Down : 100 Points

From the start of the level, head forward a little, and left into the park entrance. Go over the bridge, and then turn left. You'll reach a shop with a ledge poking out of it. Grind the ledge, and then jump to the rail and grind it.

Buuurp! Now Go Skate : 100 Points

From the start of the level, head forward a little, and left into the park entrance. Go over the bridge, and take notice of the blue benches. Grind them to the right, and then ollie off, and land in a grind on the rail.

The Hard Way : 500 Points

From the start of the level, turn around and head forward until you hit the wall. If you turn left, you'll be in an "under construction" zone, with a yellow caution tape thingy to your left. Grind it all the way down, but be careful that you don't fall off the edge...

Path Less Traveled : 500 Points

Skate forward from the start of the level, until you hit the end of the street. Turn left, and make your way to the quarterpipe on the right wall. Trick off it to get some speed, then skate through the entrance. Grind the left rail, and then ollie over to the benches on the right and land in a grind.

Slam Dunk : 500 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, head slightly to the left, up the little slope, and grind the rail there. When you can see the basketball board in front of you, jump off the to left, wallride the wall, and ollie onto the backboard, and land in a grind.

Sidewalk Bomb : 1000 Points

Once you've collected all of the five Subway Tokens, skate up the escalator, but not onto the rails. Grind the low wall that's to your left, and jump off onto the canopy below, landing in a grind.

Changin' Trains : 1000 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Now, imagine you're back at the start of the level. Skate forward, but cut through the kickers, to the right. You'll reach the escalator. Go up there, and then out onto the tracks. Grind down the rails, and then ollie to the other subway rail, and land in a grind to get this transfer.

Manual Transfers

The Bridge : 250 Points

You'll need a bit of speed for this one. From the start of the level, turn around, and then take the park entrance to your right. Trick off the quarterpipe, and then launch off the rock on the other side. If you follow the path, you'll reach the bridge, manual all the way over it to get this transfer.

Going Down? : 250 Points

This one is really easy. From the start of the level, skate forward until you reach the two kickers. Cut in between them, to the right, and head up the escalator. When you're at the top, turn around, and manual down the escalator.

Lip Transfers

Phat Lip : 100 Points

From the start of the level, head left into the park entrance, and drop down into the pit with the statue and the mother of a quarterpipe. Lip trick the quarterpipe.

Waaaay Up There : 100 Points

From the start of the level, skate right, and over to the rail. Ollie over the rail, and head toward the quarterpipes on the wall. Get some big air on them, and while you're at the top, lip trick the edge of the wall there. This one is annoying.

Other Transfers

Banks Barrier Wallride : 100 Points

To make this gap, you need access to the secret area, which means that you'll need to have all five Subway Tokens. Once you've done that, restart the level. There are two ways to get into the secret area; one is to ride the subway escalator, and then down the subway rails, and the other way is to skate straight forward from the start of the level, until you reach a wall. Wallride the wall, up and over it, and you'll end up in the secret area. In the secret area, go up the grey path, and when you get to the end of it, just drop down below. In front of you is a big white barrier, wallride over it for this transfer.

=====
Venice Beach, California
=====

- | | |
|------------------------|-----------------|
| High Score of 40000 | - \$1500 reward |
| Pro Score of 100000 | - \$1750 reward |
| Sick Score of 200000 | - \$2000 reward |
| Collect S-K-A-T-E | - \$1250 reward |
| Ollie the Magic Bum 5x | - \$1500 reward |
| Collect 5 Spray Cans | - \$1250 reward |
| Tailslide Venice Ledge | - \$1000 reward |
| Hit 4 VB Transfers | - \$1500 reward |
| Find the Secret Tape | - \$1250 reward |

Secrets/Interesting Things

- Don't go onto the sand. Trust me.
- On that note, going in to the sand is helpful when you want to reappear at the starting point again, really quickly...
- There is a "secret" area, I'll call it the Venice Ledge area. To get to this place, there are a couple of ways:

- 1) From the start of the level, skate left, down the stairs, and into the "bowl" area. Ramp out over the wall, and onto the footpath. Follow the path to get to this area.
- 2) Skate forward from the start of the level, down the steps, and then go left around the corner of the building. You'll come to a "closed-off" area with a rail and a quarterpipe, ramp out over the quarterpipe to reach the area.

To get out, use the kicker provided, or head on the footpath, which will take you to the bowl area that's to the left of the starting point.

High Score of 40000

This level is a grind heaven. Not only that, it's got a decent area for all of you vert freaks out there. From the start, head to the left, and you'll end up in a kinda bowl area. Just keep tricking and the 40000 will come to you in 20 seconds flat. Otherwise, head to the central area, and grind everything you can.

Pro Score of 100000

Like before, head to the bowl and trick around, and when you're done, head into the middle area and grind all you can. The first two are simple, wait until you have to get the...

Sick Score of 200000

Quite complicated. What I like to do is to use this run (usually it works much better with both the Perfect Balance and Infinite Special cheats on...)

From the start of the level, use the hump to get some air. Trick while in the air, and try to land on the rail. Grind the rail all the way to the roof and land in a manual. Turn to the left and jump down where the rollin is. Manual it all the way to the benches, and grind them, and when you get off the last one, land in a manual. Arc to the left, and grind the benches there, ollieing from one to another. Land in a manual and make your way to the quarterpipe on the wall. Ramp up, and land in a manual on the roof. Head forward, and drop below, landing on the rail in a grind. Ollie off, land in a manual, and ramp out over the quarterpipe... etc, by now you should have more than enough points.

Collect S-K-A-T-E

S : From the start of the level, skate forward until you hit the low wire fence. Grind that to the roof of the building, and as you get onto the roof, the S will be right in front of you.

K : From the S, turn left, and head forward. You'll soon come to a gap that's got the K floating above it, just jump the gap.

A : From the K, drop down into the central area, and skate forward until you reach the brown quarterpipe on the wall. Ramp up from it onto the roof, and on the roof you'll see the A on the corner of a vent.

T : From the A, turn around, and take note of the ramp on the roof, that leads to the higher roof. Launch off the ramp onto the higher roof, and head to the quarterpipe on the left. Floating above this is the T.

E : From the T, come back off the quarterpipe, and head left. You'll drop down onto another roof, and this is lined by a small quarterpipe. In the middle of this, floating above it, is the E.

Ollie the Magic Bum 5x

Magic Bum 1 : From the start of the level, skate forward, down the steps. Soon you'll come up to a graffiti wall, and if you look closely, there's an opening in it. Go through the opening to reach a bum and a small halfpipe thing. Ollie over the bum.

Magic Bum 2 : From where you are, use the halfpipe closest to the beach and grind along the top of it, and keep grinding until you reach the roof on the other side of the enclosed halfpipe area. Once you're on the roof, skate past the blue vent thing, and drop down. You'll end up in the area with a quarterpipe and a rail, the bum is here. It's the Seaside area.

Magic Bum 3 : Make your way back to the start (easiest way from the second bum is to ramp out over the wall [using the quarterpipe], and then hit the sand). Take a right, and you'll see the bum next to a wall.

Magic Bum 4 : From number 3, head around the corner to the left, and you'll reach an alcove that's got a banner hanging above it. The bum is in here.

Magic Bum 5 : From number 4, head to the sand to end back up at the start. Turn left, and the bum will be right there.

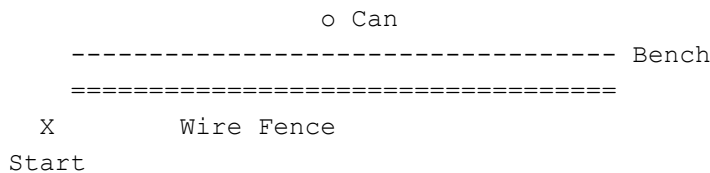
Collect 5 Spray Cans

Spray Can 1 : The first spray can can be found by heading to the bowlish area, to the left of the start of the level. The can is hanging above the bowl.

Spray Can 2 : From the start of the level, turn to the right, and skate forward, following the wall to the right. You'll soon come to a quarterpipe, floating above this is the next spray can.

Spray Can 3 : From the quarterpipe where the second spray can is located, turn left, and head forward. You'll soon come to two quarterpipes side by side, but with a gap in the air between. Hanging above that gap is the third spray can.

Spray Can 4 : From the third spray can, come off the quarterpipe to the left, and if you head forward, you'll come to another quarterpipe. Use this quarterpipe to air yourself to the right, and you should land in on another quarterpipe, which will take you to the main area. Skate back to where the start is, and you should see a bench just in front of the wire fence. On that bench is another spray can.



Spray Can 5 : From the start of the level, head forward down the stairs, and turn left around the corner of the building. You'll reach an area with a rail and a quarterpipe, above that quarterpipe is a spray can. The Seaside area!

Tailslide Venice Ledge

Tailslide is Left + Triangle, or Right + Triangle. Where's the Venice Ledge?

- 1) From the start of the level, skate left, down the stairs, and into the "bowl" area. Ramp out over the wall, and onto the footpath. Follow the path to get to this area.
- 2) Skate forward from the start of the level, down the steps, and then go left around the corner of the building. You'll come to a "closed-off" area with a rail and a quarterpipe, ramp out over the quarterpipe to reach the area.

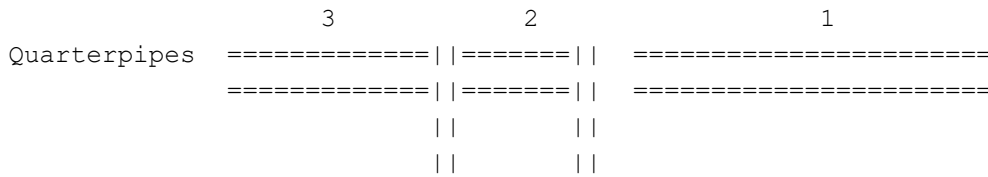
Once you're in here, take note of the side of the stairs that has a \$100 note floating over it. That's the Venice Ledge. Tailslide it to complete this objective.

Hit 4 VB Transfers

VB Transfer 1 : This one is tough. From the start of the level, turn

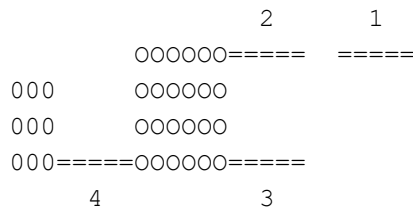
(Huge!!!)

right, and skate forward, grinding the low walls and fences to the right, so that you build up some much needed speed. When you see the quarterpipe in the distance, stop grinding, and when you reach the quarterpipe, air off it, all the way to the left, past the little quarterpipe in between, and onto the one on the far left. It's...hard.



Get all the way from 1 to 3.

VB Transfer 2 : After hitting the first VB transfer, skate off to the right, past the little funbox, and you'll soon reach two quarterpipes next to each other, but with a gap in between. Air from the right to the left, and as you come down, you'll be facing another quarterpipe. From this, air off to the right, over the small section of roof, and onto the small quarterpipe for the second transfer.



The objective is to get from 3 to 4. Number 2 is just there to help with speed and line.

VB Transfer 3 : From the start of the level, skate forward, down the steps. Soon you'll come up to a graffiti wall, and if you look closely, there's an opening in it. Go through the opening, and you'll see a halfpipe there. On the side that's facing opposite the beach, air to the right, and onto another quarterpipe for the third transfer.

VB Transfer 4 : Head to the secret area. (Ledge)

1) From the start of the level, skate left, down the stairs, and into the "bowl" area. Ramp out over the wall, and onto the footpath.

Follow the path to get to this area.

2) Skate forward from the start of the level, down the steps, and then go left around the corner of the building. You'll come to a "closed-off" area with a rail and a quarterpipe, ramp out over the quarterpipe to reach the area.

In this area, take note of the quarterpipe that's on the raised area. Below that, to the right, is another quarterpipe. I don't think I need to tell you what to do now...

To get the secret tape, you've got to get onto the roof of the building that's to the left of you when you start. There's a couple of ways you can get up there; one is by going to the bowl and launching up there, another is to wallride your way up there, I'm sure you will be able to make it up there.

Once you're up there, you'll most likely be on the lower part of the roof, that is, the part with the little quarterpipe that sticks around the edge of the roof. From here, just ollie onto the higher part of the roof.

Here, you should be able to see the Secret Tape in the distance, hanging on a wire over the tables below. There's two quarterpipes on the roof; one to the right and one to the err... south of you. Get some speed on the one to the right, come back down and off the one to the south, and then head straight for the corner, off the kicker and onto the wire, collecting the tape in the process.

100% Goals and Cash

\$50 : From the start of the level, just spin around, and the \$50 will be there, on top of the fence.

\$50 : From the start of the level, turn right, and head down the wall to the right. Soon you'll reach another fence with another \$50.

\$50 : Near the two quarterpipes with a gap in the middle of them. Around them is a funbox, next to the funbox is a fence, and on top of the fence is another \$50 (this is near the third spray can).

\$100 : From the start of the level, skate forward until you hit the low wire fence. Grind that to the roof of the building, and as you get onto the roof, you'll see a banner thingy in the distance, grind it for \$100.

\$100 : From the start of the level, skate forward until you hit the low wire fence. Grind that to the roof of the building, and then face left. If you keep skating forward you'll see this hanging over a gap with a vent in front of it. Use the vent to launch up and get the \$100.

\$100 : Where the VB Pit Transfer is, there's a note floating above it. You can get it by doing the Pit Transfer, or, you can just get on the roof below it and ollie up to it.

