



Introduction

Imagine the greatest skateboarding game of all time. If you aren't imagining Tony Hawk Pro Skater, check to see if you have a fever. Now imagine that game getting twice as good. Can't do it? Pop Tony Hawk Pro Skater 2 into your Playstation and reset your brain. You are now experiencing the greatest skating game ever.

That's right. Activision and Neversoft are back with a masterpiece that is sure to feed Tony Hawk addicts a hit of the mind-blowing sequel to the run away classic. With twice the moves, a bunch of new skaters eight huge levels and tons of secrets, THPS2 could have stopped there and been a worthy follow-up. But the lovelies at Neversoft decided to go over the top and provide a couple new features that put THPS2 off the scale. Now athrashianados will have the ability to create their own rider with the Create Skater feature. In addition, THPS2 offers a Park Editor feature (and over 50 created example parks) that allows players to design their own dream park.



Of course, we couldn't resist playing this game to death. Along the way (when we managed to put the controller down for one hot minute) we pieced together the most comprehensive online resource for shredding the best game of all time. With full skatethroughs for all eight levels, skater stats, tricks lists, park editor tips (**complete with a Dex Drive save of IGN Park**), and all of the secrets under the sun, the IGN Guides tribute to THPS2 is just a click away.

Guide by: Abel Cabrera

Layout by: Mike Kelly

Game Basics



To become the ultimate THPS 2 session artist, you must be at one with all of the principles of the game. You must master the moves that lead to the phattest lines, plumb the depths of your creativity and skill to find the best path through each course. The learning won't be automatic. Expect to get gradually better over time, slowly building skills and mastering line creation as you grow more familiar with the game's many courses. The Basics section should help you get a head start tearing up this deep, deep game.



Options

Let's get the mundane stuff out of the way right off the bat. The Options Menu has the following selections:

Player 1 & 2 Controls: Set new controls for either player here.

Sound levels: Adjust the volume of the sound effects (SFX) and music.

Movies: When you collect three Medals in the Career Mode, you will unlock the Bails Tape, which can be viewed by accessing this menu. Likewise, when you collect three golds with an individual skater, a highlights tape for that skater can be viewed here. You can also watch the Credits and Music Credits here.

Memory Card: Load game info here.

High Scores: Who holds the sickest score on each level? Scoooore-board.

Gap Checklist: Whenever you find a new gap in THPS2, your discovery will be noted here.

Display Options: Choose whether to see Trick Tips and Score Display during gameplay.

Matt Hofman Demo: A mini-demo of the upcoming Mat Hofman BMX game can be played here.

Game Modes

The Hawk returns with a couple new features, which can be accessed from the main title screen. This year, players will be able to design their own skaters with the Create Skater feature, discussed in its own section of this guide. In addition, players can now build their own course with the Park Editor mode (also contained within its own section of this guide). Otherwise, it's the usual suspects: Free Skate, Career Mode and Two-Player mode.



Free Skate

Free Skate allows you to explore any opened area without the pressure of competing against the clock. Since there is no time limit, this is a good time to get accustomed to the park, try out the best lines, and look for secret areas.

Of course, you do not accumulate points as you go. You do, however, get to see the score of the



last trick completed until you pull off another successful maneuver. In addition, there are no Career mode objectives or money icons here. However, any gaps you find in Free Skate will count toward your Gap Checklist.

Tip: Free Skate allows you to plan your runs for Career Mode. First, you'll have to open each course by earning money in Career Mode to be able to access it from Free Skate. Now, if you are having difficulty getting an objective or high score in the Career game, head to Free Skate to practice reaching certain areas, collecting items and devising quality scoring lines. For competition levels, Free Skate is especially useful. Take some time practicing your run, exploring areas to session and working with the manual to link series of tricks.

Note: This year's Hawk contains a Two Player Free Skate mode, allowing you and your buds to zone out and shred the swank courses you've unlocked.

Career Mode

Career Mode is where the party's at. It lets you select a pro rider to guide through eight skating courses, fulfilling objectives to move through the levels. Unlike the original Tony Hawk, in which you collected Tapes to progress through the levels, this time you must earn money to unlock later levels. As with the original, certain levels can only be unlocked by accumulating medals in the competitions.

The money that you get by completing course challenges accumulates toward your total career earnings. In addition, you can also use the money you've won to purchase new Stats, Decks and Tricks on the Player Select screen, discussed in detail in the "Skaters" section of this guide.

Tip: As you get some loot, it is wise to invest it in Stats early, as enhanced abilities will help you speed through the game quicker. Later on, you can add to your trick arsenal and buy a new board.

The courses you skate are broken into two categories: objective courses and competition courses. Out of eight total levels, five are objective courses, three competitions. Both are discussed below:

Objective

While playing objective courses, you'll have to complete several challenges to earn money and progress to future stages. Each objective course has the same basic challenges, ten in all:

1. High Score
2. Pro Score
3. SICK Score
4. Find objects scattered around the level map (4-5)
5. Find the letters S-K-A-T-E throughout the level
6. Collect another set of hidden objects (4-5)



7. Trick over a specific number of objects
8. Grind a specific rail or edge
9. Find the Secret Tape hidden in the level
10. Complete all of the objectives and locate all of the money icons located in the level (Note: The money icons you collect will not add to your cumulative dollar amount, they are just objects to collect).

You'll have two minutes to complete these goals. Each time you meet one or more of the challenges in a given run, you'll have the option to save your career. Unless you like playing the same piece of level again and again, select "Yes" every time.

Competition

Competitions give your skater a chance to strut his/her stuff against a group of peers. There is a one-minute clock on Competitions, so get started early and don't stop scoring until the final horn sounds. When the run ends, you will be judged on a 100 point scale. There are three heats total, and if at the end of all three the average of your scores finishes in the top three, you will earn a medal. Medals not only unlock levels, but cinematics that can be accessed and viewed through the Options menu. Three Medals earns a Bails tape. Three Gold Medals wins you your skater's marquee tricks movie. Sit back and enjoy the show.

The goal in Competition is (obviously) to score as many points as possible. In addition to this, it is also key to stay on the board. Each time you bail, your score is affected adversely. Even if you have a wonderful 100,000 point run, this can easily be sullied by a four-bail performance.

Note: You may feel as if you've won when you've gotten all three Gold Medals. However, you do not truly win the game until you 100% each of the levels. Doing this will also unlock a ton of extra skaters and other secrets.

Two Player

The Two Player mode of THPS2 has added a new game to keep you and your friends taunting each other for weeks. This year adds Tag mode to Graffiti, Trick Attack and Horse. As in Free Skate, the courses will have to be opened in Career Mode before they will be available in Two Player.

Graffiti:

In Graffiti mode, the two skaters must compete in a "tagging" competition of sorts. The object is to trick off of an item on the map, setting a score for that particular piece of real estate and turning that area to your character's color. The next time your opponent tricks off of the same area, he/she will have to beat your score on that object. When the time (which you set yourself at the beginning of the contest) expires, whoever has the most colors on the map wins.



Trick Attack:

Trick Attacks pits brother vs. brother, sister vs. sister in a brutal high score grudge match. Earn the most points on the current course to beat your foe. (Note: If you have a black heart, you may take joy from busting up your buddy's run. You can cause your opponent to fall by skating through them at a higher velocity than they are traveling. "Oh, I'm sorry. Did you fall down?")

HORSE:

Customize the letters used in this classic game of "I am better than you." Then take to your favorite course and compete in a one-trick-at-a-time game, each trying to better the other's score. When you land flat on the board (meaning not in manual), the trick will end and it will be the other player's turn. If they beat your score, you get a shot to beat them. Whenever one player cannot top the other's score, the loser gets a letter.

Tag: Tag is a new addition to the Tony Hawk franchise. The goal of Tag is to bust funky fresh tricks to muck up your opponent while you are "it". Each fly trick you land knocks down your stats. When they can no longer move, you win. Simple as that.

The World of the Hawk

THPS2 takes place in the skateparks and school yards of the world. Each level has been optimized to be fully skateable. Every surface, rail, jump and ramp has been tweaked out to give you a complete skating experience. Take some time to explore your world. If you see something that you think is impossible (grinding a high ledge, transferring across a massive gap), you will likely be able to get to it in the future.

Any edge or rail is grindable. Try to link long grinds together to score massive points. In addition to the obvious, try grinding on park benches, planters, curbs, lamp posts, fallen poles, etc. Curved surfaces can be used to get massive air. They are referred to as "vert." Vert includes half and quarter pipes, pools, and other somewhat disguised lips. Of course, Vert skaters will be most adept at using these surfaces to score massive points, but as Street skaters buy stats, they too can count themselves among the airborne.

There is so much to do and see in THPS2 that you'll be discovering things months after you open the game. A good way to expediate this process is by exploring all of the nooks and crannies of the Tony Hawk world by taking some time to Free Skate in each level after you open it.

Tricks

Tricks are the heart and soul of this game. Many of the ones you will remember from Tony Hawk are available again, but this time out, there are practically double the moves available in the original. Again, it is just as important to link them into sick strings. Luckily, this time out you'll have more linkable moves at your exposure. But more on that a bit later.

If you're new to Tony Hawk, you'll be asking, "What is this linking thing you keep talking about?" Linking is nothing more than stringing a continuous flow of tricks together without landing flat on



your board. Each time all four wheels of your board touch ground, the trick score resets and you're on to the next.

Note: The more times you do a trick, the less it will be worth. The trick's value declines by 20% every time it is successfully landed.

The more things you do and the more different things you do in one string of tricks will really help to pump up your score. In other words, if you manual to a grind to another manual to a Boneless to a Rocket Air, you will have many more points than doing each of these tricks separately. It's all in the math. And the math is determined by something called "multipliers."

Multipliers

The reason for all of this insane linking is not only to look cool and impress your grandma. It serves another equally legitimate purpose: gaining points. Here's how it works. Each time you successfully add a trick to a string, you will gain one multiplier. This is eventually used to multiply the base score of all of the tricks added together.

Let's say you do a Manual (50) to a Boardslide (140) to a Manual (60) to a Nosegrind (145). You will have 395 base points. Since you linked all of these together, and there were four tricks total, your final score for the string will be 395×4 or 3580, which is significantly better than doing them all separately. Multipliers are the only way to get the points you need to score, especially later in the game.

Gaps

Not your average multiplier, a gap is a specific object or space that must be traversed or tricked upon to gain a bonus. In the first level (The Hangar), the most obvious of these is the Halfpipe Hangtime, which is accomplished by leaping from one side of the halfpipe to the other. When you land a gap, its point value is added to your base score and the gap itself is added to your multipliers.

Gaps are a great way to grow your score, especially when linked into an already long run. To find a list of all of the Gaps in the game, go to the options menu. This will show you which ones you've discovered as well. Or, read the "Gaps" section at the end of each level skatethrough in this guide.

Spins

Certain tricks allow your skater to spin in the air. Anything that happens in the air can usually be spun into a points-grabbing frenzy. Spins greatly add to a trick's base score.

180: 1/2 turn (Base score X 1.5)
360: 1 turn (Base score X 2)
540: 1-1/2 turns (Base score X 3)
720: 2 turns (Base score X 4)
900: 2-1/2 turns (Base score X 5)



Ollies and Such

An ollie is a glorified leap in which a skater pops the board into the air, keeping the deck magically glued to his feet via the wonders of physics. In addition to the vanilla ollie, other tricks in this family include the No Comply, Nollie, and Boneless (which is necessary to get an extra boost to several high goals. Use ollie tricks to leap up to grinds, gain air on vert ramps and hop across gaps and over objects.

Note: Never merely ollie. Use a No Comply or Boneless before any other trick to add to both your multipliers and base score.



Manuels

A new trick has been added to THPS2. It's called the manual, and it will save your ever-lovin' life. A manual is nothing more than a fancy wheelie, performed on either the back or front wheels of the board. Like the grind, the longer you hold the trick, the longer you score points. Also like the grind, the manual can be used to score massive amounts of points. Its real benefit is that it can be used across flat surfaces, allowing trick linkage previously unavailable in the original.

To perform a manual, tap up, then down (or vice versa) before you land on the ground. If on a ramp, you cannot land in a manual. However, you can launch off of a ramp from a manual, something that will come in quite handy to finish up an especially impressive run of tricks. Once in a manual, you may have to balance using the onscreen meter to adjust your rider's balance.



Grinds

Grinds are nothing new to THPS2. Find a lip, edge or rail and hop aboard, sliding your board across the surface to rack up huge points. Examples of grinds are the Tailslide, Darkslide, Nosegrind and Feeble. Try a manual/grind string of tricks to pump up your scores.





Lip Tricks

A lip trick is performed when a skater pauses at the lip of a vert object, stalling the board on the coping or planting a hand on the rim and inverting. As your stats grow, lip tricks can be boned out and held for huge points. Try tacking a lip trick on the end of a mega-long trick string to maximize your scoring.

Grab Tricks

Grab tricks are performed in the air, usually over a vert ramp. Essentially, the rider leaps into the air and takes hold of the board. The longer a grab is held, the more it is worth. Spin grabs to the max to yield massive scores.





Select Player Screen

The Select Player screen allows you to determine which rider you will take into battle. In addition, it helps you to manage your skater's career, buy gear and stats and read your skater's vital signs. Here is a rundown of the simple menu:

Style A/B

Select the look of your skater. Two choices for each.