\$100 : From the start of the level, skate forward, down the steps. Soon you'll come up to a graffiti wall, and if you look closely, there's an opening in it. Go through the opening, and you'll see a halfpipe there. On the side that's next to the beach, air off to the left, the \$100 is hanging in the air above the roof.

\$100 : Head to the area that's got a rail and a quarterpipe. On the rail is the \$100. This is the Seaside area, y'know, if you've forgotten, check the Magic Bum and Spray Can walkthroughs.

\$100 : From the start of the level, skate left, down the stairs, and into the "bowl" area. Ramp out over the wall, and onto the footpath. Follow the path to get to the secret area. In the secret area, \$100 is floating above the Venice Ledge.

\$250 : You've got to get onto the roof of the building that's to the left of you when you start. There's a couple of ways you can get up there; one is by going to the bowl and launching up there, another is to wallride your way up there, I'm sure you will be able to make it up there.

Here, make your way to the lower part of the roof, the one that has the small quarterpipe running around the edge. You'll no doubt notice the rail system that runs above the roof. You have to get some speed off the quarterpipe, and then grind your way up to the \$250 note.

\$250 : From the start of the level, skate forward until you hit the low wire fence. Grind that to the roof of the building, and then spin around in a big arc. As you come around, you'll see a vent leading to the \$250 (which is floating above a statue). Use the vent as a ramp to get to the dosh.

\$250 : From the start of the level, skate forward, down the steps. Soon you'll come up to a graffiti wall, and if you look closely, there's an opening in it. Go through the opening, and you'll see a halfpipe there. On the side that's opposite from the beach, air off it all the way to the left, and try to make it onto the roof. If the arc is good enough you'll pick up \$250 on the way.

Transfers

Air Gaps

VB Skinny Transfer : 100 Points

From the start of the level, skate forward, down the steps. Soon you'll come up to a graffiti wall, and if you look closely, there's an opening in it. Go through the opening, and you'll see a halfpipe there. On the side that's facing opposite the beach, air to the right, and onto another quarterpipe for this transfer.

Up! : 100 Points

From the start of the level, skate down the stairs, and head right, until you hit the graffitied wall. Turn right again, and you'll see a thin rollin/quarterpipe. Just go high on this to get the Up! transfer.

Table Pop : 200 Points

From the start of the level, head forward, down the stairs, and into the main area. Ollie over a table for this transfer.

Shorty Planter Pop : 200 Points

From the start of the level, turn to the right. In front of you is a planter with a tree growing out of it, ollie over the planter for this transfer. The short side of it.

Cake Transfer : 250 Points

From the start of the level, turn to the right and skate forward. You'll soon come to an area with three quarterpipes, two big ones and one weeny one in the middle. Head to the weeny little quarterpipe in the middle, and then air from that to the quarterpipe on the left.

West Side Transfer : 250 Points

From the start of the level, turn to the right and skate forward. You'll soon come to an area with three quarterpipes, two big ones and one weeny one in the middle. Ignore all of these, and face to the left. Skate forward, past the little funbox, and you'll soon reach two quarterpipes next to each other, but with a gap in between. Air from the right to the left to get this gap.

Wee Lil' Roof Gap : 250 Points

You've got to get onto the roof of the building that's right next to you when you start this level. You can either go to the quarterpipe bowl area to the left and use the quarterpipe to launch yourself way up there, or you can simply wallride your way up to the roof. Whichever way you use, I don't care. Notice how that there's three sections of roof; one with the quarterpipe running around the edge, one that's higher than the rest, and one that's on the same level as the one with the quarterpipe, but it's smaller and has nothing on it. What you have to do is clear the gap from the section of roof with the quarterpipe to the section diagonally across from it, or the other way around.

Up!! : 250 Points

From the start of the level, skate down the stairs, and head right, until you hit the graffitied wall. Turn right again, and you'll see a thin rollin/quarterpipe. Just go high on this to get the Up!! transfer, but it's got to be higher than the Up! transfer.

Canyon Jump : 250 Points

You've got to get onto the roof of the building that's right next to you when you start this level. You can either go to the quarterpipe bowl area to the left and use the quarterpipe to launch yourself way up there, or you can simply wallride your way up to the roof. Whichever way you use, I don't care. Head to the section of roof with the quarterpipe running around the edge. If you skate across this roof, you'll come to a drop, and on the other side of the drop is another roof. Ollie onto it.

Ledge 9 Set : 250 Points

To get this, you need to get to the Venice Ledge area. From the start of the level, skate left, down the stairs, and into the "bowl" area. Ramp out over the wall, and onto the footpath. Follow the path to get to this area OR Skate forward from the start of the level, down the steps, and then go left around the corner of the building. You'll come to a "closed-off" area with a rail and a quarterpipe, ramp out over the quarterpipe to reach the area. Here, ollie over the stair set for this gap.

Muska's Gap : 500 Points

From the start of the level, skate forward until you hit the low wire fence. Grind that to the roof of the building, and then face left. If you keep skating forward you'll see a gap. Clear the gap to get this gap. *scratches head* Think I overkilled the word gap?

Tight Landing Transfer : 500 Points

From the start of the level, turn to the right and skate forward. You'll soon come to an area with three quarterpipes, two big ones and one weeny one in the middle. Go to the one on the right, and air off onto the weeny one in the middle.

Big Double 5 Set : 500 Points

You'll need a fair bit of speed for this. From the start of the level, face left. You'll see the ramp and the double 5 stair set. You've got to clear that double 5 set. My advice for speed would be to either get some in the quarterpipe and come back up via the ramp, or go back a bit, and grind the edges/fences to get speed.

VB! Pit Transfer : 500 Points

From the start of the level, turn to the right and skate forward. You'll soon come to an area with three quarterpipes, two big ones and one weeny one in the middle. Ignore all of these, and face to the

left. Skate forward, past the little funbox, and you'll soon reach two quarterpipes next to each other, but with a gap in between. Air from the right to the left, and as you come down, you'll be facing another quarterpipe. From this, air off to the right, over the small section of roof, and onto the small quarterpipe for this gap.

Nice Mid Size Roof Gap : 500 Points

You've got to get onto the roof of the building that's right next to you when you start this level. You can either go to the quarterpipe bowl area to the left and use the quarterpipe to launch yourself way up there, or you can simply wallride your way up to the roof. Whichever way you use, I don't care. Notice how that there's three sections of roof; one with the quarterpipe running around the edge, one that's higher than the rest, and one that's on the same level as the one with the quarterpipe, but it's smaller and has nothing on it. What you have to do is clear the gap from the section of roof with the quarterpipe to the section diagonally across from it, or the other way around. You have to clear a larger distance than the Wee Lil Roof Gap though.

Planter Pop : 500 Points

From the start of the level, turn to the right. In front of you is a planter with a tree growing out of it, ollie over the planter for this transfer. The long side of it.

Roof 2 Ramp : 500 Points

You've got to get onto the roof of the building that's to the left of you when you start. There's a couple of ways you can get up there; one is by going to the bowl and launching up there, another is to wallride your way up there, I'm sure you will be able to make it up there. Once you're up there, you'll most likely be on the lower part of the roof, that is, the part with the little quarterpipe that sticks around the edge of the roof. From here, just ollie onto the higher part of the roof. Here, you should be able to see the Secret Tape in the distance, hanging on a wire over the tables below. There's two quarterpipes on the roof; one to the right and one to the err... south of you. Get some speed on the one to the right, come back down and off the one to the south, but air off all the way to the right, and come crashing down onto the wooden quarter that's up against the graffitied wall.

And Away!!! : 500 Points

From the start of the level, skate down the stairs, and head right, until you hit the graffitied wall. Turn right again, and you'll see a thin rollin/quarterpipe. Just go high on this to get the And Away!! transfer, but it's got to be higher than the Up!! transfer.

VB! Ledge Transfer : 500 Points

To get this, you need to get to the Venice Ledge area. From the start of the level, skate left, down the stairs, and into the "bowl" area. Ramp out over the wall, and onto the footpath. Follow the path to get to this area OR Skate forward from the start of the level, down the steps, and then go left around the corner of the building. You'll come to a "closed-off" area with a rail and a quarterpipe, ramp out over the quarterpipe to reach the area. Here, you'll see two quarterpipes, go from one to another for this gap.

Lil' Vent Gap : 500 Points

From the start of the level, skate forward until you hit the low wire fence. Grind that to the roof of the building, and then face left. If you keep skating forward you'll see a gap, with a vent on the other side. Skate around to the side that's got the vent, and use that to clear the rather small gap.

Ramp 2 Roof : 750 Points

From the start of the level, skate forward, and down the steps. When you get past the corner of the building that sticks out to your left, face left and you'll see a quarterpipe stuck to the wall. Get lots of speed by grinding everything in the area, and then air off this quarterpipe to the left, and onto the metal quarterpipe that's on the roof.

Uphill Canyon Jump : 750 Points

From the start of the level, skate forward, and down the steps. When you get past the corner of the building that sticks out to your left, face left and you'll see a quarterpipe stuck up against the wall. Use it to ramp up and onto the roof. There's a drop in between this roof and the lower section of the roof in front of you, you've got to clear it. Get speed by going back, grinding the long kicker thing, and give it your all.

Vent 2 Roof Gap : 750 Points

From the start of the level, skate forward, and down the steps. When you get past the corner of the building that sticks out to your left, face left and you'll see a quarterpipe stuck up against the wall. Use it to ramp up and onto the roof. See the ramp? Use that to get to the higher section of the roof that's across from you.

VB! Huge Transfer!!! : 1000 Points

I have an announcement to make. This is one mother of a gap.
From the start of the level, turn to the right and skate forward.

You'll soon come to an area with three quarterpipes, two big ones and one weeny one in the middle. What you have to do is go from the one on the right to the one on the left, skipping out on the one in between...you need a hell of a lot of speed. How do we get that speed? On your way from the start, grind the low walls and fences to get some much needed speed.

Massive 20 Set! : 1000 Points

Go to the Seaside Rail. Don't know where it is? From the start of the level, skate forward, and down the steps. When you get past the corner of the building that sticks out to your left, head left, and you'll arrive in an area with a huge stair set and a long rail. Clear all 20 of the stairs for this gap.

Siiiiick Roof Gap!!! : 1000 Points

You've got to get onto the roof of the building that's right next to you when you start this level. You can either go to the quarterpipe bowl area to the left and use the quarterpipe to launch yourself way up there, or you can simply wallride your way up to the roof. Whichever way you use, I don't care. Notice how that there's three sections of roof; one with the quarterpipe running around the edge, one that's higher than the rest, and one that's on the same level as the one with the quarterpipe, but it's smaller and has nothing on it. What you have to do is clear the gap from the section of roof with the quarterpipe to the section diagonally across from it, or the other way around. You have to clear a larger distance than the Nice Size Roof Gap though. This is also a mother of a gap, you'll need to use that Boneless...

Huge Roof 2 Ramp : 1000 Points

From the start of the level, skate forward until you hit the low wire fence. Grind that to the roof of the building, and then face left. If you keep skating forward you'll see a gap, with a vent on the other side. Skate around to the side that's got the vent, but don't go up it. Skate past the candy cane hump, and you'll come to a quarterpipe. Use this to launch onto the wooden quarterpipe that's to the right.

Fatty Transfer : 1000 Points

From the start of the level, skate forward, down the steps. Soon you'll come up to a graffiti wall, and if you look closely, there's an opening in it. Go through the opening, and you'll see a halfpipe there. Use the side that's closest to the beach and air all the way to the left, over the big part of roof, and onto the quarterpipe.

Big Vent Gap : 1000 Points

From the start of the level, skate forward, and down the steps. When you get past the corner of the building that sticks out to your left, face left and you'll see a quarterpipe stuck up against the wall. Use it to ramp up and onto the roof. Skate to the right, and use the vent as a ramp to go over the big gap and onto the roof on the other side.

Huge Ramp 2 Roof : 1500 Points

From the start of the level, skate forward, down the steps. Soon you'll come up to a graffiti wall, and if you look closely, there's an opening in it. Go through the opening, and you'll see a halfpipe there. On the side that's opposite from the beach, air off it all the way to the left, and try to make it onto the roof. If the arc is good enough you'll land safely and get this gap.

Grind Transfers

Seaside Handrail : 200 Points

From the start of the level, skate forward, and down the steps. When you get past the corner of the building that sticks out to your left, turn left and you'll see a rail. Grind down it to the end to get this transfer.

The Venice Ledge : 250 Points

To get this, you need to get to the Venice Ledge area. From the start of the level, skate left, down the stairs, and into the "bowl" area. Ramp out over the wall, and onto the footpath. Follow the path to get to this area OR Skate forward from the start of the level, down the steps, and then go left around the corner of the building. You'll come to a "closed-off" area with a rail and a quarterpipe, ramp out over the quarterpipe to reach the area. Here, grind down the ledge that's to the right of the stairs.

Bench Trippin' : 500 Points

From the start of the level, skate down the stairs, and head right, until you hit the graffitied wall. Turn left, and you'll soon see two benches next to each other with a gap in between. Skate past these, and head slightly to the left. There's a bench here, grind from this to the next bench.

Ledge 2 Ledge : 500 Points

From the start of the level, skate down the stairs, and head right, until you hit the graffitied wall. Turn left, and you'll soon see two

ledges next to each other with a gap in between. Grind from one to the other for this transfer.