Buy Stats

After you grab a little coin in the Career Mode, you'll want to head to the Stats shop to improve your skills. The stats are represented on a graph. Move to the category you want to change, then press left and right to add to or decrease the levels here. Once you purchase stats, they are locked in. You will no longer be able to deduct from them.

Every time you buy a point, the price of the next one will be increased. This is done at a rate of \$50 per point. Therefore, the first point is \$50, the second \$100, etc. The last point you buy will set you back \$2750.

Buying stats should be your first priority, as it is the quickest route to the ultimate skater. You will need to buy stats to progress through the game. There are high ledges and difficult jumps that can only be made by increasing the base stats. In addition, you will not be able to score high enough to gain some of the points challenges unless you ramp up your skills.

Buy Tricks

After you get sick of your current staple of tricks (and have some green in your billfold), take a trip to the Trick shop to purchase some new moves. Choose from the various families: Flip, Grab, Lip or Special. If you're interested in discovering the prices of each, take a look at the "Tricks" section of this guide.

To buy a trick, select the category you want. Now find an "Empty" slot in the list. Click on it and you'll be taken to a list of potential moves. Click on a trick. If you have enough green to buy it, you will be asked to complete the transaction. Select "Yes" to add it to your permanent repertoire. Once you buy a trick, you can't get rid of it. However, you can keep it without assigning a button press, in a sort of "Trick Bullpen."

Special tricks cost the most of all of the available moves. Of course, since this is due to their high scoring potential, it all seems fair in the end. You can only have five tricks assigned to buttons at once. This is to keep scoring from getting out of control.



Skate Shop

Head to the skate shop to buy new decks. A skater can unlock a total of seven boards besides the one he/she begins with. The order you buy decks in is unimportant. However, every time you buy a deck, it will cost \$250 more than the last. Whenever you buy a new board, the board stats will improve. The last board will have full stats.

To tune your turning, go to the Trucks screen. Adjust them to Loose, Medium or Tight. Loose gives you the most control and smallest turning radius, while Tight makes wider turns.



Skaters



Name Tony Hawk

Foot Style Goofy/Vert

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

Special Trick #1 Overturn:
D L + grind

Special Trick #2 The 900:
R D + grab

Special Trick #3 Sacktap:
U D + grab



Skaters



Name Bob Burnquist

Foot Style Regular/All Around

Biography 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.

Special Trick #1 Rocket Tailslide:
U D + grind

Special Trick #2 One Foot Smith:
R D + grind

Special Trick #3 Racket Air:
L D + grab



Name Steve Caballero

Foot Style Goofy/All Around

Biography Cab has left his mark on three decades of skateboarding and is considered by most a legend of the sport. He became a world Am pool champ at 14, rose to the top of the vert ratings in the 80's, and is an accomplished street skater in the 90's. Style, power and longevity remain the hallmarks of his career.

Special Trick #1 Hang Ten:
R U + grind

Special Trick #2 Triple Kickflip:
U L + kickflip

Special Trick #3 FS 540:
R L + grab



Skaters



Name Kareem Campbell

Foot/Style Regular/Street

Biography East Coast, West Coast, or any coast, Kareem Campbell and his smooth metropolitan style are recognized on the real streets. Born in New York and raised in Los Angeles, Kareem defies any East vs. West barriers. When he's not skating, you can find him chilling with his son, li'l Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest."

Special Trick #1 Nosegrind to Pivot:
D U + grind

Special Trick #2 Ghetto Bird:
D U + kickflip

Special Trick #3 Casper:
L D + grab

Name Rune Glifberg

Foot/Style Regular/Vert

Biography 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, California. (He didn't ride it. He became a pro on it.) Here you'll find the all-terrain terrorist sessioning pools and streets. But he saves his best for his true love: wide open vert skateboarding.

Special Trick #1 One Foot Bluntside:
L U + grind

Special Trick #2 Kickflip 1 Foot Tail:
L D + kickflip

Special Trick #3 Christ Air:
L R + grab



Skaters



Name Eric Koston

Foot/Style Goofy/Street

Biography Who do you want to be today? Think Koston, because he rides like anybody and nobody else. He'll bust any pro's signature trick with uncanny similarity then transition into the eponymous K-Grind. Besides this move bearing his name, Eric's famous for clowning around while making challenging switch and nollie rides look like a joke.

Special Trick #1 The Fandangle:
R D + grind

Special Trick #2 Indy Frontflip:
D U + grab

Special Trick #3 Pizza Guy:
D L + grab

Name Bucky Lasek

Foot/Style Regular/Vert

Biography Hardened on the East Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, better known as Bucky, soars to sickening heights above half-pipes--and other skaters. He's 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.

Special Trick #1 The Big Hitter:
L D + grind

Special Trick #2 One Foot Japan:
U R + grab

Special Trick #3 Fingerflip Airwalk:
L R + grab





Name Rodney Mullen

Foot/Style Regular/Street

Biography 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.

Special Trick #1 Heelflip Darkslide:
R L + grind

Special Trick #2 Nollieflip Underflip:
D L + kickflip

Special Trick #3 Casper to 360 Flip:
D R + grab



Name Chad Muska

Foot/Style Regular/Street

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

Special Trick #1 Hurricane:
D R + grind

Special Trick #2 Mute Backflip:
U D + grab

Special Trick #3 Handstand N. Manual:
R U + grab





Name Andrew Reynolds

Foot/Style Regular/Street

Biography Andrew's only been a pro since 1996, but what he may lack in years, he makes up for in air and guts. If you're in Los Angeles, California and you see somebody going huge over massive gaps, sessioning sick sets of stairs and doing it all with effortless style, odds are you're in the presence of the Turtle Boy himself. Say "hi" as he flies by.

Special Trick #1 Nosegrab Tailslide:
U D + grind

Special Trick #2 Triple Heelflip:
U R + kickflip

Special Trick #3 Hardflip Late Flip:
U D + kickflip



Name Geoff Rowley

Foot/Style Regular/Street

Biography Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool, England to the top of the skating world. In fact, Geoff's often called the skater's skater. He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of vegetables. Picture a 360-flip down 13 stairs. Yep, that's Rowley.

Special Trick #1 Rowley Darkslide:
L R + grind

Special Trick #2 Double Hardflip:
R D + kickflipHalf

Special Trick #3 Flip Casper:
R L + kickflip





Name Elissa Steamer

Foot/Style Regular/Street

Biography Making the cut skating with the boys. Dominating every all-girl event she enters. Getting her name on a pro-model street board. You guessed it--it's Ft. Myers, Florida native Elissa Steamer. Elissa specializes in sessioning streets and stereotypes. Now living in Los Angeles, California, Elissa skates like you wish you could.

Special Trick #1 Madonna Tailslide:
U L + grind

Special Trick #2 Hospital Flip:
L R + kickflip

Special Trick #3 Indy Backflip:
U D + grab



Name Jamie Thomas

Foot/Style Regular/Street

Biography Jamie goes big, then edits. Originally from Alabama, Jamie has conquered some of the biggest gaps and longest rails ever seen. His video parts in "Welcome to Hell" and "Misled Youth" prove it. Jamie is the only person to walk away from the Leap of Faith with both legs intact.

Special Trick #1 Beni F-Flip Crooks:
D U + grind

Special Trick #2 Laser Flip:
D R + kickflip

Special Trick #3 One Foot Nose Manual:
L U + grab



Tricks

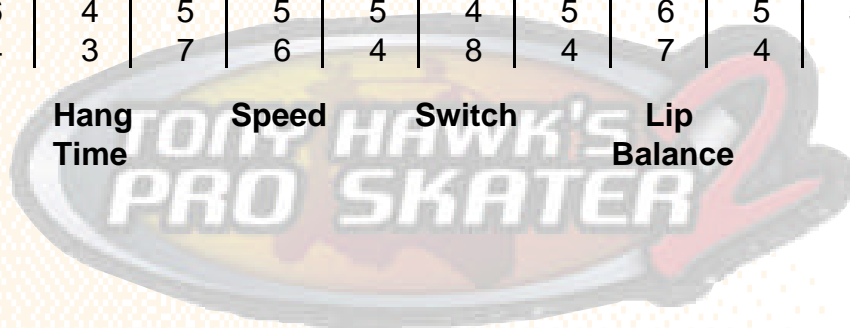


Stat Comparison

(Based on starting statistics)

Skater	Air	Ollie					Landing			Rail	
		Hang Time	Speed	Switch	Lip Balance	Balance	Manuals				
Tony Hawk	7	5	2	6	8	5	2	2	6	7	
Bob Burnquist	6	5	5	5	5	3	8	2	7	4	
Steve Caballero	6	5	5	6	3	5	5	6	5	4	
Kareem Campbell	7	2	6	5	8	4	5	6	2	5	
Rune Glifberg	7	7	5	6	5	3	4	4	6	3	
Eric Koston	4	3	7	5	4	4	7	7	3	6	
Bucky Lasek	7	7	3	6	7	3	5	3	7	2	
Rodney Mullen	2	2	6	5	8	2	8	7	2	8	
Chad Muska	4	3	8	6	4	7	5	8	3	2	
Andrew Reynolds	4	2	8	4	5	7	5	8	4	3	
Geoff Rowley	6	2	6	4	5	5	4	8	7	3	
Elissa Steamer	6	4	5	5	5	4	5	6	5	5	
Jamie Thomas	4	3	7	6	4	8	4	7	4		

3Tricks





Performing tricks in THPS2 is discussed in detail in the "Game Basics" section of this guide. Here is a run-down of how much each trick costs on the Player Select screen, and its base point value when performed regular and switch. Grinds, lip tricks and grabs accrue points the longer they are held.

Flip Tricks

Trick	Cost	Regular	Switch
Pop Shove It	\$0	100	120
FS Shove It	\$0	100	120
Kickflip	\$0	100	120
Heelflip	\$0	100	120
360 Flip	\$0	500	600
Varial Heelflip	\$0	300	360
Impossible	\$500	250	300
Body Varial	\$750	500	600
Varial Kickflip	\$1000	300	360
360 Shove It	\$1000	300	360
Hardflip	\$1000	300	360
Ollie North	\$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

* Hold for more points

Grab Tricks

Trick	Cost	Regular	Switch
Tailgrab	\$0	150	180
Crossbone	\$0	175	210
Mute	\$500	180	210
Stalefish	\$500	175	210
Nosegrab	\$500	150	180
Indy Nosebone	\$500	150	180
Melon	\$500	150	180
Roastbeef	\$500	150	180
Benihana	\$500	300	360
Indy	\$500	150	180

Tricks



Trick	Cost	Regular	Switch
Japan Air	\$500	175	210
Method	\$750	250	300
Rocket Air	\$750	250	300
Airwalk	\$1000	250	300
Indy Stiffy	\$1000	250	300
Judo	\$1000	300	360
Madonna	\$1000	250	300
Varial	\$1500	900**	1080**
Sal Flip	\$1750	900**	1080**

** Set point value; cannot hold

lip Tricks

Trick	Cost	Regular	Switch
180 Rock N Roll	\$123	750	900
Rock N Roll	\$500	500	600
Axle Stall	\$500	500	600
Nosetall	\$1500	750	900
Disaster	\$1500	800	960
Handplant	\$2000	750	900
Eggplant	\$2500	900	1080
Mute Invert	\$3500	1000	1200
One Foot Invert	\$4000	1500	1800
Gymnast Plant	\$5000	1500	1800

Special Tricks

Trick	Cost	Regular	Switch	Skater
One Foot Smith	\$7500	Variable	Variable	Bob Burnquist
Darkslide	\$7500	Variable	Variable	Custom
Triple Kickflip	\$7500	1250	1450	Steve Caballero
Hardflip Late Flip	\$7500	1500	1800	Andrew Reynolds
Double Hardflip	\$7500	1500	1800	Geoff Rowley
540 Flip	\$7500	1250	1500	Custom
Shove It Rewind	\$8000	1250	1500	Custom
Fingerflip Airwalk	\$8000	1500	1800	Bucky Lasek
Christ Air	\$8500	1000	1200	Rune Glifberg
Overtun	\$8500	Variable	Variable	Tony Hawk

Tricks



Trick	Cost	Regular	Switch	Skater
Madonna Tailslide	\$8500	Variable	Variable	Elissa Steamer
Rocket Tailslide	\$8500	Variable	Variable	Bob Burnquist
Hurricane	\$8500	Variable	Variable	Chad Muska
Nosegrind to Pivot	\$9000	Variable	Variable	Kareem Campbell
Laser Flip	\$9000	1500	1800	Jamie Thomas
Kickflip McTwist	\$9000	3500	4200	Custom
FS 540	\$9500	3500	4200	Steve Caballero
Casper	\$9500	Variable	Variable	Kareem Campbell
Triple Heelflip	\$9500	1700	2040	Andrew Reynolds
Half Flip Casper	\$9500	1250	1500	Geoff Rowley
Hospital Flip	\$9500	1250	1500	Elissa Steamer
One Foot Bluntslide	\$9500	Variable	Variable	Rune Glifberg
Rowley Darkslide	\$9500	Variable	Variable	Geoff Rowley
The Fandangle	\$9500	Variable	Variable	Eric Koston
Sacktap	\$10,000	1500	1800	Tony Hawk
The Big Hitter	\$10,000	Variable	Variable	Bucky Lasek
Hang Ten	\$10,000	Variable	Variable	Steve Caballero
Racket Air	\$10,000	1500	1800	Bob Burnquist
Kickflip 1 Foot Tail	\$10,000	1250	1500	Rune Glifberg
Nollie Underflip	\$10,000	1500	1800	Rodney Mullen
One Foot Japan	\$10,000	1250	1500	Bucky Lasek
Beni F-Flip Crooks	\$10,500	Variable	Variable	Jamie Thomas
One Foot Nose Manual	\$10,500	Variable	Variable	Jamie Thomas
Ghetto Bird	\$11,000	1750	2100	Kareem Campbell
Indy Frontflip	\$11,000	4000	4800	Eric Koston
Heelflip Darkslide	\$11,500	Variable	Variable	Rodney Mullen
Pizza Guy	\$11,500	1750	2100	Eric Koston
Mute Backflip	\$11,500	4500	5400	Chad Muska
Handstand Nose Manual	\$11,500	Variable	Variable	Chad Muska
Indy Backflip	\$11,500	4000	4800	Elissa Steamer
Casper to 360 Flip	\$12,000	Variable	Variable	Rodney Mullen
The 900	\$15,000	8000	9600	Tony Hawk

Skatethrough



The Hangar

Mullet, Falls.MT

Good old Mullet Falls. Rednecks, military installations and skating: a ludicrous and dangerous mix. The Hangar is in the midst of it all, a testament to the paradox that is Central Montana.