10 Point Landing! : 500 Points

You've got to get onto the roof of the building that's right next to you when you start this level. You can either go to the quarterpipe bowl area to the left and use the quarterpipe to launch yourself way up there, or you can simply wallride your way up to the roof. Whichever way you use, I don't care. Head to the section of roof with the quarterpipe running around the edge. If you skate across this roof, you'll come to a drop, and below is a rail. Drop onto a grind on the rail.

The High Wire : 1000 Points

You've got to get onto the roof of the building that's to the left of you when you start. There's a couple of ways you can get up there; one is by going to the bowl and launching up there, another is to wallride your way up there, I'm sure you will be able to make it up there. Once you're up there, you'll most likely be on the lower part of the roof, that is, the part with the little quarterpipe that sticks around the edge of the roof. From here, just ollie onto the higher part of the roof. Here, you should be able to see the Secret Tape in the distance, hanging on a wire over the tables below. There's two quarterpipes on the roof; one to the right and one to the left... south of you. Get some speed on the one to the right, and head back to the one on the south. Launch off it, and hopefully land in a grind on the rail system that hangs above the roof.

'Round The Horn!!! : 2500 Points

From the start of the level, head left, down the slope and grind the quarterpipe all the way around.

Manual Transfers

He Could Go... : 250 Points

From the start of the level, skate forward, and down the stairs. Keep going until you reach the planks that are supported on by tables. You have to manual across these a fair distance.

All The Way... : 500 Points

From the start of the level, skate forward, and down the stairs. Keep going until you reach the planks that are supported on by tables.

You have to manual across these a fair distance, more than the previous transfer though.

Candy Cane Manual : 750 Points

From the start of the level, skate forward until you hit the low wire fence. Grind that to the roof of the building, and then face left. If you keep skating forward you'll see a gap, with a vent on the other side. Skate around to the side that's got the vent, but don't go up it. Go on top of the Candy Cane hump, and manual all the way around it for this transfer.

Touchdown!!! : 1000 Points

From the start of the level, skate forward, and down the stairs. Keep going until you reach the planks that are supported on by tables. You have to manual across these, all the way.

=====
Skatestreet, Ventura
=====

"Compete For \$20,000 in Cash and Prizes!"

This is the second competition level. You get three rounds to impress the judges, best two scores are added together, highest score wins, you know the deal...

There's two outdoor areas (small ones) that you can unlock in this skate park. They are both accessed by grinding rails.

The Van Secret Area : From the start of the level, turn to the left, and grind the "D" rail that pokes out from the quarterpipe, until you get the Van Secret Area Key transfer.

How? : From the start of the level, go down the rollin, and cut an arc to the right, in front of the funbox. You'll see an opening outside, guess where that will take you?

The Rail Secret Area : From the start of the level, skate down the rollin, past the funbox, and up onto the big wave quarterpipe. Get on top of it and head to the left. Before you hit the low fence, ollie forward and grind the rail that's hangin' in mid air.

How? : From the start of the level, go down the rollin, and head left. Once you get past the corner of the railbox, turn right, and you'll see the opening in the distance.

OR

From the start of the level, go down the rollin, and head straight. Skate into the corridor that's left of the huge wave quarterpipe.

Ways To Win

My favourite way to kick some serious arse in this park is to just head to the numerous number of bowls and quarterpipes hanging around. From the start of the level, if you look to the right, you'll notice a bowl. To the left, a monster of a halfpipe. This park is not that great for grinding, but the potential to grind is still there. One prime example is the bowl that's to the right of you when you start; grind around the whole of it for a nice transfer bonus, jump out of there and onto the rail, etc. Imagination is the key to those high scores. Don't forget about the manuals! After a lengthy grind session, manual, head to the nearest quarterpipe, and top it all off with a 720 Benihana (or whatever move you prefer). Oh yeah.

Find All Cash Icons To 100% the Level!

\$50 : From the start of the level, face left, and you'll see a monster halfpipe, and there'll be a D shaped rail coming out of it. On top of the rail is \$50.

\$50 : From the start of the level, face left, and you'll see a monster halfpipe, and there'll be a D shaped rail coming out of it. Grind the rail to get across to the other side. Go over the "bridge", and then turn right. The \$50 will be ahead, floating on a rail.

\$100 : From the start of the level, skate down the rollin, and over the funbox. Go up the big slope here, and all the way to the wall. A rail runs along this wall, grind it to the left to pick up \$100.

\$100 : From the start of the level, skate down the rollin, past the funbox, and up onto the big wave quarterpipe. Get on top of it and head to the left. Before you hit the low fence, ollie forward and grind the rail, collecting \$100 on the way.

\$100 : From the start of the level, face left, and you'll see a monster halfpipe, and there'll be a D shaped rail coming out of it. Grind the rail to get across to the other side. Go over the "bridge", and you'll see \$100 floating next to it. Ollie off the bridge, and into the air to collect the \$100.

\$100 : First, unlock the Van Secret Area. Head to it, and this will be floating above the Van. Use the kicker provided to get up there.

\$250 : From the start of the level, go down the rollin, and cut an arc to the right, in front of the funbox. Keep heading right and you'll reach a nice big wall. There's a hump leading up to the wall, use that to launch up in the air and grab the \$250.

\$250 : First, unlock the Rail Secret Area. Head to it, and high up in the air, in between the two quarterpipes is \$250. Speed is the key.

Transfers

Air Gaps

Over The Wall : 10 Points

From the start of the level, skate down the rollin, and turn left. If you keep skating forward you'll reach an area with some small quarterpipes and a really cool small halfpipe. There should be a tiny little wall that separates the side with the small halfpipe from the side with lots of quarterpipes. Use the quarterpipe to air over the wall, to the right, and land safely on another quarterpipe there.

Railing Hop : 50 Points

From the start of the level, skate down the rollin, past the funbox, and up onto the big wave quarterpipe. Get on top of it and head to the left. Before you hit the low fence, ollie over it for this gap.

Over The Bridge : 50 Points

From the start of the level, skate down the rollin, and turn left. Here, head to the corner of the huge halfpipe and turn left again. Skate forward here, past the rail, and onto the quarterpipe. Get some speed on this, and then use the kicker nearby to launch yourself over the bridge that's almost above your head.

HP To Bowl : 100 Points

From the start of the level, turn left, and head into the halfpipe. Trick around for a while to get some speed, then ramp out over the edge and land in the bowl that's to the right of you when you start the level.

Bowl To HP : 100 Points

From the start of the level, turn right, and head into the bowl. Trick around for a while to get some speed, then ramp out over the side with the wall, and land in the big halfpipe that's to the left of you when you start the level.

Bullet Bowl Hop : 100 Points

From the start of the level, skate forward and down the rollin.

If you look to your immediate right you'll see a quarterpipe. Use that quarterpipe to launch into the bowl.

Over The Deck : 100 Points

From the start of the level, skate forward and down the rollin. If you angle yourself slightly to the left you'll soon come to a deck that looks like a set of stairs. One the side of each stair is a ramp, go to the top one, and use the ramp to clear the deck.

Daaaaay Tripper : 100 Points

First, you need to unlock the Van Secret Area. Head to that area, and use the kicker that's next to the van to clear the van, and then land on the kicker on the other side.

Gimme Gap Redux : 100 Points

From the start of the level, skate down the rollin, and turn left. If you keep skating forward you'll reach an area with some small quarterpipes and a really cool small halfpipe. Head to the side with the small halfpipe, and use the quarterpipe to pop into it.

Sodee Pop Gap : 100 Points

From the start of the level, face left, and you'll see a monster halfpipe, and there'll be a D shaped rail coming out of it. Grind the rail to get across to the other side. Go over the "bridge", and then head left. Smash into all of the tables and chairs for fun, but then you have to line yourself up with the wall. Wallride halfway, and then ollie off, hopefully you'll land on the flat of the halfpipe across the gap.

Cut The Corner : 100 Points

From the start of the level, go down the rollin, and cut an arc to the right, in front of the funbox. Keep heading right and you'll reach a nice big wall. Spin around 180 and you'll see a big slope. What you need to do is get some speed in the vert wall place, then come out, hit the slope, clear a big portion of the corner, and then land on the slope that's going downwards.

High Sticker : 100 Points

From the start of the level, go down the rollin, and cut an arc to the right, in front of the funbox. Keep heading right and you'll reach a nice big wall. Head into the vert wall area, and just try to air up as high as you can on the wall to get this transfer.

Shoot The Gap : 100 Points

First, unlock the Rail Secret Area, and head into it. In this area, there'll be two quarterpipes, side by side, but with a gap in between. To get this gap, go from one quarterpipe to another.

No Kidding Around : 150 Points

From the start of the level, turn left, and head into the halfpipe. Take note of which side has the bridge on it, and gain lots of speed. Once you think you've got enough speed, ramp out over the side with the bridge, and if you can clear the bridge, the transfer is yours.

Stairset : 150 Points

From the start of the level, face left, and you'll see a monster halfpipe, and there'll be a D shaped rail coming out of it. Grind the rail to get across to the other side. Go over the "bridge", and then turn right. Stick to the wall on the left and you'll come to a set of stairs, ollie over them for this gap.

Hexbox Gap : 150 Points

From the start of the level, skate down the rollin, and you'll see a funbox to your right. Clear the funbox for this gap.

High Jumper : 250 Points

From the start of the level, skate down the rollin, and turn left. When you see the big halfpipe, notice the small little quarter that's in front of it. Using the quarterpipe, launch to the right, over the rail, and land on the flat of the halfpipe.

Grind Transfers

Rail Secret Area Key : 50 Points

From the start of the level, skate down the rollin, past the funbox, and up onto the big wave quarterpipe. Get on top of it and head to the left. Before you hit the low fence, ollie forward and grind the rail that's hanging in mid air.

Rail To Rail : 50 Points

From the start of the level, turn right, and skate into the area that has the bowl. Ollie over the railing to the side, and you'll land in an area with a rail and a low wall to the side of it. Grind the rail and then grind the wall to get this transfer.

Van Secret Area Key : 100 Points

From the start of the level, turn to the left, and grind the "D" rail that pokes out from the quarterpipe, until you get the Van Secret Area Key transfer.

Nail The Rail : 100 Points

From the start of the level, face right, and head into the bowl. What you have to do is to ramp out of the bowl (the side that has the wall on it), and then land on a grind on the edge of the halfpipe on the other side. Very hard.

HP To Railbox : 100 Points

From the start of the level, face left, and head into the halfpipe. Face the opening, and then skate towards it. Launch off the small kicker quarterpipe there, and land on a grind on the railbox that's in front of you.

Wave Wall Minigap : 100 Points

From the start of the level, skate down the rollin, past the funbox, and up onto the big wave quarterpipe. Get on top of it and grind the edge to the left. Ollie over the low fencing and grind the rail in midair to get this gap.

Surfin U.S.A. - 100 Points

From the start of the level, skate down the rollin, past the funbox, and up onto the big wave quarterpipe. Get on top of it and grind the whole wave for this transfer.

Skatin' On The Dock Of The Bay : 100 Points

For this transfer, you need to unlock the Van Secret Area. Head to it, and head to the far right of the area. Turn around, and if you look to the wall on your left, you'll see a ledge and a quarterpipe. Ollie over the ledge and grind the quarterpipe the whole way for this transfer.

Havin' A Picnic : 100 Points

For this transfer, you need to unlock the Van Secret Area. Head to it, and take notice of the two benches with a gap in between. Grind one, ollie the gap and grind the other bench for this transfer.

Extension Transfer : 100 Points

From the start of the level, turn right, and head into the bowl. Notice how the bowl has the extension wall on it? Get up there, grind it, then drop onto a grind on the edge of the bowl.

Big Air Railing Grind : 100 Points

From the start of the level, skate forward down the rollin and head left. Keep going until you reach the end of the halfpipe that's to your left, and then turn left again to arrive in an area that's got a rail, a kicker and a quarterpipe. Trick off the quarterpipe, launch off the kicker, and onto a grind on one of the rails above.

Circle The Pool : 500 Points

From the start of the level, turn right and head into the bowl. Start grinding the edge of the pool, from the end of the wall, all the way around until you get this transfer.

Manual Transfers

Funbox Wheelie : 100 Points

From the start of the level, skate forward and down the rollin, until you reach a funbox. Manual over it for this transfer.

Lip Transfers

Bowl Lip : 100 Points

From the start of the level, turn right and into the bowl. Liptrick the edge.

HP Lip : 100 Points

From the start of the level, turn left and into the halfpipe. Liptrick the edge.

Ride The Wave : 100 Points

From the start of the level, skate forward down the rollin, and head to the wave quarterpipe in front of you. Liptrick it.

Gully Lip : 100 Points

From the start of the level, skate forward down the rollin, and cut an arc to the right, in front of the funbox, and to the right. You'll soon end up near a big vert wall. Across from the vert wall is a quarterpipe sorta thing, liptrick it.

Bowl Envy : 100 Points

From the start of the level, turn right and into the bowl. Liptrick the extension wall.

Mr. Small Lips : 100 Points

From the start of the level, skate down the rollin, and turn left. If you keep skating forward you'll reach an area with some small quarterpipes and a really cool small halfpipe. Head to the side with the small halfpipe, and use the quarterpipe to pop into it. Liptrick the halfpipe.