The Hangar will remind you a bit of the Warehouse level in TH1. A quarter rings the entire building, providing vert opportunities to all the good little boys and girls. The level's not bad for grind-lovers either, as the same quarter can be slid upon for great distances. There are two rooms to session: the airplane hangar and the helicopter hangar. Bust out the halfpipe in the airplane room, or cruise the high rails that ring the walls. Then crash through the center glass and take on the chopper.



Secret areas:

At the wall end of the halfpipe will open when you grind the propeller there. This will open the wind tunnel, which is essentially another halfpipe dripping with cash. There is another secret outdoor area that can be opened by grinding the blades of the helicopter. It will open under the wooden quarter below the last set of barrels.

Checklist

Getting the High Scores

There is so much to session here, I almost don't know where to begin. The easiest way to get a ton of points is to continually transfer over the central halfpipe, gaining gap bonuses each time. By landing in a manual on the other side and cruising to the quarter wall, you can get a couple of the high score tapes out of the way quite easily.



Or, head inside the halfpipe and test out your air. See how many kinds of 720s you can land, and before you know it, you'll have some high scores kicking. If you get sick of the first HP, grind the propeller to open the wind tunnel. Rock in there to grab some more air.

Tip:

Before launching into any trick, No Comply or Boneless to immediately pump up your multipliers.

Skatethrough



Another tactic to scoring scads of points in scenic Mullet Falls is to grind around the perimeter. Hop out of your grind, land in a manual, then return to a grind. In this way, you can gain huge multipliers by working up your base score slowly. End the string with a Lip trick or spinning Grab to really heap on the points. Or head to the high bars and work your way down, grinding the top one, then ollieing down to the lower level. You'll grab a gap bonus if you land in a grind in the lower lip. End the run with a series of manuals/grinds to max out your points.

Collect S-K-A-T-E

S: Pop over the HP and the S is waiting on the opposite side. Skate through it.

K: Skate to the quarter and use the vert to Boneless up to the lower of two rails, heading left. Jump at the end of the bar to get the K.

A: Skate left and ramp over the wing of the airplane to snag the A.

T: Go forward and up the quarter after landing. Sky and push right, busting through the glass and coming down with the T.

E: At the back of the helicopter room, you'll discover the E hanging high above the wooden quarter. Launch up to grab it. .

Collect 5 Wings

1: Head to the far right of the halfpipe from the starting point. Without leaping, cling to the rightwall and grind the propeller here. The Wing lies in its center.

2: Grind the ridge behind the airplane to get the second Wing.

3. Move to the helicopter room. Launch off of the wooden ramp bracing the glass wall to get the third Wing.

4. Head toward the quarter ahead and launch off of it, drifting right back toward the airplane hangar. Therein floats the fourth Wing.

5. The last Wing is above the original roll-in ramp. Build up speed on the quarters, then head toward the gap. Angle slightly as you hit the right side, then drift left and claim the Wing and the challenge.

Hit 3 Hangtime Gaps

1. Transfer over the halfpipe for the Halfpipe Hangtime gap.

2. Using the wing as a ramp, launch over the airplane for the Wingtip Hangtime.

3. Transfer from one ramp to the other over the 'copter to grab the Skycrane Hangtime.



Barrel Hunt

1. Transfer over the HP to find the first bundle directly ahead.
2. Now zip inside the halfpipe to topple the barrels there.
3. Cruise out of the HP and head left. The next group of barrels is near the low wall that separates the rooms.
4. Now head over to the chopper room. Transfer over the wall and skate through the set of barrels near the quarter here.
5. At the back of the chopper room is a small quarter set into the wall of quarters. Atop it is the last group of barrels. Knock 'em down, champ.

Nosegrind Over Pipe

Just like it sounds. Cruise over the halfpipe and nosegrind (up + grind) to grab the dollas.

Find the Secret Tape

Smash through the glass into the chopper room. Using the small ramps on either side of the chopper, ollie up to it and grind one of the blades. This will cause the whirlybird to take off, busting open a special area near the back of this room. Head outside to a snowy landing pad. At the far end is a quarter pipe. Hanging above it is the Secret Tape.

100% Goals and Cash

50 Bucks:

1. Above the Secret Tape, you'll find a fitty.
2. Make the chopper take flight and you'll see a fifty over the short rail that joins the mini-ramps. Snag it.
3. On the airplane side of things, near the glass wall is a \$50 hanging in the rafters. Air up to it using the running quarter below.
- 4-6. A propeller bridges the end of the halfpipe ahead of the starting point. Grind it to open the secret wind tunnel here. Head inside to find a pair of Fifties on the back wall. Then sail over the door gap to get a third.

100 Bucks:

Skatethrough



1. Straight ahead from the windtunnel door is a high \$100. Sail up to get it.
2. Make the helicopter take off by grinding its blades. Now head to the quarter in front of the secret outdoor area, airing off of it to gain speed. After landing, head forward under the rail and off of the next quarter, pushing forward to launch up to the rafters. Your goal is to land in a grind on the light fixture above. Once you do, hold it to the end, then jump off to grab the \$100.

Gaps

Air Gaps

Rollin Gap:

Transfer over the starting rollin ramp to score the bonus. You'll need lots of speed, which can be gained by zipping back and forth across the room. Air up and over the gap or grind one edge, leap the gap and land in a grind on the opposite side.

Chopper Hop:

Transfer from one room to the other (through the glass) off of the quarter wall on either side. The best way to do this is to slightly drift while spinning through the plate glass toward the chopper room.

Halfpipe Hangtime:

Sail over the HP to gain the bonus.

Flyin High:

Transfer across the door mouth in the wind tunnel to get the Flyin High bonus. Make sure you gain lots of speed in the HP here before attempting the transfer.

Its Cold Up Here:

Open the secret room by grinding the chopper blades. Then cruise inside and air high off of the ramp at the end of the landing pad (where you collect the Secret Tape). Then shiver.

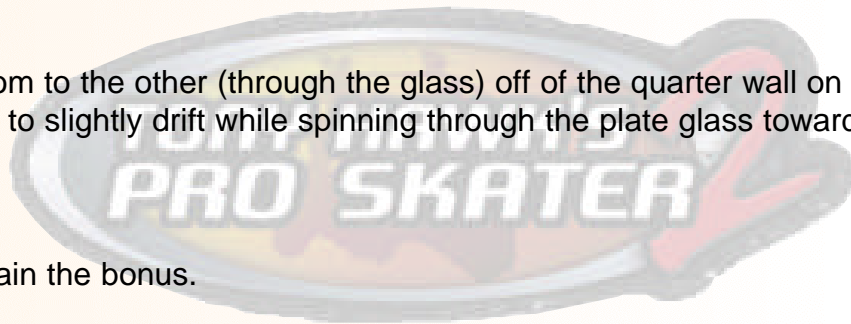
Wingtip Hangtime:

Gain some speed on the quarter wall, then approach the airplane from the side. Hop from one wing of the airplane to the other to snag the bonus.

Skycrane Hangtime:

Leap over the helicopter from one ramp to the other. You'll need some speed to do this. Work it up on the quarter wall here, then approach the ramp. Boneless to get a little extra push.

Air Over the Door:



Skatethrough



You'll need massive speed to pull this off. Gain air on the quarter walls of the chopper room, then cruise to the back of the area and leap over the door to the secret outdoor area (drifting from one segment of the steel quarter, across the wood quarter to the other steel bank).

Grind Gaps

Rail-guided Missile:

In front of the airplane's propeller is a raised ridge. Grind this, then ollie up to the low wall (that separates the rooms) and grind to score this bonus.

Raildrop:

From the high rails in the hangar, leap down and grind the quarter lip below.

Lil Light Hopper/Big Light Hopper:

Make the chopper take off, then cruise to the wooden quarter, gaining speed. Cruise back toward the airplane room. Push forward and leap to the lights, landing in a grind. This will score the Big Light Hopper gap. Hold the grind to get the Lil' Light Hopper. Or, instead of approaching from this way, gain speed and air in the HP in the airplane room. Then launch up to either of the light banks hanging above and just outside the HP. Land in a grind to score the Lil Light Hopper and hold the grind to score the biggie.

Light Corner:

From your leap out of the HP, grind the light until you reach another bank running off to the right. Leap to it and grind for a Light Corner.

Manual Gaps

Instrument Landing:

Ollie over the airplane and land in a manual to score this gap.

Lip Gaps

High Steppin':

Lip trick on a wall railing in the airplane room for the High Steppin' gap.

One Half Pipe Lip:

Lip trick on one side of the airplane room HP.

The Other Half Pipe Lip:

The other side of the HP will yield this gap.

Wind Tunnel Back Wall:

Skatethrough



Lip trick the back wall of the wind tunnel.

Downwind Lip:

Head left inside the wind tunnel. Lip trick here to score the bonus.

Upwind Lip:

Cruise across the door and lip trick on the opposite side to score the gap.

School 2

Southern Cali

If you ever watched a West Coast skating video, you would have seen the type of place approximated by the School II level. With several levels, a lot of rail and a bunch of high-stress roof hoppin', Southern Cali's got a little bit of something for all y'all.

Start with a huge set of stairs leading down to a series of temporary buildings. Grind the dumpster-propped tables and session the handrails. Or cruise to the Big Rancho stage area. Lots of grind/manual potential here. Or use the disguised kicker planter to launch up to the rooftops and hop your way to the Carlsbad area.

Note: There's a psychopath on the loose. Armed only with a golf cart, this crazy will try to run you down wherever you are. Pop a plant on his car for some extra pointage.

Opening the Gym: To open the school, you will have to quickly make your way down to the Opensezmee Rail. From the starting point, head right down the ramp that leads down to the Rancho Stage area. Take a left and follow this wall until you reach an opening ahead. See the staircase here? You must grind the rail all the way down as the second school bell sounds in order to unlock the gymnasium. If you arrive before 1:40 (approximately when the bell will ring), slow down and prepare to jump. As long as you begin your grind before the bell stops sounding (and earn the Opensezmee bonus), you will be home free. Head forward to the building on the far side of the courtyard. The gym lies in the door under the blue awning (flanked by a pair of kinked rails). Head inside. To the right is the basketball court, to the left, an empty pool.

Checklist

Getting the High Scores

For vert skaters, you can grab the lion's share of points in a small makeshift halfpipe just to the left of the starting point. Make sure you don't drift too much on the awning side or you could experience a painful faceful of asphalt. This is really the only purely vert portion of the level, so you may consider scarfing up some rail balance and speed to take advantage of the street nature of this level.

Skatethrough



To get some bonuses and such, grab some speed, then Boneless off of the small kicker ramp on the wall right of the starting point to get to the awning above. Follow it forward, leaping through the glass to the next rooftop. Hop up to the next level, then cut in and leap to the rail that leads to the next rooftop. Keep hopping like Spidey across the rooftops until they run out, then leap down into a manual.

If you are more street inclined, grind the large stair rail from the top down, land in a manual, then head to the picnic tables and grind those. See how long you can hold out on the grind/manual tip. Or, take the path to the right of the starting point down to the Big Rancho stage area. The edges here are reminiscent of the San Francisco Embarcadero from TH1. Grind along the lovely edges, trick into manuals, then rejoin the grind. If you keep leaping on to the central stage, you can manual like crazy, and join up a bunch of grinds until you run out of balance.

Tip: After the end of the long trick series, you can gain massive points by whipping a lip trick off of the quarter at the end of the stage.

If you have decent air stats, you can use the quarter at the end of the stage to grab some speed, then head back the other way, hitting the boards at the end, ramping off of the planter to the rooftop above. Leap across to the next roof (Boneless or ollie to the flagpole and grind), then hop down to the Carlsbad area. Use the little ramps here to get some grab points, and use the gaps to your advantage. If you gain some huge speed, you can easily launch over the opposite wall (Over the Wall) and clear the angled bank below (Down the Bank). If you land in a manual, you'll be my hero.

Collect S-K-A-T-E

- S:** Take the ramp to the right of the starting point down, grinding the low wall to get the S.
- K:** Head atop the stage and launch off of the quarter to get the K.
- A:** Skate down the stage and off, going into the left passage. Grind down the rail here to grab the "A".
- T:** Head down the bank to the right. On the brick wall at the end here is a quarter pipe. Launch to grab the "T"
- E:** In the corner near the dumpster (behind the temporary buildings) is the E, floating above the right quarter pipe. .