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Philadelphia, Pennsylvania
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- | | |
|---------------------------|-----------------|
| High Score of 50000 | - \$2500 reward |
| Pro Score of 125000 | - \$3000 reward |
| Sick Score of 250000 | - \$4000 reward |
| Collect S-K-A-T-E | - \$2000 reward |
| Drain the Fountain | - \$2500 reward |
| Collect 5 Bells | - \$2000 reward |
| Bluntslide the Awning | - \$2000 reward |
| Liptrick 4 Skatepark Lips | - \$2500 reward |
| Find the Secret Tape | - \$2000 reward |
| 100% Goals and Cash | - \$ 500 reward |

Secrets

-To get this, skate forward from the start of the level (angled to the left), over the funbox and keep going down, until you hit the stairs. Go down the stairs. You'll see a blue railing in front of you, go up the path that holds the blue railing. Grind the blue railing and the grind the rail that leads up to the power lines, and the poles should crash down and smash the fence, giving you access to the skate park!

High Score of 50000

This score is quite easy to get as this is almost a grind heaven. The easiest way to score points in this level is to use the planters that are lying around. From the start of the level, head to the left, and you'll see tons of planters and benches with gaps in between them. If you hold down grind, you'll grind the distance, and get a big multiplier as well! Add in a manual and a couple of tricks and it's a surefire high score.

Pro Score of 125000

You'll need to have opened the Phillyside skate park first, as there are too many =) quarterpipes and one halfpipe for your to show off your vert style on.

Sick Score of 250000

Staying in the Phillyside area will do it, otherwise, follow these directions:

- From the start of the level, head left, and grind the planters and benches all the way to the end.
- Ollie off, trick in the air, and land in a manual.
- Head to the right, ollie over the road and land in a manual.
- Keep going until you reach the rail, grind it to the end, tricking as much as you can.
- Land in a manual in the halfpipe. You can finish off with a big trick here, or you can ramp out over the halfpipe to the other area to continue this huge combo.

Collect S-K-A-T-E

S : From the start of the level, head forward, slightly angled to the right. You'll see a grassy area, ollie up onto it. Grind the edge on the left, and when you see the S in the distance, ollie off and collect it.

K : From the S, you'll drop down onto the pavement. Skate to the right of the fountain and you'll see a blue awning that has the K on it. Launch up there using the kicker(s) provided.

A : After getting the K, drop down and you'll see the A on the edge of a planter.

T : After getting the A, skate up the stairs, and up the ramp with the blue railing. Before you reach the top, ollie out and over to the left to pick up the T.

E : From the T, skate up the stairs that take you to the long path which leads back to the start. Go on top of the planters, onto

the grass, and you'll see the E floating near a powerline pole. You'll need some speed for this, and the grass slows you down, so I suggest grinding the edge before ollieing off.

Drain the Fountain

Lots of people seem to have trouble with this gap but I don't know why. From the start of the level, grind the long kicker in front of you, and grind it to the right. Once you get off it, launch off the green kicker. You'll land on the other kicker, or hopefully, land on a grind on the rail behind it. Either way, grind the rail that's going down the stairs, and finally use the planter to launch up onto the roof. Simple. If you're having trouble, get some speed somewhere else and return once you've got speed and the special bar. Once you're up here, grind the valves to drain the fountain.

Collect 5 Bells

Bell 1 : From the start of the level, turn right, and you'll see a green kicker. Launch off it and collect the bell that's in mid-air.

Bell 2 : From bell 1, head down the stairs, and turn left. Stick to the wall on the left, and just before you hit the corner, wallride the wall, and you should collect the bell on your way up.

Bell 3 : From the second bell, head to the right of the fountain, towards the blue awning. In front of the awning should be two kickers, and hanging in between the two kickers is a bell.

Bell 4 : From the third bell, head straight forward, up the stairs, and once you're up the stairs, there'll be another set of stairs to your left. Go up those stairs, and the fourth bell will be near a planter to your right.

Bell 5 : From the fourth bell, spin around, and ollie onto the other planter. This bell is hanging on the edge, near the long rail.

Bluntslide the Awning

From the start of the level, head forward, past the kicker, and keep going until you reach the set of stairs that are surrounding the fountain. Go down the right side of the stairs and you'll soon be facing a building with a blue awning. Use the kicker that's there to launch up onto the Awning. You can do anything with Bluntslide in its name, so it's either Up,Up+Triangle or Down,Down+Triangle.

Liptrick 4 Skatepark Lips

To get this, skate forward from the start of the level (angled to the left), over the funbox and keep going down, until you hit the stairs. Go down the stairs. You'll see a blue railing in front of you, go up the path that holds the blue railing. Grind the blue railing and the grind the rail that leads up to the power lines, and the poles should crash down and smash the fence, giving you access to the skate park!

Phillyside HP Lip : Head to the halfpipe here and liptrick it.

Phillyside New Bowl Lip : See the part where it's got some humps that are painted blue? Well, the thing to do is to head to the section of quarterpipe that's blue, and liptrick that.

Phillyside Mid Bowl Lip : To the right of the blue quarterpipe are two bowls. Liptrick either one.

Phillyside Big Bowl Lip : From the Mid Bowl Lip, take a squizz at the huge bowl that's behind a little kicker. Liptrick the bowl.

Find the Secret Tape

There are two ways to approach this Tape, but either way you have to get to the rail that hangs high up above the fountain. The most common way to do it is from the start of the level, skate forward, angled to the left, and ollie onto the grassy area. Keep skating forward and you'll see the rail, grind up it to get the tape. The other way is to get onto the balcony (where you had to drain the fountain), wallride up onto the roof, and grind down the rail. Either way, you should snag the tape.

100% Goals and Cash

\$50 : Drain the fountain, and this will be in it.

\$50 : Drain the fountain, and this will be in it.

\$50 : To get this, skate forward from the start of the level (angled to the left), over the funbox and keep going down, until you hit the stairs. Go down the stairs. You'll see a blue railing in front of you, go up the path that holds the blue railing. Grind the blue railing and the grind the rail that leads up to the power lines, and the \$50 is up here.

\$50 : To get this, skate forward from the start of the level (angled to the left), over the funbox and keep going down. Jump onto the grassy area to the right, and if you keep going to the end you'll see this hanging just over the edge.

\$100 : From the start of the level, skate forward, down the stairs, and over to the other side of the fountain. There'll be a solitary quarterpipe, trick off that, then head towards the fountain. Use the kicker to launch up and grab \$100.

\$100 : Get up to the balcony. This is floating out to the side near

the rail with the Secret Tape. Grind the edge of the balcony and jump off to get it.

\$100 : Open up the skate park. Now, head to the blue humps area, but look across from that area. You'll see this floating above a pillar.

\$250 : Open up the skate park and head to the halfpipe. This is floating on one of the sides of the halfpipe.

\$250 : Open up the skate park, and take notice of the halfpipe and the blue humps. Floating between them is \$250, so clear the gap and pick up \$250 while you're at it.

\$250 : Open up the skate park. Go to the bowl that's next to the blue quarterpipe, and floating above this is \$250.

\$250 : As you launch up to the balcony, you'll pick up this.

\$250 : Get on to the balcony. Once you're up there, wallride to the roof. Head to the right, and drop. Hold Triangle, and you should land on a grind on a wire, which has \$250 on it.

\$250 : On the same rail as the Secret Tape.

Transfers

Air Gaps

Easy Post Ollie : 10 Points

From the start of the level, head forward, past the kicker, and keep going until you reach the set of stairs that are surrounding the fountain. Go down the right side of the stairs and you'll soon be facing a building with a blue awning. There's a post around here that's smaller than the others, ollie over it for this gap.

Post Ollie : 50 Points

Skate forward from the start of the level, and you'll come across some posts that are just before the steps. Ollie over one to get this gap.

Statue Hop : 50 Points

From the start of the level, head forward, past the kicker, and keep going until you reach the set of stairs that are surrounding the fountain. Go down the right side of the stairs and you'll soon be facing a building with a blue awning. There's two grey kickers here,

go from kicker to kicker for this gap.

Stair Set : 100 Points

From the start of the level, skate to the right, and you'll soon see a stair set. claeer it for this transfer.

Up The Small Step Set : 100 Points

To get this, skate forward from the start of the level (angled to the left), over the funbox and keep going down, until you hit the stairs. Go down the stairs, then turn around and ollie up the stairs.

Bench Gap : 100 Points

From the start of the level, skate to the left to reach a chain of planters and benches. Get on the planter, and ollie over the bench, to the other planter for this transfer.

Worlds Most Obvious Gap : 100 Points

It's really obvious. Let me give you a sec to think.

Got it? From the start of the level, head right, towards the green kicker ramps. Go from one to another. EZ!

Phillyside Hop : 100 Points

First, unlock the skate park. Done that? Good. Now, just outside the main area of the skatepark is a little kicker, use that to launch into the main area.

Phillyside HP Transfer : 250 Points

Unlock the skatepark, and then head to the halfpipe. Ramp out of the halfpipe, and land in the blue humps area. You can also go from the blue humps/quarterpipe to the halfpipe.

Pillar Fight : 250 Points

Unlock the skatepark, and then head into the main area (the place with the blue humps and lots of bowls). Go to any pillar, and just try to get a lot of air on it.

THPS Fountain Gap : 500 Points

From the start of the level, skate forward, and go past the posts,
and onto the top step. From here, ollie into the fountain.

Chillin' On The Balcony : 500 Points

Lots of people seem to have trouble with this gap but I don't know
why. From the start of the level, grind the long kicker in front
of you, and grind it to the right. Once you get off it, launch
off the green kicker. You'll land on the other kicker, or hopefully,
land on a grind on the rail behind it. Either way, grind the rail
that's going down the stairs, and finally use the planter to launch
up onto the roof. Simple. If you're having trouble, get some speed
somewhere else and return once you've got speed and the special bar.

Grind Transfers

Track Smack : 50 Points

Unlock the skatepark, and take note of the many rails that are lying
around. Most will be next to other rails, grind a rail, ollie off
and gridn a different rail for this transfer.

Hobo Grind : 100 Points

Unlock the skatepark, and head to the right side of it. It will have
a rail that goes up to the halfpipe, grind this rail all the way from
the start to the halfpipe.

Planter Transfer : 100 Points

From the start of the level, turn around, and you'll see a planter.
Grind the edge that's closest to the road, all the way to the left,
and at the end, jump off and land in a grind on the tiny planter
that's below you.

Railing To Planter : 100 Points

First you need to get up to the balcony. Once up there, grind the
railing, then drop off and land in a grind on the planter below.

Pillar Hop : 150 Points

Unlock the skatepark, and head to the main area. Grind the blue
quarterpipe until you reach the planter. Just before the planter,

ollie, and land in a grind on the other side of the planter.

Planter Double Pillar Gap : 150 Points

From the start of the level, skate forward, until to reach the posts. Now go down the right side of the stairs, and once you've done that, head to the road that's on the right (just be careful of the bus!). Here, you'll see two planters, and a gap in between. That gap will contain a few poles. Grind one planter, clear the gap and land in a grind on the other planter.

Just Visiting : 150 Points

From the start of the level, head forward but slightly angled to the left. You should be going down the path that's full of rubbish bins. Grind the planter to your right, and just before you hit the end, ollie off, slightly to the right, and land in a grind on the planter below.

Short Stair : 150 Points

From the start of the level, skate forward until you hit the posts. If you go past the posts you'll reach the first step of the stairs, grind it the whole way for this transfer.

Telephone Co. Gap : 250 Points

I thought this one was pretty hard. Get up to the balcony but instead of going on to it, grind the white rail to the right. You'll see a wire in the distance, ollie off and grind it. Moon Physics helps =)

Funbox Transfer : 250 Points

Unlock the skatepark, and head to the main area. Check out the funbox that's got a handy little ledge on it. Grind the ledge, ollie off and land on a grind on the curved rail that will lead you back outside.

Medium Stair : 250 Points

From the start of the level, skate forward until you hit the posts. If you go past the posts you'll reach the second step of the stairs, grind it the whole way for this transfer.

Grind Up Dem Stairs : 500 Points

From the start of the level, skate off the the right, and down the stairs. Spin around and grind up one of the rails, and back up the stairs.

Awning Grind : 500 Points

From the start of the level, head forward, past the kicker, and keep going until you reach the set of stairs that are surrounding the fountain. Go down the right side of the stairs and you'll soon be facing a building with a blue awning. Use the kicker that's there to launch up onto the Awning.

Little Corner Grind : 500 Points

From the start of the level, turn around, and skate onto the road. Follow it left, all the way to the wall with a rail that goes around a corner. Wallride up to the rail, and grind it around the corner.

Fly By Wire : 500 Points

Get up onto the balcony, and then wallride to the roof. Go to the left and to the long rail that leads down to the fountain area. Grind it all the way down for this transfer.

Death From Above : 500 Points

Get up onto the balcony, and then wallride to the roof. Go to the left and to the long rail that leads down to the fountain area. Grind it until you reach the fountain area below. Here's the hard part, you have to jump off and grind one of the pipes below. It's all about timing.

Train Hard : 500 Points

Unlock the skatepark, and head into the main area. Go to just past the blue humps, and after the pillar, start grinding the halfbowl quarterpipe, and grind it to the end.

Long Stair : 500 Points

From the start of the level, skate forward until you hit the posts. If you go past the posts you'll reach the last step of the stairs, grind it the whole way for this transfer.

Worlds Second Most Obvious Gap : 750 Points

From the start of the level, head right, towards the green kicker ramps. Go from the ramp and land on a grind on the rail that's going down the stairs. If you need speed, head elsewhere and trick around to build up some speed.