Skatethrough



Wallride 5 Bells

- 1: Use the small kicker ramp to the right of the starting point. Ollie off of it to a wallride through the first bell.
- 2: Move forward and head down the ramp. After an opening to the right dart to the right and hug the wall here. The next bell is on the wall ahead. Approach at an obtuse angle, then leap and wallride to nail the brass.
- 3: Take a right around the wall and skate up the ramp next to the stairs here. Back in the alcove is the third bell. Skate up the left side of the curved brick, wallriding to the right.
- 4: Return down the ramp and head right, following the banks to the back wall. Quickly veer left right before you reach the wall, then wallride into the fourth bell.
- 5: The fifth bell is behind the dumpster. Head behind the temp buildings and up on to Bendy's curb. Boneless over the dumpster at a weak angle, wallriding at the apex of your jump.



Collect 5 Hall Passes

- 1: Head straight forward from the starting point, grinding the low wall that leads down of the ramp here. You'll get your first pass during the grind.
- 2: Skate past the picnic tables and Boneless into the next pass.
- 3: Straight ahead are the gym railings. Ollie into a grind, then leap across the gap and land on the opposite rail, grabbing the pass in the process.
- 4: Move around the left corner after landing. Above the wooden quarter is the next pass.
- 5: Now head across to the planter on the opposite wall, grabbing the last pass.

Kickflip TC's Roof Gap

Use the small kicker ramp in Bendy's Corner to Boneless up to the rooftop of the temporary building. Kickflip to the next roof to get the objective.

Grind 3 Roll Call Rails

- 1: The first rail is aptly named the Nightmare Rail. It is straight ahead from the starting point, running along the huge set of steps here. Grind the rail to the bottom to pick up the Roll Call.

Skatethrough



- 2: Back in the dumpster corner is another rail. Use the little kicker ramp here to ollie atop the rail and grind it all the way down to snag the Gonz Rail gappage.
- 3: Head to the banks area, cruising up the ramp next to the stairs. Turn around and grind the long rail down (toward the banks) to get the Opunsezmee Rail.

Find the Secret Tape

The secret tape hangs in the air on the way to the Carlsbad area. Get on top of the stage and gain speed on the long, Q-tip shaped stage using the wooden quarter. Then head away from the quarter and aim for the boards that are propped on the planter on the opposite end. Aim for the right side of the planter, and using the boards to ramp up, Boneless into the air. If you Boneless just at the top edge (and have adequate air and hangtime stats), you should clear the edge of the building. Once you get atop the roof, Boneless across the gap to get the Tape.



100% Goals and Cash

50 Bucks:

1. One half of the small HP near the starting point houses the first dollero.
2. Use the small kicker near the first bell to Boneless to the awning. Another fifty lies on the left edge.
3. From the awning, leap through the glass to the first rooftop. Grab the money here.
4. Aim for the left side of the fence to the left of the Nightmare Rail. Boneless over it to the small awning to the left. Skate off the edge, Bonelessing at the end to get the green.
5. At the bottom of the Nightmare Rail, head right to an area between buildings. Here, you'll see a quarter buttressing the wall. Launch off of it to get the coin.
6. In the stage area, you can find a \$50 in one of the locker alcoves.
7. There is another fifty on the awnings above. Gain some speed on the sidewalk, then angle in and Boneless off of the planter to launch up to the money.
8. When leaping up to the rooftops from the Big Rancho stage, you'll get \$50.
9. In the Carlsbad area, you'll find \$50 on the left rail.

100 Bucks

1. From the awning (gotten to from the small kicker at the start of the level), leap through the glass to the first rooftop. Hop up to the higher level, then cut in and ollie to a grind. You'll get a fifty from this grind.
2. In the Big Rancho area, there is a \$100 above the opposite awning. Boneless into one of the shallow concrete bowls on each end, using the upturned edge to Boneless atop the awning. Follow the overhang to your money.
3. In the Carlsbad area, launch from the quarter pipe to get the \$100.



Gaps

Air Gaps

TC's Roof Gap:

In the area near the dumpster (Bendy's Curve), use the small ramps on either side of the small buildings here to get up top. Then leap from one temporary building to the other to get the TC gap.

Table Transfer:

Head down the Nightmare Rail straight ahead from the starting point. At the bottom are a pair of picnic tables, leaning on dumpsters. Leap from one to the other to get the bonus.

Over the Wall...:

In the Carlsbad area, launch from the ramp near the wall (leading back to the rest of the level) to score the gap. To get it, you will have to completely clear the wall and land in the banks area below.

Leap of Faith!!!:

Leap over the fence next to the Nightmare Rail and land (you may have to tap X for a Big Drop) to get the Leap of Faith!!!

Drop Out Roof Gap!:

Use the first bell kicker (on the wall just ahead and to the right of the starting point) to get up to the awning, then head forward and ollie through the glass to get the gap.

Awning Hop:

In the Rancho area, use the angled planters to Boneless on to the low-hanging awnings.

Overhang Air:

Using the angled ramps leading up to the gym, Boneless and air over the gym doors to get the bonus. You'll need considerable speed to do this. If you want to, you can Wallride over to score this gap as well.

And Down the Bank!:

Clear the bank after the Over the Wall gap from the Carlsbad area. Since this is a further distance, you'll need a metric buttload of speed to do this. Gain speed off of the small quarter below and to the right of the stair set (facing from the roof jump entry point) to build up some gusto, then haul ass across the courtyard before launching off of the small kicker here.

Carlsbad 11 Set:

Ollie down the steps in the Carlsbad area. Of course, a Boneless will help you clear it, and a good deal of speed won't hurt either.

Skatethrough



3 Points!!!:

Get inside the gym using the description provided above (in the course overview), then transfer between the two quarter pipes on the basketball court. You'll have to have a lot of speed and approach at a fairly shallow angle to clear the gap.

Carlsbad Gap:

Leap over the lawn to the left of the stairs in the Carlsbad area. A Boneless will help.

Crazy Roof Gap!!:

When you get to the rooftops near the start, hop through the glass, grind across the next gap, then leap across to the final building to grab the gap.

2 Da Roof!!!:

Get up to the rooftop from the Big Rancho stage area by using the boards leaning on the planter. Boneless at the top of the up-angled planter to launch to the roof.

Huge Transfer!!!:

Head to the Gonz Rail area. Here you'll see a pair of ramps. Crank up the speed, then hit the ramp at a shallow angle, drifting over and landing on the distant quarter.

Suicidal Roof Gap!!!:

After you collect the Crazy Roof Gap, head to the left corner of the last building and jump down to it (Boneless for a little extra push) to get the gap. It's alright to land in a grind on the edge of the temporary building. The gap will still count.

Mad Skeelz Roof Gap!!!:

Once you get 2 Da Roof, leap to the next rooftop (using a Boneless) to get the gap. If you aren't juiced in the Ollie and Air departments, you may want to grab some before attempting this.

Balcony to Awning!!!:

Next to the Nightmare Rail is a fence. Boneless over it and head forward. Boneless off of the small upgrade here to leap and land (either flat or in a grind) on the awning.

Are You Serious?!!:

You'll need massive air to get this gap. As soon as you drop in from the roof above, head to the left along the path skirted by a curved rail. Boneless off of the small kicker near the wall here to bridge the gap and land on the building ahead. This can be done, but you need a lot of speed, which means you cannot hit the wall or rail. Good luck!

Grind Gaps

Roll Call! Gonz Rail!:

In the Bendy's flat area (by the dumpster), use the small kicker to launch up to the railing, then grind it down to score the gap.

Skatethrough



Gym Rail 2 Rail:

On the slope leading to the gym doors are a pair of railings. Slide up one, ollie and land in a grind on the other side.

Overhang Stomp!:

Use the slope near the gym door to pop up to the awning. Grind it to get the Overhang Stomp.

Rack 'Em Up:

Head to the banks. Grind the long bike racks here, ollie between the gap and landing in a grind again.

Pole Stomp!:

Near the dumpster, knock into the pole to make it fall down. Then, from Bendy's curb leap and grind the fallen pole to get the bonus.

Roll Call! Opensezmee Rail!:

Near the banks is a set of stairs. Grind down the railing there to Opensezmee!

Big Rancho Bench Gap:

Ride the brick bench in the Rancho stage area, then leap to the next and land in a grind.

Pole 2 Brix:

When grinding the fallen lamppost (after a Pole Stomp!) near Bendy's Flat, jump and land in a grind on the planter.

Bank 2 Ledge:

In the banks area, leap from the angled concrete up to the small ledge that skirts the wall, landing in a grind.

Roll Call! Nightmare Rail!:

Straight ahead from the starting point is a long, kinked rail. Grind it most of the way down to earn the bonus.

Bendy's Curb:

Grind the edge of the concrete apron below the dumpster to grab the gap.

Flyin' the Flag:

From the Rancho rooftops, leap across the building gap and land in a grind on the flagpole on your way to the Carlsbad secret area.

Stage Rail 2 Rail:

On the Rancho stage, grind a rail, leap across the gap and land on an opposite rail.

Kicker 2 Hook:

Boost up your speed on the Carlsbad quarter, then head to the small kicker further from the wall.

Skatethrough



Use it to pop over to the curved rail. Land in a grind.

Backboard Dance:

Leap from the kicker in the gym and land in a grind on the b-ball backboard.

Manual Gaps

Planter on Edge:

At the starting point, leap up to the planter and manual the length of its concrete base.

2 Wheelin' TC's Roof:

Leap up to TC's Roof, landing in a manual, then ollie over TC's Roof Gap and land in another manual.

Ledge on Edge:

In the banks area, manual the ledge along the wall that runs parallel to the bike racks.

Bendy's Flat:

Manual the concrete apron in front of the dumpster.

Lip Gaps

Arch Extension:

In the mini-HP to the left of the starting point is a doorway. Perform a lip trick on the concrete structure to score the gap.

Starting Blocks Extension!!!:

Near the pool, do a lip trick on the starting blocks.

Lil' Guppy Extension!:

Lip trick the low diving platform near the pool.

Mid Squid Extension!!!:

Bust a lip on the middle diving board.

High Dive Extension!!!:

You know what to do, dog. Lip the top platform.

Other Gaps

Rock the Bells!:

Wallride across any of the bells on the level will give you Rock the Bells!



Skatethrough



Competition Invite #1: Marseilles Bowl Jam

France

In Marseille, you get your first shot at gold, glamour and international fame. The Bowl Jam is rip-roaring skating extravaganza, full of both vert and street elements. If you're into the air, grab some sky in the bowls that define the course. Or head into the quarter pipe channels, snagging vert from the graffiti-laced surfaces.

Or mix it up and grind the rails that punctuate the course. Rails ring each circular bowl, available for plenty of rail to lip action. Or link a series of manuals/grinds on the backside of the course, using everything in sight to pump up your score. There is so much to grind on this course, you may forget about vert entirely.

Don't, however, forget about the lampposts and high bars. Use the quarters to launch above for some high-grinding excitement. Then head back down to Earth and session the railings, stairs and funboxes. A well-rounded course to earn some well-rounded scores on.

Secret Area:

You'll notice a tree-filled planter to the right of the starting point. Head over to it and cruise close to the fence. Here, you'll see a small stick holding up some lampposts. Skate through it and the post will crash through the fence, exposing a well. Splash into it to go to a secret crypt area. .



Gold Rush

Serious points await right off the bat. Grind an edge, land in a manual and head for the lamppost ahead. Hold the manual and from that Boneless up to the lamppost for a Stomp. Jump down to the dumpster, grind, ollie to the edge of the bowl, grind. Keep grinding until you can't anymore, then hop into the bowl and land in a manual. Then pop a spinning grab trick or lip trick to max out the trick run.

Sessioning the bowls is a good way to max out all of your air points, but what they are best for is what I have described above. Grind the lip, leap up and grind the railing, then head to the next railing and grind that. When you are losing balance, head into one of the bowls and manual, then end it with a grab or lip trick to round out the run.



Skatethrough



Another great place to get a ton of vert is the channel area to the right of the starting point. Exhaust every one of your grab tricks (720 them if you can), not forgetting to add a Boneless or No Comply to each to multiply the score. Or grind here around the tear-drop shaped edges, leaping back and forth to build your multipliers. Just as you're starting to lose balance, hop to a manual and cruise up the opposite quarter to kick up to a spinning grab.



When you're through earning points here, head to the right and grind/hop/grind the long ledge/rail channel next to the tree planter. At the end, land in a manual and move to the rails that circle the bowls to close out your exquisite run.

100% the level

50 Bucks

1. Head to the left of the start. You'll see a pair of funboxes under the French flags. Get some speed together, then hit one of the funboxes to launch into a wallride. Wallride up into the loot.
2. Once you open the secret crypt area and fall down the well, you'll find a fifty directly behind you.
- 3-4. The other two fifties in the crypt are on the rails on either side of the fountain room.



100 Bucks

1. Use the quarter bank ahead and slightly to the left of the starting point. Boneless up to the banner crossbar and grind it across to get the money.
2. Launch over the fountain in the crypt to snag the last bit of moola.

Gaps

Air Gaps

Over the Lil' 4:

Leap down the stairs to the right (and slightly behind) the starting point.

Shorty Dumpster Pop:

Ollie over the short side of a dumpster.





Shorty Table Pop:

Ollie over the short side of a table.

Dumpster Pop:

Ollie over the length of a dumpster.

Over the Gate:

Gain some speed behind the starting point, then use the quarter kicker edge to launch over the bar bearing a line of flags.

Table Pop:

Ollie over the length of a table.

2 the Box:

Grind the curved rail to the right of the starting point toward the funbox, then leap to it to get the gap.

Over the Table:

The angled table to the right of the crossbar can be attacked in two ways. First, grind toward it, leap over and land in a grind on the other side. Or, use the quarter bank to angle over the sucka in midflight drift and land on the other side.

Box 2 Box Action:

Boneless from one on the funboxes beneath the French flags to the other to score the gap. You'll need some speed for this to work, and a good place to get it is along the rails on the Spider-Man funbox. Wall rides count for this gap, too.

Up the Lil' 4:

Pop up the little four-stair stair set near the starting point point to grab the gap.

Water Up Le Backside:

Get on over the fountain in the crypt area to nail this bonus.

Up!:

The squared end of the high wall at the end of the quarter channel has a small, blue Up arrow on it. Air up it to grab the gap, but be careful coming down. This is a narrow landing, fer sher.

Over the Crossbar:

Clear the bar holding the welcome banner (Bienvenue a Marseilles) by airing off of the quarter bank beneath it.

Freakin' Huge Hip:

Get up a good deal of speed, then pop from the far right circle bowl (if viewed from the starting point) toward the angled picnic table. Land in the bowl there to nail the gap.

Skatethrough



Big Ol' Stanky Gap:

Pop over the double dumpsters using the quarter bank beneath to score the bonus.

Up!!:

Go higher than the Up! gap to snag a bonus.

Humptey Humps!!!:

Get some air and some speed in one of the two far bowls, then head back toward the starting point and use the bowl lip to launch over the hump beneath the crossbar. This can also be done backwards, but either way, a Boneless will help you clear the distance.

Big Mouth Gap:

Grab some serious speed, then hit the quarter bank below the main crossbar and land on the far bank to land the Big Mouth Gap.

And Away!!!:

Go higher than the Up!! gap to land And Away!!!

Grind Gaps

Rail 2 Rail:

Grind the rail atop the funbox in front of the Spider-Man sign, jump, then land in a grind on the opposite rail.

Rail 2 Ledge:

Ride the curved rail behind you to the right, then leap off and grind the ledge straight ahead.

Ledge 2 Rail:

Opposite of the above gap.

The Hidden 4 Kink:

Grind the kinked rail that leads down the ramp in front of you in the secret crypt.

Dumpster Stomp:

Land in a grind on the line of dumpsters from a grind atop the judges booth (where you got the first \$50). To do this, gain speed on the Spider-Man rails, approach the judges booth wall, pop a Boneless up to a wallride and grind the top edge of the booth. As you near the end of the top edge, ollie down to a grind on the set of double dumpsters.

Kink Clank:

Gain some serious speed, then head down the quarter channel (the same side as the angled table) toward the street course. Land in a grind on the kink rail on the Lil' 4.



Skatethrough



Kink Stomp:

Gain some speed along the rails on the back bowls. Then head back toward the starting point, keeping the judges booth to your right (and the double dumpsters on your left). Use the funbox to pop to a wallride up to a grind atop the box, hold the grind to the opposite edge, then ollie down to the kink rail below. Land in a grind below to complete the gap.

Crossbar Stomp:

Pop up to the Welcome banner and land in a grind to secure the gappage. The best way to do this is to approach head-on and pop a Boneless up to the bar. If you angle your attack, you will often bail.

Lamp Stomp:

Launch up to the lamps using any of the quarter banks around the level and land in a grind. As with the Crossbar Stomp, as you reach the upper lip of the quarter bank, use a Boneless to get the required height and distance to reach the bar.

Knucklin' Futs!!!:

Use the quarter bank that runs along the long tree planter to Boneless up into the falling lamp-post (obviously before you knock it down). Gain some speed in the quarter channel, then let it rip.

Lip Gaps

Boomin' Extension:

Whip a lip trick on the speakers to the left of the Crossbar.

Stanky Extension:

Extend a lip trick invite to the dumpster in the side bowl.

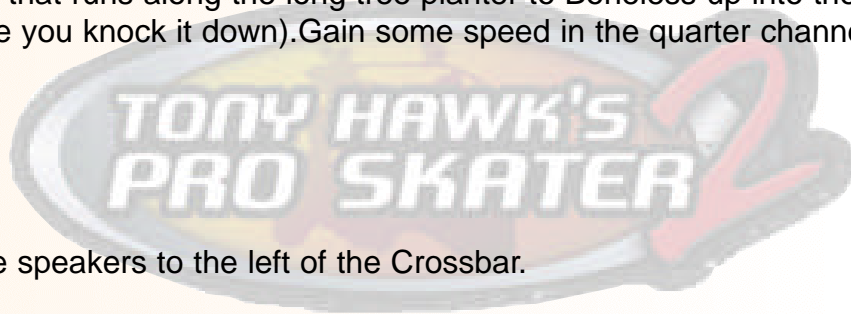
U.U.A. Extension:

Lip trick the edge above the blue Up, Up and Away arrow.

Other Gaps

Wall Crawler:

Wallride the space between the quarter pipes in the crypt area.



Skatethrough



NY City

New York

NY City is not really about vert, so pump up your rail balance and manual stats before tackling the mean streets. Then hit the avenues in a crazy grind and grab fest. Session Central Park, pulling off huge grind combos along fences and benches. Or head down to Joey's, grinding the sculpture there and ramping off of the brick for some of the only vert in the level.



Grab all of the Subway tokens to open the escalator to the overhead rails, then grind them all the way down to the Brooklyn Banks, a bricked-out course of rails, banks and a few secrets.

Heads up: Like the School level, NY City is host to a bunch of crazy drivers. Here, taxi drivers ("You talking to me?") will attempt to run you down as you skate.

Checklist

Getting the High Scores

One of the most impressive strings of tricks you can pull off on this course is right in front of you as you begin. Notice the long, low wall directly to your left. Hop on it and grind, then leap across the Park Entrance gap and continue to grind. The wall will bend to the left. As you begin to lose balance, hop off into a manual. Keep ollieing and manualling until you get near the end of the street. Here, you have two choices. Either keep manualling to the left until you duck down a side path with lots of fence to grind, or end your current trick string with a spinning grab off of the quarter leaning on the brick to the right. Either way, you'll have a healthy 50,000-100,000 points to begin your run.



The path that leads past the park can be worth lots of points. Get on the benches and grind, jumping between them until you reach a small brick building to the right. Leap to the counter and grind, then ollie once more to the fence that skirts the water to get a huge score and props from the people of New York.

The pit of the park is also a great place to pick up points, and boasts some vert for people who are into that. The mammoth brick wall here serves as a hug quarter for air sessioning. Use up you lip tricks here, or Boneless into a grind at the top of the wall and do some manual/grind linking on the street.

Skatethrough



The pit housing Joey's is another area to bust some air. Grind the rails all the way down, land in a manual and cruise across to the tall quarter, ripping a spinning grab at the top of the ramp to max out your points. There is another small quarter beneath the sculpture. Use this like a makeshift HP, cruising back and forth while racking up the score.

Once you have collected all of the Subway Tokens, the high rails will be accessible. The subway entrance is in the large concrete column ahead and to the right of the starting point. Cruise up there, then grind and ride the rails all the way down to the Brooklyn Banks. Here, you'll find lots of rails to link and a small bank of quarter pipes on the far right wall.

Collect S-K-A-T-E

S: Hop over the Park Entrance gap to snag the S.

K: Keep grinding the low wall around the park until you reach the K. As you approach, hop up to snag it. If you miss, you can always use the brick quarter to launch into the K.

A: The A is floating above the base of the statue. Use the brick quarter to get the speed up, then head toward the base of the statue. At the top lip of the base, pop a Boneless up into the A.

T: Leave the park, heading under the bridge, then cut left at the top. Grind the fence near the water to grab the T.

E: Skate along the fence. The building opposite the large rock has a quarter on it. Launch off of it to claim the E.

Ollie the Hydrants

1. Skate along the low wall to the left at the beginning of the level. When you reach the taxi-swarmed cross street, take a left. The hydrant will be near the building here. Line up your jump exactly, then pop an ollie over the hydrant. This can be tricky, but keep at it until water shoots from the top.
2. Now head to the right. Near a roadblock at the end of this road is the second hydrant.
3. Head back to the main street and cruise past the starting point. As you round the next corner, you'll see a street lined by a rail that is strapped off with police tape. To the left is another hydrant. Ollie over it to snag the final part of the objective.



5 Subway Tokens

1. Head through the first path to the left right off the bat. Follow this over the bridge, grinding the rail to get the Token.
2. Join the next path and follow it up, grinding the left rail to

Skatethrough



get the next Token.

3. Head across the cross street and launch up the quarter pipe there to get the next coin.
4. Turn around and grab some speed, launching off of the ramp leading to the park to get the Token hanging in the air.
5. In the park, swing under the bridge and head up to the left. Launch off of the rock at the top of the hill to grab the next final Token. Now you've opened the Subway. Cruise up there and rock the rails!

50-50 Joey's Sculpture

Turn right from the starting point, heading across traffic to the railing overlooking Joey's. The sculpture is the angles rail in the center of the park. Infernal modern art! 50-50 it (grind, no D-Pad) to pass the challenge.



Grind the Subway Rails

Cruise up the escalator once it's been opened with the subway tokens. Gain some speed on the long platform here, then head back toward the escalator. Right before you hit the door, jump to the left and land in a grind on the right rail. Hold the grind until you pass over the Banks wall to pass the objective.

Find the Secret Tape

Get over to the Brooklyn Banks, either by wallriding the brick separating wall or cruising down the rails. When you reach the Banks, you'll see a long, curving concrete ramp. Follow it up, hanging near the right. At the end, ollie to a grind on the left of two bars that jut from the concrete. As you grind forward, you'll notice a small bar to your left jutting from the support in the distance. As you approach, jump and grind this left rail. At the end of the bar is the Secret Tape. Ollie up to grab it.

100% Goals and Cash

50 Bucks

1. There's a fifty hanging above the escalator leading to the Subway. Boneless to get it.
2. Head forward at the top of the escalator until you reach the mouth of the tunnel. Here, take a left down to the roof below. Follow this to a second Fifty.
3. Another fifty rests on the subway rails.
4. On the ramp leading to the Secret Tape, there is a \$50 flapping in the breeze. Boneless up to it as you approach to get the loot.
5. There's another \$50 waiting for you as you grind the Secret Tape bar.
6. An inset quarter in the Banks (near the train tracks) houses a high fifty.

100 Bucks

1. On the opposite side of Joey's pit, there is a hundred hanging high. The quarter under the

Skatethrough



sculpture will give you speed enough to burn across the area and launch up the ramp into the geld.

2. On your way down to the Banks, ride the right rail. Boneless off of the rail into the hundred that is hovering just to the right.
3. A hundred hangs near the fence in the Banks area (toward the basketball court). Gain some speed on the offset quarter across the way, then head toward the fence and Boneless at the top of the bank to spring into the dough.
4. Head down the police-taped street. Past the fire hydrant is a small alcove overlooking Joey's. Air off the quarter there to grab the bill.

250 Bucks

1. The rare \$250 bill is hanging above the statue's head. Gain speed on the huge brick quarter, then torque toward the statue, Boneless off of the lip at the base of the statue to launch into the money. This requires perfect timing and may take a couple of tries to get right.

Gaps

Air Gaps

Kick It:

Right ahead from the starting point is an open manhole. Ollie from one ramp over it and land on the opposite ramp to grab the gap.

Rock It Air:

Catch air off of the boulder (near the E) to get the gap.

Pigeon Pudding Gap:

Launch to the statue in the park to nail the Pigeon Pudding. You'll need lots of speed for this. Use the high brick quarter to pump up the sass, then hit the low lip at the base of the statue and Boneless up over the statue to grab the gap.

Ramp to Park Gap:

Launch from the ramp along the park's high street wall (where the taxis seem to collect) onto the concrete below to rack this gap.

Awning Air:

In Joey's pit, use the considerable vert to air across one of the awnings (right or left) and land on the next ramp over. Airing over either awning will score the gap.

Over the Banks Barrier:

Head to the Banks. Make like you're going to grab the Secret Tape, but drop off of the edge instead. Boneless over the large concrete barrier in front of you to grab the gap.

Take it to the Bridge:

To the right of the Secret Tape bridge is a low wooden quarter. Gain speed from it, then head





toward the bridge. Move your board so it's almost parallel with the bridge, then Boneless up to it to get the gap.

Ramp to Statue Shorty Gap:

On the street that borders the park near the buildings is a QP leaning against the brick. Use this to gain speed, then head across the street to the ramp that launches up into the park. Boneless off of the top of it, landing on the base of the statue below.

Pouncer Was Here:

Bust big air out of the massive brick quarter in the park. Make sure your rider is aligned near the center of this quarter to score the gap.

Over the Road:

Same as Take it to the Bridge, but land on the opposite side to score the gap.

Big Air Out of the Banks:

Once in the Banks, gain some speed heading back toward the main level. Launch over the kicker and clear the wall to get the gap. In order to do this, you'll need major speed. Back up a ways and use the rails leading along the subway to get speed, then head up the brick banks, in between the two benches and ollie over the railing ahead. Skate through the grass and Boneless off of the kicker, grabbing enough air to completely clear the wall.

Pillar Air:

In the Banks area, head to the three pillars near the water. Use the quarter pipe opposite them to build up speed. Hug the fence next to the water, then as you approach the pillar, air off of it diagonally toward the middle pillar. If you can transfer the entire distance between the two pillars in the air and land on the bank, you'll score the gap.