Fountain Ping! : 750 Points

From the start of the level, skate forward, down the stairs, and over to the other side of the fountain. There'll be a solitary quarterpipe, trick off that, then head towards the fountain. Use the kicker to launch yourself onto the gold thing in the centre of the fountain, and land in a grind.

Grind Of Faith : 1500 Points

Once you've drained the fountain, skate into it. Grind the pipes, ollie over the gold thing in the middle, and land in a grind on the pipes on the other side.

Manual Transfers

Funbox Wheelie : 100 Points

If you look to the left of you when you start the level, you'll see a funbox. Manual over it for this transfer (manual length wise, not over the ramp thing)

Flatlands Techin' : 500 Points

From the start of the level, head right, and down the stairs. Come back up but land on the ground in a manual. This is tough now, you have to manual all the way up, to the right of the funbox, and then all the way to the stairs on the other side. You'll need to grind things on the way to ensure that you have enough speed to deal with it.

From Lucas Gerstel

You actually don't need to do one non-stop manual from the stairs on the right from where you start to the other ones. It is much too hard to get enough speed for that. All you need to do is grind up the first stairs (the ones on the right), land in a manual and then do consecutive manuals, thus gaining speed at the same time, and get all the way to the other stairs in a manual. When doing the consecutive manuals, simply jump up and land in a manual again. If you don't land in a manual, you'll have to redo the whole thing again.

Manual Stimulation : 500 Points

Unlock the skatepark, and head into the main area. Manual over the blue humps.

Rockin' The Stairs : 2500 Points

From the start of the level, skate forward, past the posts, and to the bottom step. Head onto the ground, then turn around, and ollie onto the bottom step, landing in a manual. Now ollie onto the next step, landing in a manual, ollie onto the next step, landing in a manual, and then ollie onto the top, landing in a manual to complete this transfer.

Lip Transfers

To get these, skate forward from the start of the level (angled to the left), over the funbox and keep going down, until you hit the stairs. Go down the stairs. You'll see a blue railing in front of you, go up the path that holds the blue railing. Grind the blue railing and the grind the rail that leads up to the power lines, and the poles should crash down and smash the fence, giving you access to the skate park!

Phillyside New Bowl Lip : 100 Points

See the part where it's got some humps that are painted blue? Well, the thing to do is to head to the section of quarterpipe that's blue, and liptrick that.

Phillyside HP Lip : 100 Points

Head to the halfpipe here and liptrick it.

Phillyside Big Bowl Lip : 100 Points

From the Mid Bowl Lip, take a squizz at the huge bowl that's behind a little kicker. Liptrick the bowl.

Phillyside Mid Bowl Lip : 100 Points

To the right of the blue quarterpipe are two bowls. Liptrick either one.

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"Compete for \$65000 in cash and prizes!"

Being the final competition, it's not easy. You'll need to be performing at better than your best => There's a couple of surefire ways to get first place though...

- 1)The huge halfpipe is not there for decoration, believe it or not. Once you've pulled off a couple of 720 moves, you should be able to squeeze a 900 Airwalk in there somewhere...
- 2)Launch up to the stands, via any way you like. Use the ramps there to get up onto the rails that go above the stadium, and you will be absolutely caning it once you're up there.
- 3)You probably won't know what I'm talking about now, but there are banners that have money floating above them. You can grind them, and from there land on a grind on the rails that go across the stadium. Sweet!
- 4)Last, but not least, planting the bull can be fun.

Ways to win

My favourite run starts off like this. From the start, head down and pull off a 720 trick, like a Benihana or something. Go back to the other side and get the Rollin Gap while pulling off a 720 Airwalk or whatever tickles your fancy. Skate off to the right of the halfpipe now, and launch up to the banner using the quarterpipe that runs around the whole stadium. Grind the banner, and hop onto the rails that go across the stadium. Once you're out of balance, jump off, and land in a manual, and from here, use your imagination. You could just stay in the halfpipe and end up with sufficient points for a 97.5 score.

"Collect all cash to 100% the level!"

\$250 : From the start of the level, go down the rollin, and to the right, heading out of the halfpipe. Use the brown ramp to ramp up to the stands. Trick off the quarterpipe, and come back off, launching off the ramp and onto a grind on the rail. If you keep grinding you'll hit a \$250 note.

\$250 : Keep grinding.

\$250 : From the start of the level, go down the rollin, and slightly to the left. Line yourself up with the rail above, and then use the halfpipe to launch up there and grind the rail. You'll collect \$250.

\$250 : Like above, just launch up to the rail on the other side.

\$250 : From the start of the level, go down the rollin, and out to the right. Skate to the right of the ramp, and you'll be in an area with a quarterpipe and a small vert wall. Air up real high on the quarterpipe and then grind the banner up

there. You should soon reach \$250.

\$250 : From the start of the level, go down the rollin, and out to the left, past the lovely Gringo fullpipe. Head to the quarterpipe that's just behind the humps, and get some huge air off it to grind the banner above. \$250 is up here.

\$250 : From the start of the level, skate down the rollin, and head out to the right. Head into the area where the bull is running, and skate around. Run over the light green piles of crap to make \$250 pop out above your head.

\$250 : See above.

\$250 : See above.

\$250 : See above.

Transfers

Air Gaps

Wussy Rollin Gap : 50 Points

From the start of the level, head down the rollin, trick off the opposite side of the halfpipe, then come back and air over the rollin.

Plat Gap : 100 Points

From the start of the level, head down the rollin, and head to the left. You'll soon see that the halfpipe "shrinks" back a little, use the part that's further back than the rest of it to launch over the platform that's on top of it.

Gate Gap : 150 Points

From the start of the level, head down the rollin, and head to the right. You'll see that there's a ramp and a gate sorta thing. Use the quarterpipes on either side to air over the gate.

Launchin' On Up : 200 Points

From the start of the level, head down the rollin, and head to the right. You'll see that there's a wooden ramp in front of you. Use it to launch up to the lighter coloured ramp that's in the stands.

Launchin' The Pipe : 300 Points

From the start of the level, head down the rolling, and head to the left. No doubt you'll notice the Gringo fullpipe. On either side of it is a quarterpipe, use it to launch over the fullpipe.

Rollin Gap : 300 Points

From the start of the level, head down the rollin, trick off the opposite side of the halfpipe, then come back and air over the rollin. The distance traveled needs to be a fair distance.

Air Toro : 400 Points

From the start of the level, turn around, and drop down. You'll of course see a huge structure above your heads, which is the rollin. On either side of the rollin is a quarterpipe, use them to air over the rollin.

Big Enchilada Mama : 600 Points

From the start of the level, go down the rollin, and turn left. Skate through the fullpipe, and take note of the two red and white humps. Air from one hump to another for this gap.

Tight Gap : 1000 Points

From the start of the level, go down the rollin, and keep a straight line. Trick off the other side of the halfpipe and head back towards the rollin. Launch from the flat of the rollin to the flat of the rollin on the other side.

Jumpin Da Humps : 1500 Points

From the start of the level, go down the rollin, and turn left. Skate through the fullpipe, and take note of the two red and white humps. Air from one hump to another for this gap, and you have to start in the centre of a hump and land in the centre of the other hump.

Grind Transfers

Lil Wee Wussy Gap : 1 Point

From the start of the level, go down the rollin, and then spin around. Grind the edge of the halfpipe, clear the rollin and land

in a grind on the other side.

Enjoyin The View : 250 Points

From the start of the level, go down the rollin, and out to the right. Skate to the right of the ramp, and you'll be in an area with a quarterpipe and a small vert wall. Air up real high on the quarterpipe and then grind the banner up there for a while until you get this gap.

Kink : 400 Points

From the start of the level, head down the rollin, and head to the left. You'll soon see that the halfpipe "shrinks" back a little, use the part that's further back than the rest of it to launch over the platform that's on top of it, and then land in a grind on the kinked rail.

Grindin' The Pipe : 450 Points

From the start of the level, head down the rollin, and head to the left. No doubt you'll notice the Gringo fullpipe. On either side of it is a quarterpipe, use it to launch onto a grind on top of the Gringo fullpipe.

Don't Look Down! : 500 Points

From the start of the level, go down the rollin, and to the right, heading out of the halfpipe. Use the brown ramp to ramp up to the stands. Trick off the quarterpipe, and come back off, launching off the ramp and onto a grind on the rail. Keep grinding, past the Way To Go Amigo transfer, and you should soon get this.

Ramp Rail To Banana : 500 Points

From the start of the level, go down the rollin and grind it to the right. Once you near the end, jump off and land on a grind on the banana rail/wall thingy. It's the dark brown thing.

Box To Rail : 500 Points

From the start of the level, go down the rollin, and to the right. Notice the ramp in front of you. Skate to the left and face the ramp. Use it to launch yourself onto the blue rail that's nearby, and land in a grind.

Nice Friggin Ankles : 500 Points

From the start of the level, go down the rollin, and to the right, heading out of the halfpipe. Use the brown ramp to ramp up to the stands. Trick off the quarterpipe, and come back off, launching off the ramp and onto a grind on the rail. Ollie off and land in a grind on the quarterpipe that separates the bull from the rest of the stadium.

Nailin Da Rail : 500 Points

From the start of the level, go down the rollin, and keep a straight line. Go back up the rollin, and ollie off it, slightly to the right. Hold Triangle and you should land in a grind on one of the support beams.

Way To Go Amigo : 500 Points

From the start of the level, go down the rollin, and to the right, heading out of the halfpipe. Use the brown ramp to ramp up to the stands. Trick off the quarterpipe, and come back off, launching off the ramp and onto a grind on the rail. Keep grinding, and you'll get this transfer.

Ramp Rail To Rail : 500 Points

From the start of the level, go down the rollin, and trick off the opposite side of the quarterpipe. Now go back and grind the edge with the rollin, to the left. Jump off near the end and land in a grind on the blue rail below.

Takin The High Road : 650 Points

From the start of the level, go down the rollin, and out to the right. Skate to the right of the ramp, and you'll be in an area with a quarterpipe and a small vert wall. Air up real high on the quarterpipe and then grind the banner up there.

Rail Plat Gap : 750 Points

From the start of the level, go down the rollin, and out to the left. Skate past the fullpipe, and when you hit the quarterpipe that separates the bull from the inner area, stop and turn around. You should see a rail, grind up it, and then ollie off and grind the rail that's opposite to it, going down.

Box To Banana : 1000 Points

From the start of the level, go down the rollin, and out to the right. Take note of the ramp, and skate to the right of it. Face the banana rail/wall, and use the ramp to launch up to land on a grind on it.

Launch To Banana : 1000 Points

From the start of the level, go down the rollin, and to the right, heading out of the halfpipe. Use the brown ramp to ramp up to the stands. Trick off the quarterpipe, and come back off, launching off the ramp and onto a grind on the banana rail/wall.

Clenchfest! : 1500 Points

From the start of the level, go down the rollin, and out to the right. Skate to the right of the ramp, and you'll be in an area with a quarterpipe and a small vert wall. Air up real high on the quarterpipe and then grind the banner up there. Grind it to the end, and then jump off and grind the rails that go across the top of the stadium.

Finesse Test : 1500 Points

From the start of the level, go down the rollin, and to the right, heading out of the halfpipe. Use the brown ramp to ramp up to the stands. Head towards a ramp, and grind the edge of the stands. This is tricky. You have to ollie over the ramp and land in a grind on the other side. Moon Physics again! =) Practice makes perfect.

Launch To Rail : 2000 Points

From the start of the level, go down the rollin, and to the right, heading out of the halfpipe. Use the brown ramp to ramp up to the stands. Trick off the quarterpipe, and come back off, launching off the ramp and onto a grind on the blue rail.

Other Transfers

Up To The Stands : 50 Points

Get up to the stands, the easiest way is by using the reddish quarterpipe that runs around the whole area, separating the bull from you. Use it to launch up into the stands.

Threadin The Needle : 2000 Points

From the start of the level, turn around, and drop down. You'll of course see a huge structure above your heads, which is the rollin. On either side of the rollin is a quarterpipe, use them to air through the supports of the rollin.

Way To Go Gringo!!! : 5000 Points

From the start of the level, head to the left. You'll see the full-pipe, make it around the full pipe without bailing. Gaining speed on the halfpipe beforehand is recommended.

=====
Chopper Drop, Hawaii
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This is fun... NOT! Okay, maybe it is, but it's just a big halfpipe in the middle of the ocean, with a helicopter and a dock. That's it.

Transfers

Air Gaps

70ft : 100 Points

Drop down from the helicopter, and then head to the left. To your right will be a massive rollin, and to your left will be a kicker that leads to the dock. Get some speed, anywhere, and launch off the kicker onto the dock.

80ft : 200 Points

Look above, and go further.

90ft : 300 Points

Look above twice, and go even further.

Into The Heli : 500 Points

Drop down from the helicopter, and keep a straight line. Hit the other halfpipe, and then go back in the direction the rollin was in. Launch up off the rollin into the helicopter.

Grind Transfers

1 Potato : 100 Points

Drop down from the helicopter, and if you look directly across from you, you can see a pole with rungs sticking out of it, on top of the other side of the halfpipe. From the halfpipe, launch up to the first rung from the bottom. and grind it for this transfer.

2 Potato : 200 Points

Look above, and grind the second rung from the bottom.

3 Potato : 400 Points

Look above twice, and grind the third rung from the bottom.

Heli Grind : 500 Points

Drop down from the helicopter, and keep a straight line. Hit the other halfpipe, and then go back in the direction the rollin was in. Launch up off the rollin, and land on a grind on the edge of the helicopter.

Lip Transfers

Whoomah : 500 Points

Drop down from the helicopter, and keep a straight line. Hit the other halfpipe, and then go back in the direction the rollin was in. Launch up off the rollin, and liptrick the edge of the helicopter.

=====
Skate Heaven
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This place is absolutely huge. It's got so many places to go to and skate...I'll leave it up to you to explore. There is one place of interest though, and I'll call it the "SECRET AREA"!

Secret Area

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Wallride up to the roof of the house, and then spin around and grind the rail, all the way to the roof of the hall. This is really hard as the rail slants upwards and is a bitch when you're

trying to make it up there. Might wanna try get some speed on the halfpipes, or in the twisty path that's after the full pipe. Once you eventually grind up there though, the volcano will start erupting. Get off the roof, and head to the Wallows area (drop down from the roof, and head left up the wide path, it'll have grassy edges). Ramp out over the edge and into the volcano, to reach the rather lame secret area. To get out, skate up towards to the big yellow light.

Transfers

Air Gaps

Down 2 Tonys Island : 50 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below to get this gap (the area below should have a halfpipe there, this place is Tony's Island).

San Dieguito Hall 2 Sadlands : 50 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll soon reach a hall and some steps (this is the San Dieguito Hall area). Look out to the right, and you'll see a pathway below, ollie from the hall area onto that path area.

Grassy Gap : 50 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll soon reach a hall and some steps. Go down the steps, and you'll see a patch of grass. Clear the thin section of it for this transfer.

Weak Sauce Zig Gap : 50 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, air over the corner of the path that's on your left, and land on the other side.

Weak Sauce Zag Gap :50 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, keep going, and you'll soon see the path heading to your right. Air over the corner of the path that's on your right, and land on the other side.

Weak Sauce Wussy Snake Gap : 50 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, keep going, and you'll soon see the path heading to your right. Keep going, and then the path will go to the left. Air over the corner of the path that's on your left, and land on the other side.

San Dieguito Ten Set : 100 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll soon reach a hall and some stairs. Ollie over the set of stairs for this transfer.

Dropping In On Tony : 250 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the halfpipe below.

Isle Of Tony 2 Sadlands : 300 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Look below and you'll see a little island, which happens to be the Sadlands. Ollie from here, down onto the Sadlands.

Platform Gap : 300 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area

below. Head to the halfpipe that's nearest to Tony's House, and get on top of it. Notice the part that's cut out of the halfpipe. You have to ollie from the flat of the higher halfpipe to the flat of the lower one.

Airs Hole : 300 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the halfpipe that's nearest to Tony's House. Notice that's there's a corner cut out of it. Using any side of the halfpipe, air over the corner and (hopefully) land safely on the other side for this transfer.

Big Fat Grassy Gap : 400 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll soon reach a hall and some steps. Go down the steps, and you'll see a patch of grass. Clear the big fat section of it for this transfer.

House Of Tony 2 Sadlands : 500 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Wallride up to the roof of the house, and then spin around and take a look at the island below. That's the Sadlands, ollie from the roof to the island for this transfer.

San Dieguito Window 2 Sadlands : 500 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll soon reach a hall and some steps (this is the San Dieguito Hall area). If you look closely, just above the steps, and to the right, is a window. Go from the window, and down onto the Sadlands area below.

Blowin It Out The Hole! : 500 Points

Head to the secret area, and into the big halfpipe. Look to the left, and notice how a section of the halfpipe looks different. Air over it for this transfer, and by doing so you'll blow a hole in the halfpipe.

Sadlands 2 San Dieguito Hall : 500 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll soon reach a hall and some steps (this is the San Dieguito Hall area). Look out to the right, and you'll see a pathway below, ollie from the hall area onto that path area. Then turn around and launch back into the hall for this transfer.

The Holy Crail : 500 Points

Get into the secret area, and head to the halfpipe with the rollin. Air over the rollin for this transfer.

Gutter 2 San Dieguito Roof : 800 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Wallride up to the roof of the house, and then spin around and take a look at the roof of the San Dieguito hall. Grind the rail of Tony's House, and just before you hit the angled corner, ollie off and land on the roof of the SD hall.

Wussy Snake Gap : 800 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, keep going, and you'll soon see the path heading to your right. Keep going, and then the path will go to the left. Air over the corner of the path that's on your left, and land on the other side. It's got to be a big air though.

Sadlands Path Gap : 800 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Turn left, and follow the path around until you see a pinkish path to your right. Head down into the area below the path, via the grey footpath. Notice how the grey footpath has a slope on it and there's also a slope to the right of it? Go from the footpath to the slope on the right, or vice versa, for this gap.

Northwest Snake Gap : 800 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Turn left, and follow the path around until you see a pinkish path to your right. Head down into the area below the path, and you'll see two quarterpipish edges on either side of it. Using the edges, air over the path from one side to another.

Northeast Snake Gap : 800 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Turn left, and follow the path around until you see a pinkish path to your right. Head down into the path and go through it until you the intersection. Turn left, and look at the path, and you'll see two quarterpipish edges on either side of it. Using the edges, air over the path from one side to another.

Up 2 Combi : 1000 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the half-pipe below. Get some speed on the other side of the half-pipe, then come back and ramp out back onto the place with the bowls.

Reverse Wussy Snake Gap : 1000 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, keep going, and you'll soon see the path heading to your right. Keep going, and then the path will go to the left. Follow it around, and when you hit the fullpipe, turn around. Air over the corner to the right for this transfer.

Southern Snake Gap : 1000 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Turn right, and keep going until you see a pinkish path on your left. Now, skate down into the pit on the left side of the path, and turn around. Use the slope there as a quarterpipe to air all the way over to the left, and land in the little gap in between the Pit O Doom and the path.

Sadlands Up 2 Isle Of Tony : 1000 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Look below and you'll see a little island, which happens to be the Sadlands. Ollie from here, down onto the Sadlands. Then turn around, and launch back up to Tony's Island for this transfer!

Over The Dome : 1000 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Use the grey kicker in front of it to launch up and over the dome.

Clearing The Swings : 1000 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Use the grey kicker in front of it to launch up and over the dome. Land in the pit, and then skate forward and exit via the path. In front of you should be an area with a really big brown funbox, get some speed off that, then head back in the direction of the pit. Launch off the edge of the pit, and hopefully clear the swingrail while you're at it (the swingrails are the curved rails that poke out of the ground, right in front of what appears to be a giant pink tooth).

Jumpin Da Hub : 1000 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Use the grey kicker in front of it to launch up and over the dome. Land in the pit, and then skate forward and exit via the path. In front of you should be an area with a really big brown funbox, and behind it, a quarterpipe. Get some speed off the quarterpipe, and then use your speed to launch over the top of the funbox.

Tunnel Of Luvin : 1000 Points

Head to the secret area, and into the big halfpipe. Look to the left, and notice how a section of the halfpipe looks different. Air over it for this transfer, and by doing so you'll blow a hole in the halfpipe. Skate through the hole for this handy transfer.

Zig Gap : 1500 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, air over the corner of the path that's on your left, and land on the other side. You have to clear a large portion of the path though.

Tight Landing : 1500 Points

From the start of the level, turn around, and skate down this area until you can see a tiny little kicker to your right, and the kicker should have a sign behind it. Launch off the kicker and onto the area that's just below the steps in the SD Hall.

Zag Gap : 2000 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, keep going, and you'll soon see the path heading to your right. Air over the corner of the path that's on your right, and land on the other side. You have to clear a large portion of the path though.

Reverse Zig Gap : 2000 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, follow it, and then turn around 180. Air over that corner, and you have to air over a large section of it.

Reverse Zag Gap : 2000 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. When you see the path going around to the left, keep going, and you'll soon see the path heading to your right. Follow it and then turn around 180. Air over that corner, and you have to air over a large section of it.

Feed Me!!! : 2000 Points

From the start of the level, turn left, and skate down this area. Take note of the fat volcano to your right. Using the edges of the path as a halfpipe (a very wide halfpipe), launch out over the edge and into the volcano.

Pit O Doom!!! : 4000 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head right, and follow the pathway around, until you can see a pit to the left of you, with a big hole in the middle. What you have to do is to launch up over the edge of the pit, clear the hole and land safely.

Grind Transfers

Rail 2 Snakerun : 50 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Get on top of the halfpipe that's next to the house, and you should see a rail on it. Grind it, in the direction of the fullpipe, and ollie onto the rail that's connected to the full pipe. Keep grinding until you can see the twisty path, and then drop from the rail, onto a grind on the edge of the path.

Ramp Rail Gap : 75 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Look at the halfpipe, there's a little bit cut out of it. Grind the edge of the halfpipe, ollie over the gap, and land in a grind on the other side of the gap.

Southern Intersect Sad Gap : 200 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head right and into the pinkish pathway there. Grind the right edge of the path, and when you reach a gap in the path, ollie over the gap and land on the other side in a grind.

Northern Intersect Sad Gap : 200 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head left, and down this grey footpath until you see a pinkish path to your right. Skate up there, and grind the left edge of the path. When you reach a gap in the path, ollie over the gap and land on the other side in a grind.

Ramp 2 Rail : 300 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Get on top of the halfpipe that's next to the house, and you should see a rail on it. Grind it, in the direction of the fullpipe, and ollie onto the rail that's connected to the full pipe.

90 Degree Sadlands Rail Gap : 300 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head left, and down this grey footpath until you see a pinkish path to your right. Skate up there, and grind the right edge of the path. Before you go around the corner, ollie off and land in a grind on the left side of the path.

Northern Crossover Sad Gap : 300 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head left, and down this grey footpath until you see a pinkish path to your right. Skate up there, and follow it along until you see the gap on the left hand side of the path. Once you see it, grind the right edge of the path, follow it to the next corner, and just before you hit the corner, jump off and land in a grind on the left hand side of the path.

Southern Crossover Sad Gap : 300 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head right and into the pinkish pathway there. Grind the left hand side of the path here, and follow it until you feel that you can ollie to the right side and land in a grind.

Chen Rail Series : 300 Points

Head to the secret area, and then head to the big halfpipe. Grind just after the rollin, then ollie over the little bump and land in a grind.

Mid Intersect Sad Gap : 350 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head left, and down this grey footpath until you see a pinkish path to your right. Skate up there, and once you've passed the first gap on your left hand side, grind the left edge and ollie over the next gap you come to, landing in a grind on the other side of the path.

Radramp 2 Islands Edge : 400 Points

From the start of the level, grind the right edge of the halfpipe, and then follow it until you see the edge of the grey island in front of you. Ollie off and grind the edge (which should be right behind the benches) for this transfer.

Rimrail Gap : 450 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head towards the structure, and drop down into the pit there. Across the other side, you should see a pathway leading upwards, to an area with a funbox and a quarterpipe. Around this area is a small grey ledge, and there is a gap in between the edges where the pathway is. Grind one edge, clear the gap, and land in a grind on the edge on the other side.

90 Degree Ramp Rail Gap : 500 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the halfpipe that's closest to Tony's House and get on top of it. Follow it to the left, where there's a nice chunk of the halfpipe missing. From here, ollie onto the other section of halfpipe below, and try to land in a grind to get this transfer.

Fence 2 Radramp : 500 Points

From the start of the level, turn around, and skate forward a little. Look at the bank on your right, and notice how there's a fence there. Grind that in the direction of the radramp, and then land in a grind on the edge of the radramp.

San Dieguito Hall 2 Edge : 500 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll soon reach a hall and some steps (this is the San Dieguito Hall area). Look out to the right, and you'll see a pathway below, ollie from the hall area and land on a grind on the edge of the Sadlands island below.

Gutter 2 San Dieguito Roof : 600 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Wallride up to the roof of the house, and then spin around and take a look at the roof of the San Dieguito hall. Grind the rail that leads to the roof of the hall, and before you turn the angled corner, jump off and *try* to land on the edge of the roof in a grind.

Isle Of Tony 2 Edge : 600 Points

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tonys Island. Keep going straight forward once you get to Tonys Island, and skate all the way past the half pipe. Just after passing the half pipe, stop and look to the right. There will be an island down below. To get this transfer, air over the edge of Tonys Island down onto a grind on the edge of the Sadlands island.

Top Of Da World Ma!!! : 700 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head towards the structure, and use the grey slope to launch up and land on a grind on the dome.

Southern Swingrail : 900 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head towards the structure, and drop down into the pit there. There are two swingrails here, the southern one is to your right. Find it and grind it.

Northern Swingrail : 900 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head towards the structure, and drop down into the pit there. There are two swingrails here, the northern one is to your left. Find it and grind it.

Up 2 Pipe Rail : 1000 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. Keep going along the path until you reach the full-

pipe. When you reach the fullpipe, take note of the rail that's hanging on the side of it. Use the side of the path to launch up onto a grind on the rail.

Kicker 2 Railspan : 1500 Points

From the start of the level, turn around, and skate down this area. When you see the kicker on your right, use it to launch yourself onto a grind on the rail that's on the bank. After grinding this rail, you'll be on line with another kicker, launch off this one to the left, and once again land in a grind on a rail that's on the bank for this transfer. The first rail is just there to help you keep a good line.