Grind Gaps

Re-Rebar:

You'll get this gap when you grind/jump/grind off of the bridge to get the Secret Tape.

Bench-Hoppin:

Near the snack bar, grind down the length of the left bench (going downhill), then hop across the cross path and land in a grind on the diagonal bench ahead. You'll have to watch out for the light here. It tends to get in the way.

Left Side Pit Rail Stomp:

Take a right from the starting point and head to the bench area above. Leap over the railing here and land in a grind on the long rail that leads down to Joey's pit.

Skatethrough



Banks Spank:

Grind the rail that runs down the length of the court, then leap over the gap and land in a grind for the Banks Spank.

Parking Meter Gap:

Go past the subway entrance and up to the platform here. Follow it ahead to the quarter pipe, then turn around and grind back toward the street on the left rail. At the end, ollie and land in a grind on the bent-over parking meter.

You're Next in Line:

From the area between the large boulder and quarter wall, grind the left fence toward the snack stand. Leap to a grind on the counter of said stand to get this gap.

The Easy Way:

Make a 180 from the starting point and head down the police-taped street. Go to the end of the street, turning around before the dead end construction. Grind away from this, holding it the length of the rail to gain the gap.

Joey's Sculpture:

Head right from the starting point, hopping the railing above Joey's Pit, landing in a grind on the angled rail sculpture.

Right Side Pit Rail Stomp:

The same as the Left Side Stomp, except on the other side.

Jamie's Steps:

In the Banks area, find the rail poking out of the wall near the bball hoop. Grind it toward the stairs, leaping and landing in a grind on the angled rail leading down the stairs.

Banks Fence Gap:

Find the quarter pipe against the wall near the water in the Banks. Use the QP to gain speed, then head to the fence. Pop up top and grind the mamma jamma to get the B Fence Gizzy.

Banks Road Gap:

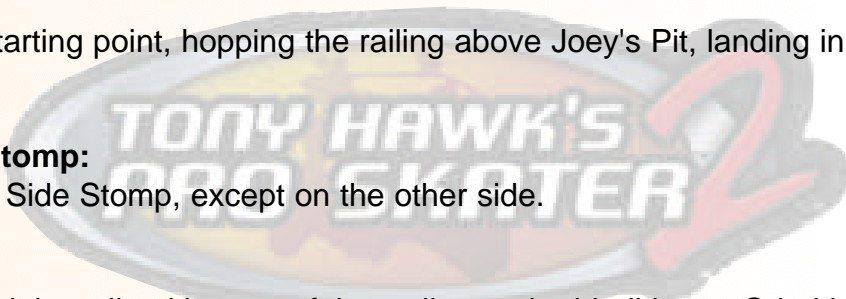
In the Banks, head toward the basketball court. Grind the first railing to your left, then leap over the gap and land in a grind on the opposite side.

Rebar to Rail Gap:

Approach like you're trying to get the Secret Tape. At the end of the rebar, hop down to the bench or rail below and grind it silly.

Ride the Rails:

Grind a good portion of subway rail to get the Ride the Rails bonus.



Skatethrough



Across the Pit:

Once again, head to the bench platform and skate to the back. As the rail ends, jump over it, wallride the marble slab up to a grind and hold the grind across Joey's Pit to score the gap.

Corner Cut:

From the beginning, dart into the park opening. Grind the left side of the wall here until you get close to the corner. When you do, leap to the wall heading left and grind it for the bonus.

Park Entrance Gap:

Get on the wall directly to your left from the start, then leap across it and land in a grind to score the gap.

Grab a Snack and Sit Down:

Grind the snack counter (the water is now behind you) to the blue uphill benches.

Buurp! Now Go Skate:

Keep going with the "Grab a Snack..." leaping into a grind from the benches to the fence.

The Hard Way:

Opposite of the easy way: grind toward the construction until you see the gap bonus, then quickly ollie left to collect the gap.

Path Less Traveled:

Head forward from the starting point and bend around the wall, keeping the park below to your left. As you near the construction dead end, face down the park road with the kicker ramp (the one that airs into the park) to your left. Grind the left rail. When it runs out, leap across the path to the blue bench on the right and land in a grind. Voila.

Slam Dunk:

Approach the basketball court heading toward the river. Cling to the left brick wall as you approach, then Boneless to a wallride. As you reach the edge of the wall directly behind the board, wallie and land in a grind to grab the bonus.

Sidewalk Bomb:

Follow the subway escalator up and straight forward until you reach the car opening. Leap to the left and grind the awning there to earn the bonus.

Changin Trains:

Jump from one subway track to the other, landing in a grind.

Manual Gaps

The Bridge:

Manual over the bridge above Central Park to earn this gap. You'll need plenty of speed to do

Skatethrough



this, so do not catch any grass on your way. To get the gap, you'll have to manual before the stone wall to the left and hold it until the stone wall runs out on the right.

Going Down?:

Manual down the length of the subway escalator.

Lip Gaps

Phat Lip:

Lip trick the large brick quarter in the park.

Waaay Up There:

Lip trick the marble wall high above Joey's pit vert.

Other Gaps

Banks Barrier Wallride:

Wallride the banks barrier (off the end of the Secret Tape bridge) to get the gap.



Venice Beach

California

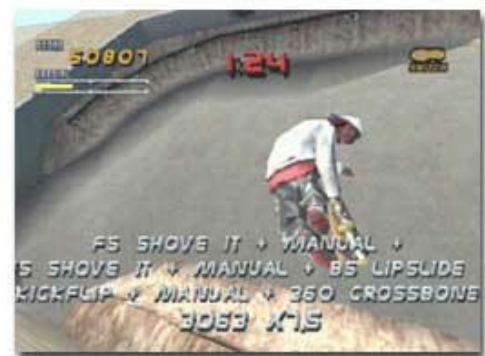
Venice Beach is another one of those “a little something for everyone” levels. While the graffiti pit area is host to quite a slew of good grinding possibilities, there is also plenty of ups to be grabbed in a quarter piping of loveliness.

Master your transfer skills between some sick-ass quarter pipes or while the day away grinding ledges and popping over tables. Get atop the low rooftops here and do your best Spider-Man impression, leaping from building to building with the greatest of ease.

Anything you can imagine, you can do. After all, this is Southern California, land of dreams. Make them happen, you thrasher, you.

Checklist

Getting the High Scores



There is only one place to go for non-stop vert shopping. Take a jog to the left immediately from

Skatethrough



the start to find a horseshoe of quarter pipe. Bust every single air trick in your arsenal, maxing them out with wicked spins and plenty of multipliers. To get extra sassy, grind the lip, land in a manual, then trick across the ground and sky off the opposite side to bust open your score. From this pit, you can leap up to the high wire area above. Gain some speed, then hit the quarter near the wall under the wire and Boneless up, landing in a grind. Use the quarter lip that surrounds the rooftop to gain some momentum, then grind up one of the support wires. Leap from wire to wire, landing in a grind each time, then hop off into a manual and hold it as you cruise up the quarter lip and sky for points.

Or, drop down to the Venice ledge area below and session the quarters here, transferring from one to the other to gain points. Then weave through the path in the sand and kick up to the Seaside rail area. Session the quarter here, then grind the Seaside rail to the Graffiti pits.

Here, impossible strings of tricks can be linked up and enhanced by the tables. Each of these serves as a mini-kicker. Start by grinding the low benches that circle the pits, then land in a manual and head for a popper table. Still in the manual, ollie off of the table and grab, then land in a manual and repeat. Do this a bunch of times (as long as you can balance on two wheels) and you will hit your SICK score easily.

If you still aren't satisfied, Use the quarters scattered throughout the level to get atop the rooftops. It is fun to manual the roof for awhile, then land in a grind on its edge, then ollie across to the next roof and land in a manual. Eventually, you can manual/grind your way all the way around the Beach.

Another great place to string together a string of manual/grinds is the long sidewalk directly behind you from the starting point. Grind the fences, tricking between grinds, then land in a manual and spin/grab or lip trick off of the two quarters at the end of the path. Major points? You betcha.

Collect S-K-A-T-E

- S:** Take a right when the level begins, grinding the fence to the left of this path. As you reach the building at the end of the rail, ollie to the roof and skate through the S floating in front of you.
- K:** Now cut left and cling to the edge of this building. Move forward, then Boneless across the gap to the next building to grab the K.
- A:** Head to the pits. Here, you'll see a wide, wooden quarter propped against a medium sized wall. Use it to kick up to the roof. Skate to the A that rests near the long, curved skylight.
- T:** Skate to the next roof (left from the skylight), using the kicker ramp here to make the leap. Off of a strange ramp, you can grab the T.
- E:** Now cruise down a level to the high-wire plateau. Suspended above the quarter lip is the final letter. Isn't spelling fun?

Ollie the Magic Bum 5X

1. This surly bum is about to get a lesson in relocation. Head through the pits, following the left

Skatethrough



wall until you get to a second inlet (not the one near the stage). Sleeping along the left wall here is the bum. Leap over him and he'll curse and shake off.

2. Now head down to the opening near the stage: the Seaside rail area. The bum is snoozing in front of the quarter pipe here. Jump him.
3. Head back to the starting point and follow the long fence here to the bum, who's camped out next to the building here.
4. Cruise around the corner, heading left. Under the rail that connects the two rooftops, you'll find your fine feathered friend. Hop him.
5. Go back toward the starting point to find the bum camped out next to the left fence. Leap him to end this infernal chasing.



Collect 5 Spray Cans

1. Take a left into the quarter pipe bowl to find the Spray Can hanging in the breeze.
2. Head back past the starting point, then grind the railing to the left. Leap down to the wooden box (down in the pits area) to get the second Can.
3. Go back up the steps and this time follow the right fence all the way to the dead end quarter. Launch off of it to snag the Can.
4. Leap over the low wall to your right and head down the boardwalk to a pair of large wooden quarters. Transfer from one to the other to score the Spray Can.
5. Go back to the Pit area. A quick way to do this is to use the ramp that is set in the wall nearby to transfer over the rooftop to an opposite quarter. When you land, cut across the pits to the Seaside rail area. The last Can is over the QP here.



Tailslide Venice Ledge

From the Seaside handrail area, transfer over the wall with the quarter pipe. When you land, take a left and head up to the back wall. Turn right and the Venice ledge will be right in front of you. Hop to it and land in a Tailslide, grinding to the right and down. When you reach the bottom, you'll have met the challenge.



Hit 4 VB Transfers

1. From the starting point, turn around and grind the right fence, transfer to the ledge and continue the grind. Hop off near the end and prepare to hit the rightmost quarter. You'll need a pretty severe angle, so hit the midpoint of the ramp at a low angle and spin to the left. Your target is the second ramp over. This may take some time to get right, as the angle is pretty tricky and the distance is great. Of course, in order to do this, your Air and Hangtime stats could use a shot in the arm. Once you successfully reach the far quarter, you'll grab the VB Huge Transfer.
2. After the Huge Transfer, cut right and follow the path near the two quarters you used to get the third Can. Skate left into the inset HP. Gain speed on the right side, then hit the left portion and drift over the smallish roof gap to another QP to get the VB Pit Transfer.
3. Head through the pits to the area past where you first met your bum friend. Head into the halfpipe here, using it to gain speed. Then air and drift over the small gap (away from the beach) at the tip of the concrete triangle to nail the VB Skinny Gap.
4. Cruise over to the Seaside Handrail area and pop over the wall to the Venice ledge area. Take the path left to the high quarter pipe. Hit it at an angle going right to vault over the ledge down to a lower quarter. When you land, you'll score the VB Ledge bonus.

Find the Secret Tape

Getting the Secret Tape is easier than it looks, although it will require good ollie stats. From the start, head down the steps to the pits area. See the long wire between two poles here? Directly below it are some plywood boards between a trio of popper tables. Aim for the middle table, directly below the Tape. As you hit its lip, pop a Boneless to launch up into the goodies.

100% Goals and Cash

50 Bucks:

1. Turn around at the start and grind the right fence to snag the first piece of dinero.
2. Keep grinding down the line to get yet another fitty.
3. Take a left as you reach the quarters at the end of the sidewalk and head to the Westside Transfer. There is another bill above the right fence.

100 Bucks:

1. Grind down the Seaside Handrail to claim a Benjamin.
2. Hanging in the air over the VB Pit Transfer is some more green.
3. Get up on the fence that runs along the pit and grind it to the low building. Take a left to a rail that connects the two buildings. Grind the rail across to get another hundred.
4. Off of this same rooftop, leap over Muska's gap (where you first got the K), then bend left to get the money near the skylight.
5. On the opposite side of the Skinny Transfer is the Fatty Transfer. Get a lot of speed going in the HP and transfer over the long side of the triangular rooftop, grabbing a hundred in transit.

Skatethrough



250 Bucks:

1. The \$250 hangs above a concrete kiosk in the pit. Get up on the pit fence and grind it to the building, then take a wide arch around to approach the ramp that leads back toward the pit. Gain some speed here, then pop off of the ramp, Bonelessing at the very edge to leap up for the dollars.
2. Another \$250 can be gotten in the Skinny transfer halfpipe area. Gain speed in the HP, then on the Skinny side, launch away from the transfer gap. By hitting the right trajectory, you can leap up to a rare transfer to the roof ramp to the left. In the process, you'll grab the bill. Even if you fall, you'll score the loot.
3. The final bill on the level is atop the high wire. Use the quarter pipe pit area to get up to the highwire level. Circle the wires until you are lined up with the bill, then use the quarter kicker to build up a head of steam. As you drop down, keep the wire in line, then grind up it to the top wire. Hop and grind across to score the money.