Rail 2 Kicker 2 Rail 2 Bench : 1500 Points

From the start of the level, turn around, and skate down this area. When you see the kicker on your right, use it to launch yourself onto a grind on the rail that's on the bank. After grinding this rail, you'll be on line with another kicker, launch off this one to the left, and once again land in a grind on a rail that's on the bank. From here, grind the rail, ollie off and grind a nearby bench for this transfer.

San Dieguito Roof 2 Edge : 1600 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll soon reach a hall and some steps (this is the San Dieguito Hall area). Look out to the right, and you'll see a pathway below, ollie from the hall area onto that path area. Then turn around and launch back onto the hall, and from the roof of the hall, land in a grind on the edge of the Sadlands island.

Radramp 2 Snakerun : 2000 Points

I bet you're thinkin, WTF? From the radramp to the snakerun? That's gonna be one mofo of a gap... but it's really easy. Grind the right edge of the radramp, then drop down into a grind on the set of benches. Then ollie and grind the next set of benches, and from there, ollie into a grind on the edge of the snakerun!

Longrail : 2000 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner

of the house. Wallride up to the roof of the house, then face the fullpipe. Grind the rail that leads to the fullpipe, and don't stop grinding until you can land in a grind on the snakerun.

Off The Roof 2 Rail : 2000 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Wallride up to the roof of the house, and face the Sadlands island. Ollie down there and land in a grind on one of the benches.

Bench Gap : 2000 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Jump down onto the Sadlands island, and grind from one bench to another.

Swinging The Set : 2000 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Use the grey kicker in front of it to launch up and over the dome. Land in the pit, and then skate forward and exit via the path. In front of you should be an area with a really big brown funbox, get some speed off that, then head back in the direction of the pit. Launch off the edge of the pit, and hopefully land in a grind on the swingrail.

Time 2 Feed The Volcano!!! : 4000 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and stop at the corner of the house. Wallride up to the roof of the house, and face the SD Hall. Grind the rail that leads up to the roof, and grind it all the way up to the SD Hall roof for this transfer. It's very hard as you need lots of speed and you need to keep ollieing in the air and landing back in a grind...it doesn't look like one, but it's a big uphill climb.

Kicker 2 Rail : 4000 Points

From the start of the level, turn around, and skate down this area.

When you see the kicker on your right, use it to launch yourself onto a grind on the rail that's on the bank.

Bench Gap Series : 5000 Points

From the start of the level, turn around, and skate down this area until you hit a junction (you should be able to see a dome structure in the distance). Head left, and down this grey footpath until you see the benches to the left of you. Grind from one bench to another for this transfer.

Other Transfers

Woohooo Oh Ho Yeehee!!! : 2500 Points

From the start of the level, skate through the groovy see-through halfpipe, and head left into the bowls area. If you continue going left, you'll see an edge. Jump from this area down into the area below. Head to the left of the halfpipe, and you'll see the wall of the San Dieguito Hall . Wallride it and land on the tiny little platform below.

Cleaning The Pipes : 5000 Points

From the start of the level, skate through the groovy see-through halfpipe, skate forward past the benches, and into the curvy twisty winding path. Keep going along the path until you reach the fullpipe. Now your object is to go all the way around the fullpipe! Get lots of speed on the snakerun before even thinking about attempting this monster. It's a lot, lot harder than the Bullring's Gringo pipe, I tell you that...

8) Park Editor

Pre-Made Parks

Up. Down. Repeat.

Pit Of Death

DDT

Radlands

Chicken's Coop

Mowjow Jowjow

Pungee Gardens

Westside

Picnic At The Pool

Montana

Shisky

Sk0

Snakerland

Teotihuacan

Vert Park of IC
Dedham Skatepark
Fong's Basement
Two Lane Raceway
The Dizmaker
Congested Raceway
Obstacle Course
Tag Maze
Max's Park
Chimp Palace
Pouncer's House
Trucks Skatepark
Hangar 19
Race Away
Lee Contest
Hopngrind
Props
Pyramid Grind
NFACSB
Tag Arena
Patch Sooper Jump
Wallride Court
Find The 23
Spiralpark
Chum's Pimpage
High and Low
Moat
Down in the Lab
Metalhdz Park
Too Much Dujara
Hard Ten
Hall of Pipes
Whoop-de-doo
Coolidge Corner
The Milve Raceway
Quaglietta

I'd include a full gap checklist for these levels, but you can do that yourself, by going into the park editor, and selecting the gap tool. It'll then show you all of the gaps. Otherwise, you can take a look at THayes' great FAQ for a gap checklist for the pre-made parks.

Using the Park Editor

The Park Editor is nice and friendly to use, but I'll guide you through the menu, steps, controls, and all the pieces you can use. To access the menu, press START.

Continue - Get out of the menu and back to the park.

Test Play - Go for a free skate session on the park that you're working on. See what works and what doesn't, then come back and change it.

New Park - Allows you to start from scratch, and to choose the size of your park (16 by 16, 24 by 24, 30 by 30, 30 by 18, or

60 by 6).

Set Theme - Allows you to choose a theme for your park (Power Plant, Industrial, Outdoor and School). This changes the overall look of the park as well as the appearance of most pieces. You can change the theme as much as you like.

Save - Save the current park.

Load - Load a park.

Pre-Made Parks - It's here that you'll find the list of all the parks that Neversoft made using this editor. Get ideas from here.

Exit - Duh.

You might want to know the basic controls for the editing.

X : Place a piece

Triangle : Erase a piece or two

Square : Rotate view

Circle : Rotate piece

L1/L2 : Move through sets of pieces

R1/R2 : Move through pieces in a set

Start : Open up menu

Select : Change view

You'll see the name of the piece you're looking at in the top right hand corner, and the set in the left hand corner. Also on the right is the building bar...once it gets red that means that you might not be able to fit more into the park. Each piece takes up some space on the bar, and single pieces take more space up than a set of pieces (so instead of using say, 5 single quarterpipe pieces, use a quad and one single).

I'll now list all the pieces that you can use in the park editor.

Set 1 : Starts

Piece 1/3 : Player 1 Start Point

Piece 2/3 : Player 2 Start Point

Piece 3/3 : Horse Start Point

These determine the starting points of each player, and also the starting points in Horse mode. Just be careful that you remember to place the start points, otherwise they'll drop onto whatever's in the middle of your park. A good palce to put a starting point is

on top of a rollin platform, in the middle of a pool, or right behind a rail or something.

Set 2 : Gaps

Piece 1/1 : Gap Creation Piece

This is where you make the gaps in your park. First, you select the piece where the gap starts from, and then the gap from which it ends. Then a small menu will pop up:

Name Gap : Give it a name, 24 characters or less.

Set Point Value : Give it a point value. 50, 100, 150, 200, 300, 400, 500, 750, 1000, 1250, 1500, 1750, 2000, 2500, 3000, and 5000 are the values on offer. And make them realistic, don't go around giving 3000+ plus bonuses for all of the gaps.

Set Gap Type : Air Gap? This is where you go from one piece to another, through the air.

Rail Gap? Same as above, but grind from one to another.

Manual Gap? When you want to manual from one piece to another.

Wallride Gap? When you want to wallride from a piece to another.

Adjust : Pick this and some bluish lines will appear. To get the gap, you've got to go through both sets of blue lines. Here, you can change the width and length of the gap area.

Set 3 : Risers

Piece 1/9 : Low Quad

Piece 2/9 : Low Double

Piece 3/9 : Low Single

Piece 4/9 : Medium Quad

Piece 5/9 : Medium Double

Piece 6/9 : Medium Single

Piece 7/9 : High Quad

Piece 8/9 : High Double

Piece 9/9 : High Single

Very handy pieces. They act as building blocks, they are the only piece which you can place other pieces on top of. Perfect for creating halfpipes high up there, or a central grind area.

Set 4 : Quarter Pipes

Piece 1/17 : Low Quad

Piece 2/17 : Low Single

Piece 3/17 : Low Corner

Piece 4/17 : Low Outside Corner
Piece 5/17 : Low Single Low Side Rail
Piece 6/17 : Low Single High Side Rail
Piece 7/17 : Low Single Low Rail
Piece 8/17 : Low Single High Rail
Piece 9/17 : Low Rollin
Piece 10/17 : High Quad
Piece 11/17 : High Single
Piece 12/17 : High Corner
Piece 13/17 : High Outside Corner
Piece 14/17 : Low To High
Piece 15/17 : High To Low
Piece 16/17 : Low Spine
Piece 17/17 : Low Hump

Set 5 : Quarter Pipes 2

Piece 1/17 : Low Quad
Piece 2/17 : Low Single
Piece 3/17 : Low Corner
Piece 4/17 : Low Outside Corner
Piece 5/17 : Low Single Low Side Rail
Piece 6/17 : Low Single High Side Rail
Piece 7/17 : Low Single Low Rail
Piece 8/17 : Low Single High Rail
Piece 9/17 : Low Rollin Wood
Piece 10/17 : High Quad
Piece 11/17 : High Single
Piece 12/17 : High Corner
Piece 13/17 : High Outside Corner
Piece 14/17 : Low To High
Piece 15/17 : High To Low
Piece 16/17 : Low Spine
Piece 17/17 : Low Hump

Aah, the great quarterpipe. Comes in two different designs! There's tons here to keep you happy...quarters with rails, rollins, humps, play around and have fun!

Set 6 : Rails

Piece 1/18 : Low Quad
Piece 2/18 : Low Single
Piece 3/18 : Low Angle
Piece 4/18 : Low Corner
Piece 5/18 : Low Junction
Piece 6/18 : Low Double Slope
Piece 7/18 : High Double Slope
Piece 8/18 : Low Single Slope
Piece 9/18 : High Single Slope
Piece 10/18 : High Quad
Piece 11/18 : High Single
Piece 12/18 : High Angle
Piece 13/18 : High Corner
Piece 14/18 : High Junction
Piece 15/18 : Low Double Slope

Piece 16/18 : High Double Slope
Piece 17/18 : Low Single Slope
Piece 18/18 : High Single Slope

Rails. A must in most parks. These make for brilliant gap ideas and are a street skater's favourite piece. Don't clog the park up with them though, otherwise it'll make it hard to navigate.

Set 7 : Offset Rails

Piece 1/8 : Low Quad
Piece 2/8 : Low Single
Piece 3/8 : Low Angle
Piece 4/8 : Low Corner
Piece 5/8 : High Quad
Piece 6/8 : High Single
Piece 7/8 : High Angle
Piece 8/8 : High Corner

These are like rails but they appear on the edge of the piece, if you know what I mean. Placing these side by side with normal rails will allow for easy transferring.

Set 8 : Low Walls

Piece 1/4 : Low Double
Piece 2/4 : Low Single
Piece 3/4 : Medium Double
Piece 4/4 : Medium Single

Just like rails, but shorter. Much shorter.

Set 9 : Slopes

Piece 1/16 : Low Single
Piece 2/16 : Low Single Low Rail
Piece 3/16 : Low Single High Rail
Piece 4/16 : Low Single Corner
Piece 5/16 : Low Double
Piece 6/16 : Low Double Low Rail
Piece 7/16 : Low Double High Rail
Piece 8/16 : Low Double Corner
Piece 9/16 : High Single
Piece 10/16 : High Single Low Rail
Piece 11/16 : High Single High Rail
Piece 12/16 : High Single Corner
Piece 13/16 : High Double
Piece 14/16 : High Double Low Rail
Piece 15/16 : High Double High Rail
Piece 16/16 : High Double Corner

These can act as kickers, ramps to get up to higher places, or you could create some sort of grinding thing with these.

Set 10 : Stairs

Piece 1/10 : Double Set
Piece 2/10 : Double Set Low Rail
Piece 3/10 : Double Set High Rail
Piece 4/10 : Double Set Corner
Piece 5/10 : Double Set Inside Corner
Piece 6/10 : Double Set High Inside Corner
Piece 7/10 : Quad Set
Piece 8/10 : Quad Set Low Rail
Piece 9/10 : Quad Set High Rail
Piece 10/10 : Quad Set Corner
Piece 11/10 : Quad Set Inside Corner
Piece 12/10 : Quad Set High Inside Corner

Stairs are good. Especially when they have rails down the middle of them. You can bunch a whole lot of stairs together to make a grind area, throw in some rails on top, and there you go!

Set 11 : Pools

Piece 1/8 : Bowl
Piece 2/8 : Pool
Piece 3/8 : Clover Pool
Piece 4/8 : Side
Piece 5/8 : Corner
Piece 6/8 : Outside Corner
Piece 7/8 : Floor
Piece 8/8 : Pungee Pit

The first 3 are prebuilt pools. 4-7 are for creating your own pools, so if you want, you could have one big pool for your park. Not recommended though, gets a bit boring =)
Pungee Pits are death pits, fall in and it's back to the start for you!

Set 12 : Funboxes

Piece 1/8 : Small
Piece 2/8 : Large
Piece 3/8 : Octagonal
Piece 4/8 : Long Oct
Piece 5/8 : Spine Box
Piece 6/8 : Wall Box
Piece 7/8 : Taxi
Piece 8/8 : Pyramid Hip

Great things to have fun with... ha ha ha. One Spine Box+
Two Wall Boxes = lots of fun!

Set 13 : Kickers

Piece 1/2 : Small Kicker
Piece 2/2 : Large Kicker

Place these so that skaters can launch themselves over, say,
a nicely placed Pungee Pit gap?

Set 14 : Benches

Piece 1/7 : Park Bench
Piece 2/7 : Angle Park Bench
Piece 3/7 : Bench
Piece 4/7 : Angle Bench
Piece 5/7 : Lunch Table
Piece 6/7 : Angle Lunch Table
Piece 7/7 : Slope Lunch Table

Another great grind element.

Set 15 : Signs

Piece 1/6 : Med Sign 1
Piece 2/6 : Med Sign 2
Piece 3/6 : Med Sign 3
Piece 4/6 : Large Sign 1
Piece 5/6 : Large Sign 2
Piece 6/6 : Large Sign 3

Decoration, or more grind material? Up to you.

Set 16 : Floor

Piece 1/4 : Neversoft
Piece 2/4 : Alt Floor 1
Piece 3/4 : Alt Floor 2
Piece 4/4 : Alt Floor 3

These don't take up any space on your building bar, so feel free to
adorn the floor with...flooring!

Set 17 : Foliage

Piece 1/3 : Planter
Piece 2/3 : Small Planter
Piece 3/3 : Tree

Aah, the good 'ol planters. Want a more fancy looking kicker? Here's
your answer.

Set 18 : Misc

Piece 1/2 : Wall Piece

Piece 2/2 : Pillar

Wall Pieces help to block off areas from top to bottom, and pillars are just there to piss people off.

Tips

- Don't keep using the same pieces over and over, like putting pools everywhere in your park. Not fun.
- When you want to erase a big area, get a big piece so that it cuts out more.
- If you really want your park to be good, don't just stick to a Street park or just a Vert park, use variety.
- Keep it simple! Make it too complicated and you'll stuff it up.
- Leave space around your pieces! Sure, you might need that rail there, but it might block up the way to that quarterpipe...
- Always go in with a plan.
- Leave bowls and halfpipes to the edges, not the centre. They hog too much valuable skating room.
- ENJOY!

9) Create Skater

You can now create your own wacky skaters to join in the fun, or put yourself in there. No, I've already mentioned wacky =) Kidding.

First Screen

Name : What are you going to call your skater? Jackson Yeltsin? Mr. Moffhummed? It's up to you.

Hometown : Could be Paris. Could be Leeds. Could be Monbulk.

Age : Young-un or pensioner?

Style : Out of three, Street, Vert and All-Around. Street is for those who like their grinds and manuals and flip tricks (i.e Andrew Reynolds, Jamie Thomas). Vert is for those who love getting their air and pulling off insane 900 Benihanas and the like (Tony Hawk, Rune Glifberg). All-Around is a mix of the two styles (Bob Burnquist is a good example). I suggest All-Around to start with, and when you decide what style you like, switch to it.

Stance : Regular or Goofy? For the skate uninitiated, Regular skaters have their right foot at the front, Goofies have the left.

Weight : From 88lbs to 378lbs.

Second Screen

Complexion : Choose from three types. Each type has a different head set.

Head : Choose what your head looks like, the look will depend on the complexion type.

----- Type 1 -----	----- Type 2 -----	----- Type 3 -----
Afro Guy	Blond Hair	Slick
Low Cut	Brown Hair	Slick 2
Sunglasses	Black Hair	Slick 3
Spike	Blue Hair	Low Cut
Bald	Slick	Sunglasses
Bald Goatee	Slick 2	Spike
Bald Beard	Low Cut	Bald
Cornrows	Sunglasses	Bald Goatee
Headband	Spike	Bald Beard
Mohawk 1	White Fro	Headband
Mohawk 2	Glasses Fro	Mohawk 1
Hair Net	Mullet A	Mohawk 2
Helmet	Mullet B	Hair Net
Cap Backward	Bald	Helmet
Cap Forward	Bald Goatee	Cap Backward
Beanie	Bald Beard	Cap Forward
Hey Skipper	Headband	Beanie
Shower Cap	Mohawk 1	Hey Skipper
Rasta Guy	Mohawk 2	Shower Cap
	Hair Net	
	Helmet	
	Cap Backward	
	Cap Forward	
	Beanie	
	Hey Skipper	
	Shower Cap	

Cap Color : If you picked a guy with a cap, choose from 37 colours for your cap.

Torso : What's covering your upper body?

Long Sleeve
Large Pad
Small Pad
Stripe Shirt
Stripe Long Sleeve
Plaid Shirt
Long Underwear
Long Plaid
Sleeveless Plaid
Camo Shirt
Long Camo
Shirtless
Large Elbow
Small Elbow
Tank Top
Jersey
Sweatbands

Jersey 2
Sweatbands
Jersey 3
Sweatbands
Sweatshirt
T-Shirt
Long Underwear
Long Sleeve
Large Pad
Small Pad
Button Shirt
Long Underwear

Tattoo : If you went shirtless, pick from Tattoo A to Tattoo G.

Logo : If you have a T-Shirt, you can have a logo on it.

Adio
Airwalk
Alphanumeric
Axion
Billabong
Birdhouse
Brigade
Cab Dragon
Circa
City Stars
Darkstar
Emerica
Es
Etnies
Flip
Four Star
Fury
Ghetto Child
Girl
Hawk Shoes
Hurley
Innes
Independent
KruX
Matix
Monster
Oakley
Quicksilver
Red Dragon
Ricta
Shortys
S.P.O.T
Tensor
Toy Machine
TSA
Volcom
Zero

Shirt Color : Change the colour of your shirt.

Sleeve Color : Change the colour of your sleeves.

Legs : Pick what you are going to wear on your lower body.

Carpenter
Cuffed Pants
Ripped Pants
Baggy Pants
Baggy Cargo
Baggy Camo
Baggy Carpenter
Baggy Cuffed
Baggy Ripped
Slick Stripe
Bunched Up
Shorts
Cargo Shorts
Camo Shorts
Ripped Shorts
White Pads
Black Pads
Regular Pants
Cargo Pants
Camo Pants

Pants Color : Change the colour of your pants.

Shins : If you picked Shorts or Bunched Up, pick something here.

Ankle Socks
High Socks
Old School
Long Underwear
No Socks

Shoes : Lots to pick here.

Adio Hawk 900
Adio Blk Yellow
Airwalk Lasek
Axion Glifberg
Axion Campbell
Axion White
Circa Muska Red
Circa Thomas
Emerica Reynolds
Emerica Black
Es Burnquist
Es Koston
Etnies Steamer
Mullen Pro
Caballero Pro
Rowley Pro
Ns Blue
Ns Green
Ns Green Red
Ns Grey
Ns Charcoal
Ns Black

Stats Screen

Here, you'll be given five free stats to improve your skater's ability. I suggest evening your stats out.

Tricks Screen

You can't buy any yet, but you can look at what you've got.

Decks Screen

Pick from :

A-Team A5
B Logo
Degrees
Stencil Logo
Multi-Start
Jumbo Girl Logo
Powell Logo
Team Medium
Transmissionator 2000
Zero Team

As you get more money, you can buy new boards. New boards are \$250, and it increases by \$250 each time.

A-Team A5
B Logo
Degrees
Stencil Logo
Multi-Start
Jumbo Girl Logo
Powell Logo
Team Medium
Transmissionator 2000
Zero Team

10) Cheats

If you go into the options menu, and then to cheats, you'll get a menu that shows you everything that you've unlocked and whether you want to turn it on or not.

Officer Dick - Finish Career Mode 100% for the first time with one character. Officer Dick is a secret skater.

Skip to Restart - Finish Career Mode 100% for the second time. This cheat is accessed in game by pressing Pause, and it will then give you a list of places in the level that you can choose to start from.

Kid Mode - Finish Career Mode 100% for the third time. The skaters will be smaller but have better stats.

Perfect Balance - Finish Career Mode 100% for the fourth time. This is probably the most useful cheat, as you don't run out of balance on grinds or manuals.

Always Special - Finish Career Mode 100% for the fifth time. Your special bar will always be full.

STUD Cheat - Finish Career Mode 100% for the sixth time. Stats are maxed out automatically.

Weight Cheat - Finish Career Mode 100% for the seventh time. Change the weight of your skaters, and consequently, the way they look.

Wireframe - Finish Career Mode 100% for the eighth time. Everything turns into wireframe.

Slow-Nic - Finish Career Mode 100% for the ninth time. Whenever you go to do a trick, it goes in slow-mo.

Big Head Cheat - Finish Career Mode 100% for the tenth time. If any one knows what this does, email me =) Just kidding, for those with no sense of humour.

Sim Mode - Finish Career Mode 100% for the eleventh time. Makes the game more realistic.

Smooth Cheat - Finish Career Mode 100% for the twelfth time. All textures are smoothed out.

Level Flip - Finish Career Mode 100% for the thirteenth time. Mirrors the skate park, so everything's in reverse.

Moon Physics - Finish Career Mode 100% with Officer Dick. Makes it low gravity, therefore allowing for 20m ollies and 1080 spins.

Disco Mode - Finish Career Mode 100% with Private Carrera. Makes each individual piece flash different colours. It's psychedelic but groovy!

McSqueeb - Finish Career Mode 100% with Tony Hawk to unlock Hawk in the 80's. Look at the hair. To use him, select Tony Hawk but in Type C.

Spiderman - Finish Career Mode 100% with a created skater to unlock Spiderman.

Private Carrera - Get all gaps in the game for the non-secret skate parks. It's tough.

Chopper Drop, Hawaii - Get all golds with all skaters except Private Carrera.

Skate Heaven - Finish Career Mode 100% with all skaters but Private Carrera.

Finishing Career Mode 100% will also unlock a video of that skater skating. That is, for all the normal characters.

McSqueeb - It's still Tony skating, but back when he was a lil' kid.

Spiderman - It's Spiderman skating. Not really, but some guy dressed in a Spidey suit.

Officer Dick - Watch the Neversoft team skate...and bail!

Private Carrerra - Watch the Neversoft team skate...successfully!

Now for the cheats that you just have to push a few buttons to make active. (thanks to ign.com!)

```
*****  
THEY ALL INVOLVE PAUSING THE GAME AND HOLDING L1. GOT THAT? PAUSE THE  
GAME, AND THEN HOLD L1 BEFORE ENTERING THE CHEAT. ONCE YOU'RE DONE,  
LET GO OF L1 AND IF THE SCREEN SHAKES, THE CHEAT WILL WORK.  
*****
```

To turn a cheat off, just enter it in again.

```
-----  
$5000?  
-----
```

X Down Left Right Down Left Right

Instant \$5000 cash.

```
-----  
Skip Heats  
-----
```

Square Circle Right Square Circle Right Square Circle Right

When in competition, enter this to win the heat.

```
-----  
Moon Physics  
-----
```

X Square Left Up Down Up Square Triangle

```
-----  
Double Moon Physics  
-----
```

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

Note : This works in conjunction with the normal Moon Physics cheat,
so if you enter both of them you'll have "Triple Moon Physics".

```
-----  
Jetpack Mode  
-----
```

Up Up Up Up X Square Up Up Up Up X Square Up Up Up Up

X is to float.
Triangle is to hover.

Whenever you ollie up into the air you'll go a VERY high distance and by holding triangle you can stay there. It's fun as you can go out of the park and glitch up the game to the max. Oh yeah you can also get scores of 800000000 or more with this cheat.

Stats at 5

Up Square Triangle Up Down

Stats at 6

Down Square Triangle Up Down

Stats at 7

Left Square Triangle Up Down

Stats at 8

Right Square Triangle Up Down

Stats at 9

Circle Square Triangle Up Down

Stats at 10

X Triangle Circle Square Triangle Up Down

Stats at 13

X Triangle Circle X X X Square Triangle Up Down

Get Private Carrera

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

Skip to Restart

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

Kid Mode

Circle Up Up Left Left Circle Up Down Square

Perfect Balance

Right Up Left Square Right Up Square Triangle

Infinite Special

X Triangle Circle Circle Up Left Triangle Square

90% Unlock

X X X Square Triangle Up Down Left Up Square Triangle X Triangle
Circle X Triangle Circle

All movies, skate parks, cheats are unlocked. But Private Carrera is
still locked.

Big Head Mode

Square Circle Up Left Left Square Right Up Left

Wireframe Mode

Down Circle Right Up Square Triangle

Slow-Nic

Circle Up Triangle Square X Triangle Circle

Big Head

Square Circle Up Left Left Square Right Up Left

Sim Mode

Circle Right Up Left Triangle Circle Right Up Down

Level Flip

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

Disco Mode

Down Up Square Circle Up Left Up X

Fat Skater

X X X X Left X X X X Left X X X X Left

The more you enter the code, the fatter your skater will get.

Thin Skater

X X X X Square X X X X Square X X X X Square

The more you enter the code, the thinner your skater will get.

Blood?

Right Up Square Triangle

Turns blood on/off.

25% Speed Boost

Down Square Triangle Right Up Circle Down Square Triangle Right Up
Circle

Speeds the game up by 25%.

Finish Career Mode

Circle Left Up Right Circle Left Up Right X Circle Left Up Right
Circle Left Up Right

Instant 100000 Competition Points

Square Circle Right Square Circle Right Square Circle Right

All Gaps

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

All Characters

Square Circle Right Triangle Circle Right Circle Triangle Right
Square Right Up Up Left Up Square

All Levels

Up Triangle Right Up Square Triangle Right Up Left Square Square Up
Circle Circle Up Right

11) Acknowledgements

Neversoft- For creating one of the best games ever.

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IGN.com - For the cheats.

THayes - For a WONDERFUL FAQ. Check it out now!

MTruitt - For an innovative FAQ that gave me something to do after
I got all gaps =)

Everyone on the GameFAQs boards - For entertainment =)

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