Gaps

Air Gaps

VB Skinny Transfer:

See Transfer section above.

Up!:

Near the clown graffiti is a QP inset in the wall. Launch up it to grab the gap.

Table Pop:

Pop over one of the tables in the pit to grab the bonus.

Shorty Planter Hop:

Ollie over the breadth of any of the planters near the starting point.

Cake Transfer:

West Side Transfer:

Leap between the free standing ramps near the Pit transfer to get this gap. (This is where you snag the third of the Spray Cans in the walkthrough above).

Wee Lil' Roof Gap:

Atop the high wire rooftop, hop across the gap to the rooftop adjacent to the quarter pipe horse-shoe.



Skatethrough



Up!!:

Go higher than the Up! gap on the Clown wall quarter.

Canyon Jump:

Jump across the Seaside Handrail from the top roof to the lower one to get the bonus.

Ledge 9 Set:

Ollie down the stairs next to the Venice Ledge to grab this gap.

Muska's Gap:

You'll score this gap as you grab the K.

Tight Landing Transfer:

Near the Huge Transfer. Transfer from the right or left ramps to the middle one to score the gap.

Big Double 5 Set:

Leap down the double set of stairs left of the start (heading down into the quarter pipe horse-shoe). You can use a wallride to get this gap as well.

VB Pit Transfer:

See Transfers section above.

Nice Mid Size Roof Gap:

From the high wire roof, leap over the corner of the higher building and land on the roof adjacent to and above the wooden quarter area.

Planter Pop:

Leap the length of any of the planters near the starting point.

Roof 2 Ramp:

The opposite of what was described to get the final \$250.

And Away!!!:

Keep going higher after scoring Up! and Up!! gaps.

VB Ledge Transfer:

See Transfers section above.

Lil' Vent Gap:

Using the air conditioner, pop a transfer over the gap made by the small ramp inset in the wall.

Ramp 2 Roof:

The transfer described in snagging the final \$250.





Uphill Canyon Jump:

Transfer over the Seaside rail from the low roof to the higher one.

Vent to Roof Gap:

Air off of the air conditioner as the roof tapers off to get to the next roof ahead.

VB Huge Transfer:

See Transfers section above.

Massive 20 Set!:

Jump and clear the long stair set the leads down in the quarter pipe dead end.

Huge Roof 2 Ramp:

Transfer from the air conditioner fin down to the inside halfpipe next to the Skinny Gap. You'll need a lot of speed to do this, and just the right angle.

Fatty Transfer:

Transfer over the large, triangular side of the roof opposite of the VB Skinny Gap near the beach.

Big Vent Gap:

Use the AC fan that heads toward the pair of halfpipes used to get the VB Skinny and Fatty Transfers. Gain a lot of speed heading toward the vent kicker and Boneless off of it to clear the first HP and land over the far wall (in the open HP near the first bum).

Huge Ramp 2 Roof:

Opposite of the Huge Roof 2 Ramp gap. Gain tons of speed in the outer HP near the beach and transfer up to the AC fin on the roof.

Grind Gaps

Seaside Handrail

Slide down the rail leading down the ramp just past the stage in the pit area.

The Venice Ledge:

Head over the wall in the Seaside Handrail area, then go left. Grind the ledge near the upper wooden quarter to get the gap.

Bench Trippin:

In the pit, grind a bench, then leap to the next and land in a grind to snag the bonus.

Ledge 2 Ledge:

Also in the pit, grind the ledge near the clown graffiti, leap the gap and land in a gap on the opposite side to get the gap.



10 Point Landing!:

The High Wire:

Air into a grind on the high wire. Use the quarter pipes on the roof above or pop up using the kicker window below.

'Round the Horn!!!:

From the starting point, head down to the quarter bowl to the left. Grind from one end of the horseshoe to the other to get the bonus.

Manual Gaps

He Could Go...:

Manual along the boards bridging several tables in the pit area.

All the Way...

Keep going past the He Could Go...gap.

Candy Cane Manual:

Manual the length of the bending air conditioner on the roof.

Touchdown!!!:

Keep going past the All the Way...gap.



Competition Invite #2: Skate Street Plywood Paradise

Ventura

Ventura's SkateStreet is as its name implies, quite a paradise. Gently curving masonite, a huge plywood bowl and street elements abounding, it is the most complete competition course yet in Tony Hawk... this coming from a guy who sessioned Burnside into the ground.

So, Mom, what's there to do? Well, Junior, I'll tell you. For starters, there is an enormous half-pipe, a canvas for vert artists to paint their masterpieces upon. This adjoins quite handily to the aforementioned pool, which is only a transfer away. However, the fun doesn't stop there. Buried in a far corner is a gully with huge masonite vert.

On an adjacent side is the enormous wave wall, a bubbled out plywood god, pleading to be ground and rode. Ride it to the edge, then pop off and grind the rail suspended in the air to open the Van Secret area, an outdoor area ripe for shredding.

Or session the substantial street course, plumb full of risers, edges and rails. Get inside the low



channel and grab some unexpected air. It's all yours, kiddo. Make mama proud. .

Gold Rush

My, oh my. Trying to tell you what to do on this course is like trying to tell someone what to do in life. The options are virtually unlimited. However, there are specific things you can do to maximize scores. Here goes.

The starting point is a high rollin ramp that overlooks the whole park. Start things out with a manual, rolling down the ramp, stringing tricks and manuals together until you reach an apparatus to trick off of. One line to take is toward the huge wave wall ahead and slightly to the right. Keep the manual going until you reach the top of the ramp. Then, either grind it or pull a lip trick to end the string.

Another option from the start is to head to the left, keeping a string of manuals going until you reach the halfpipe. As with the wave wall, hold the manual until you reach the top, except this time grind the lip, then leap down into a manual and carry it up the other side, lipping out to rack up a serious score. Stay in the halfpipe awhile, sessioning it with everything you've got, sure to grind the rail that loops around on the open end of the HP. This will open the Rail Secret area, which we will get to later.

From the halfpipe, transfer over the left wall (facing into the pipe) to the plywood pool. If you can, grind from one side of the extension that juts from the HP side all the way around to the opposite side of the extension. Then ollie down into a manual and carry it up into a spinning grab for a huge score. Continue in this vein until you get bored, then leap out of the pool and search for the vert gully in the far right corner. Session this for awhile, gaining major air and touching the high sticker.

When you are finished in the gully, get up on the wave wall and grind left. Just as the wall runs out, hop over to the suspended rail to open the Van Secret area. This will open right next to the wave wall. You ultimately must go in there for some cash, but the points opportunities are not as plentiful, so stick to the main course.

If you are street inclined, spend some time on the sloped risers in the middle of the level, linking manuals and grinds into insane point combos. Or, skate over to the shallow channel that serves as a modest halfpipe. You can get a metric ton of vert here, even though the lip is so low, but the best thing to do is link a series of grinds and manuals together before launching airward. This will jack up your score like nothing else.

100% the Level 50 Bucks

1. Grinding the looping rail on the halfpipe not only opens the Van area, it leads to riches as well.
2. Visit the quarter box rail near the HP for a bill.



100 Bucks

1. Grind the long rail to the right of the wave wall into a hanging hunny.
2. From the halfpipe, launch over the side (away from the pool) to land in the spectator area. Another hundred is near the rail here, but you'll have to make a leap of faith to the area below to grab it.
3. Once opened, cruise into the Van Secret area next to the shallow channel. Leap over the van to claim a bill.
4. Grind the wave wall left. At the end, hop to the next rail to snag \$100.

250 Bucks

1. A supremely high \$250 awaits you in the gully area. Build up some steam and rocket up the vert opposite the never-ending wall to grab some serious coin.
2. Go into the Van Secret area. On the right wall are a pair of free-standing quarter pipes. Transfer from one to the other high to get the \$250.

Gaps

Air Gaps

Over the Wall:

Use the outside of the shallow channel to vault into the air, then drift over the brick wall and land on the other side.

Railing Hop:

Grind the wave wall left. At the end of the wall, pop over the railing (that is perpendicular, capping the end of the small walkway atop the wall) to score the bonus. Or, Boneless over the other railing (near the tree) below.

Over the Bridge:

Find the quarter pipe under the spectator area and use it to gain speed. Then head back out and hit the kicker, Bonelessing at the top to kick over the bridge that joins the HP to the spectator area.

HP to Bowl:

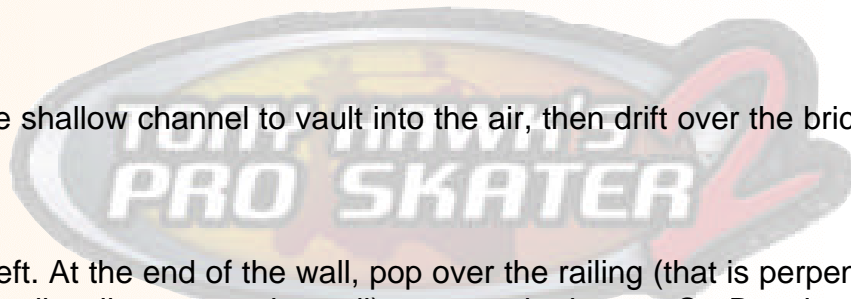
Get some speed built up in the halfpipe, then air to the left (facing into the HP) to the bowl to grab the bonus.

Bowl to HP:

Pump up your speed, then leap out of the bowl extension-side and land in the halfpipe. Don't attempt to go over the extension. Pick a side and vault from a Boneless into the opposite HP.

Bullet Bowl Hop:

Launch into the bowl using the small quarter at its short end. As always, a Boneless will give you the needed oomph.



Skatethrough



Over the Deck:

Use the outside vert of the shallow channel to build up momentum, then cruise at the deck. At the top of the slope, Boneless to clear the top deck.

Daaaay Tripper:

Head into the Van Secret Area and ramp over the van, landing on the opposite slope to get the bonus.

Gimme Gap Redux:

Transfer into the shallow channel halfpipe.

Sodee Pop Gap:

Go to the spectator area and into the corner near the tables. Head toward the halfpipe, using the ramp to ollie at a slight angle into the wall to the right. Wallride over the rail near the halfpipe to score the gap.

Cut the Corner:

To get this, you'll have to clear a significant portion of the corner of the large platform near the wave wall. Head into the Van Secret area. Gain speed and point your board out the door, then hit the ramp to the right and ollie over the corner and land on the ramp down. You'll get it after a few tries.

High Sticker:

Grab major air on the tall wall of the vert gully to hit the High Sticker.

Shoot the Gap:

In the Rail Secret Area. Transfer from one free standing quarter to the other to Shoot the Gap.

No Kidding Around:

From the halfpipe, sky toward the spectator area. If you leap over the bridge, you'll earn the bonus.

Stairset:

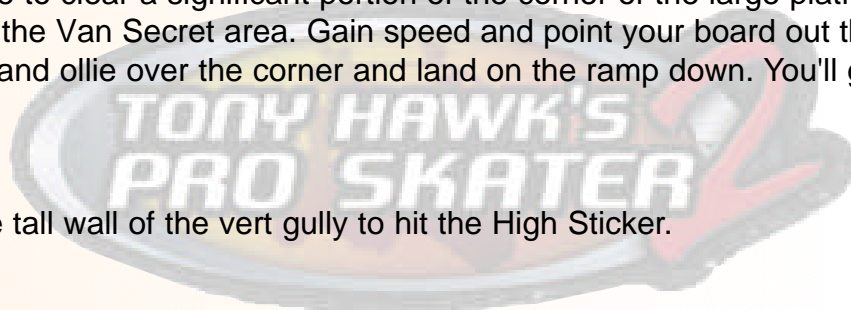
From the spectator area, leap down the steep set of stairs on the shallow channel side.

Hexbox Gap:

Boneless over the hex funbox to earn the gap bonus.

High Jumper:

Kick over the small quarter at the open end of the halfpipe to clear the bar, scoring the bonus.





Grind Gaps

Rail Secret Area Key:

Grind the wave wall left, jumping at the edge and landing in a grind on the hanging rail.

Rail to Rail:

Next to the masonite pool is an alley with a rail in its center. Grind the rail, then leap and grind either side of this alley to get the gap.

Van Secret Area Key:

Grind around the curved bar at the open end of the halfpipe to earn the bonus.

Nail the Rail:

Transfer out of the bowl on the extension side. Instead of drifting all the way over to the HP, land in a grind on the rail in between the two. This is tricky, but you may want to press up as you sail, so your nose points down.

HP to Railbox:

Go inside the halfpipe and face out the open end. Build up some speed, then hit the small kicker, Bonelessing up to the railbox. Land in a grind to complete the bonus.

Wave Wall Minigap:

Grind the wave wall left, hopping at the end to the suspended rail. Land in a grind here to gain the gap.

Surfin U.S.A.:

Grind over the hump on the wave wall.

Havin a Picnic:

In the Van Secret Area, grind/jump/grind the picnic tables here.

Extension Transfer:

Get on top of the extension atop the Bullet Bowl and grind. Land in a grind on the pool lip below (without tricking) to score the gap.

Big Air Railing Grind:

In the alcove near the soda machine, use the kicker to transfer up to the railing above. Land in a grind to score this gap.

Circle the Pool:

Grind all the way around the pool (from one side of the extension to the other) to get this gap. Make sure your rail balance stats are up, though, or you'll never make it.

Skatethrough



Manual Gaps

Funbox Wheelie:

Carry a manual over the hexbox.

Lip Gaps

Bowl Lip:

Lip trick the bullet bowl edge to get the gap.

HP Lip:

Lip trick the edge of the halfpipe to earn the bonus.

Ride the Wave:

Lip trick the wave wall to get the gap.

Gully Lip:

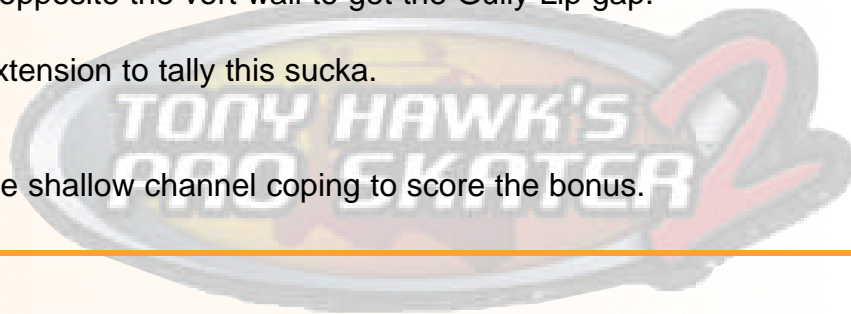
Lip trick on the edge opposite the vert wall to get the Gully Lip gap.

Bowl Envy:

Whip a lip atop the extension to tally this sucka.

Mr. Small Lips:

Bust a lip move on the shallow channel coping to score the bonus.



Philadelphia

Pennsylvania

Philadelphia skating is quite accurately personified in this lippy, rugged level that ranks in the top three across both THPS games. It is a combination of several famous Philly skating spots. The area around the fountain-- wide, gradual steps and ledges--is prime real estate for grind lovers.

The Phillyside park (which you'll have to open by collapsing a set of telephone poles on the fences that surround it) is full of everything imaginable. Long rails lead to a rough and tumble halfpipe. On the other side of the park, bowls are chiseled out of concrete, begging to be sessioned.

Back on the streets, there are ledges and planters to be ridden, benches to be ollied and awnings to be bluntslid. Watch out for the unfriendly buses, though. Public transit waits for no man!

Skatethrough



Checklist

Getting the High Scores

Philly is brimming with points, but you have to know how to get them. A good place to start is along the long ledge that is slightly to the left and ahead of the starting point. Boneless up to a grind, and ride the edge of this planter until it tapers off to a point. Then hop down to a manual, grind the planter the next level down, ollie to a manual, carrying it to the fountain. Slide around the bubbler, then leap up to the low stairs and session them until you run out of gusto. This string can be good for a good 100,000 from the opening gun, assuming your stats are in order.

Another way to end the string is to take your manual up the quarter pipe that is tucked in the corner near the lower planter and bust a lip trick to end the run. Either way, the points will be lovely.

The next order of business is to open the Phillyside park. The circular building down the first set of stairs is the key to this. Skate up the narrow walkway, then grind the left rail. This will cause you to continue to grind up the telephone wire. If you get far enough up it, the phone poles will topple, ripping down the fences guarding Phillyside. It may take a couple of times to get this grind right. Your speed must be up to snuff, and it doesn't hurt to leap into a grind rather than grinding from the left rail (that is, if you're having difficulty).

Once Phillyside is open, cruise to the rightmost opening (facing the park). Hop on the rail here and grind it into the open end of the skatepark. Hop off into a manual and carry it up to a lip trick to end the run. Session the half pipe, using all the 720's you can muster. When you're done, transfer into the other half of Phillyside.

There are bowls galore here. Manual up to lip tricks on each of them to tweak out all of your bonuses. Use the humps to string a series of manuals together with horizontal grab and kickflip moves. The more you can pack in before the balance wears out, the better.

Phillyside can easily be milked for 250,000 points. If you get in a bind, keep repeating the grind into the halfpipe (with manual and lip trick fixins), slightly altering which tricks you use each time through.

Collect S-K-A-T-E

S: Cruise forward from the start. Eventually, you'll see a planter with a pair of trees in it. Leap up in the notched out portion of the wall, skating over the grass to the left edge. Grind this to the end, then Boneless just before the wall runs out to get the S.

K: Upon landing, head left. See the semi-circle statues jutting from the concrete? Use the near one to Boneless up to the awning. Grind or skate it until you reach the K.

A: Straight ahead is the A, hanging near a planter.

T: Ollie up the short stair set, then grind up the left rail of the walkway leading to the building. Midway up the rail, leap to the left to snag the T.

E: Head back up the next small stair set and jump to the planter to the right. Try to maintain speed through the grass, clinging to the short right edge of the planter. As the planter ends, Boneless to get the E.



Drain the Fountain

This bit can get tricky, but practice makes perfect. Notice the spine just to the right of the start? Grind that forward until you reach a set of ramps. Ollie from one to the other, then prepare to grind down the center rail. Without losing speed, boardslide down the rail and hit the planter edge in front of you. At the last moment, Boneless up to the balcony. You can clear the railing if you did it perfectly, but often it is easier just to grind it when you get the height. Once atop the balcony, skate through the valves to drain the fountain.

Collect 5 Bells

1. Cruise over the complex funbox ahead from the starting point. Track down the open sidewalk ahead, sticking to the left side to gather the first bell (you'll have to jump up to get it).
2. After you score the first bell, go immediately right and hop up to the opposite planter. Grab the bell near the wire.
3. Ollie to the ground below and head for the semi-circular statue near the blue awning. Boneless off of it into the next Bell.
4. Ollie up on to the planter to the left of the fountain (with your back to the awning). The bell hangs just off of the edge here, and you'll have to use a Boneless to get it.
5. Round the corner to the right until you come to the stair set. Grind up the rail here, then skate forward and pop over the ramp to claim the fifth Bell.

Bluntslide the Awning

Work up some speed coming down the two stair sets and head for the circular statue kicker. Boneless to the awning and land in a Bluntslide (FS or BS, it don't matta) to fulfill this objective.

Liptrick 4 Skatepark Lips

1. Lip trick the halfpipe in Phillyside to get the Phillyside HP Lip.
2. Transfer into the other half of the park. Look down the right side of the park. There are three bowls here. Lip trick the middle one to score the Phillyside New Bowl Lip.
3. Skate to the huge bowl with the "Get Some" graffiti. Lip trick on it to get the Big Bowl Lip.
4. Directly across from the Big Bowl is the Mid Bowl. Skate over and stick a lip on it.

Find the Secret Tape

From the starting point go slightly left until you see the long planter next to the fountain. Get on the left edge and grind it for awhile. As the planter begins to come to a point on the right side, leap off the grind and approach the point. A wire leads out from this, and you want to hit it straight on, so your cut will have to be sharp. Just as you get to the edge, ollie and land in a



grind on the wire. If you have enough momentum, you can ride the wire up to the Secret Tape.

100% Goals and Cash

50 Bucks

1. Opening Phillyside will yield some money. \$50 hangs on the wire leading to the telephone pole.
- 2-3. After the fountain is drained, there will be a pair of fitties in the dry pool.
4. The planter that lies to the left of the fountain (from the starting point) leads to a fifty hanging at its tip.

100 Bucks

1. When you get on top of the balcony (facing out), pop a Boneless to the right to grab the loot.
2. A hundred bobs lazily in the air above the fountain. Use the quarter tucked in the corner to build up a head of steam, then hit the kicker near the fountain to get up to the dinero.

250 Bucks

1. Grab a metric ton of air off of the halfpipe in Phillyside to grab a \$250.
2. Transfer out of the halfpipe toward the rest of the park, grabbing the cash in between.
3. Air large out of the Mid Bowl to snag another bill.
4. You'll snag a \$250 on your way up to the balcony. It's hanging just above the center of the railing.
5. After you grind past the Secret Tape, keep trucking up that wire to get some moola.
6. On top of the balcony (facing out), there is a \$250 suspended above the telephone wire. Grind the balcony left until you have an angle to jump, then leap across the gap and land in a grind on the line to secure the final banknote.

Gaps

Air Gaps

Easy Post Ollie:

Pop over a post near the fountain after grinding a planter to get this simple gap.

Post Ollie:

Pop over one of the fountain posts without the benefit of a grind.

Statue Hop:

Boneless from one of the semi-circular statues near the awning to the other to score this gap.

Stair Set:

Ollie down the stair set in front of the balcony.

Skatethrough



Up the Small Step Set:

Hop up either of the two small stair sets leading up from the fountain.

Bench Gap:

The long sidewalk near the starting point is host to many-a-bench. Grind/ollie/grind them to score this bonus.

Worlds Most Obvious Gap:

Hop from one ramp to the other, leading down to the balcony stair set.

Phillyside Hop:

Use the small kicker ramp in the second gap from the right (while facing the park) to transfer over the Mid Bowl into Phillyside.

Phillyside HP Transfer:

Rock out of the halfpipe using a Boneless and land solidly on the other side of Phillyside.

Pillar Fight:

Grab some air from the quarter at the base of any of the pillars in Phillyside to get the gap.

THPS Fountain Gap:

Once the fountain is emptied, head back to the starting point. Grab some serious speed, then head toward the fountain. Boneless from the top step and land in the drained drink to grab the gap.

Chillin' on the Balcony:

Get up on the balcony using tactics discussed in *Draining the Fountain*.

Grind Gaps

Track Smack:

Grind/jump/grind from one of the long, curved rails to another in Phillyside.

Hobo Grind:

Grind the majority of the long rail leading to the Phillyside HP.

Planter Transfer:

Head right from the starting point. Ollie and grind on the planter ahead, aiming for the planter below the balcony. Ollie off the edge of the high planter and land in a grind on the one below. Voila!

Railing to Planter:

From the balcony (where you drain the fountain), jump to a grind on the railing heading right (when facing out). As the ledge runs out, ollie down to a grind on the planter to score bonus.

Skatethrough



Planter Double Pillar Gap:

Near the bus depot are a pair of planters lining the street. Grind the one closest to the balcony building toward the other. Hop over the double pillars and land in a grind on the opposite side to get the gap.

Just Visiting:

Head down the left path from the starting point, grinding the planter that skirts the fountain. As the ledge ends, jump and grind on the planter ahead and below.

Short Stair:

Grind the whole edge of the topmost step leading down to the fountain.

Telephone Co. Gap:

Once on the balcony, grind the railing to the left. Angle a jump and land in a grind on the telephone line here. Hold the grind until you score the Telephone Co. Gap.

Funbox Transfer:

Head through the leftmost entrance to Phillyside, grinding the curving rail here into the park. Before you dump off of the rail, ollie to the left and land in a planter grind.

Medium Stair:

Grind all of the wide second stair down (leading to the fountain) to get this bonus.

Grind Up Dem Stairs:

Leading up from the balcony, grind up the stair set using the railing to score the bonus.

Awning Grind:

Pop up to the blue awning from one of the statues and land in a grind.

Little Corner Grind:

Grind all of the way around the high rail on the back street to get this gap. You'll have to Boneless up to it.

Fly By Wire:

Get up on the balcony, then wallride on to the roof of this building. Grind down the wire you used to get the Secret Tape to where it connects to the fountain to haul in the gap.

Death From Above:

Start with the Fly By Wire grind, but leap off midway through and land in a grind on one of the fountain rails.

Long Stair:

The third step down from the top, leading down to the fountain needs your grinding. Go from one end to the other to clear the gap.

Skatethrough



Worlds Second Most Obvious Gap:

Instead of landing on the opposite ramp as you would in the Most Obvious, leap and land in a grind on the rail to score this one. You'll need mammoth speed to accomplish this.

Fountain Ping!:

Gain speed on the cornered quarter, then head back to the kicker and pop a Boneless to carry you to the center of the fountain. Land in a grind there to seal the deal.

Grind of Faith:

Drain the fountain. Then grind one of the rails toward the center, jump over the gold piece and land in a grind on the opposite side to get the gap.

Manual Gaps

Funbox Wheelie:

Manual over the fun box straight ahead from the start o grab this gap.

Flatlands Technin':

Manual from the top of the small stair set back past the wooden fun box to score this bonus.

Manual Stimulation:

Manual over three of the four humps in Phillyside to get the bonus.

Rockin' the Stairs:

Ollie from the bottom of the fountain steps into a manual, ollie up a level, land in a manual and repeat until you are on top of the stairs.

Lip Gaps

Phillyside New Bowl Lip:

Read the Lip section above.

Phillyside HP Lip:

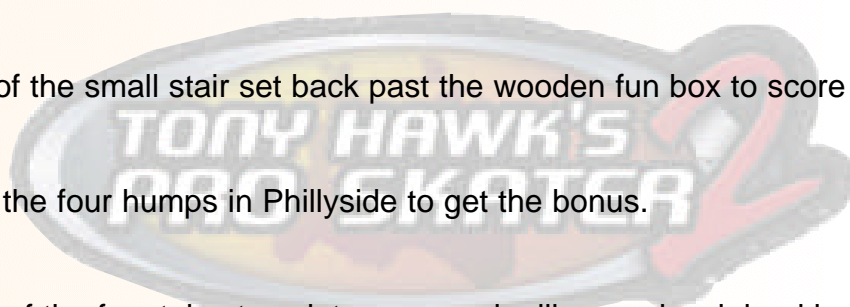
Read the Lip section above.

Phillyside Big Bowl Lip:

Read the Lip section above.

Phillyside Mid Bowl Lip:

Read the Lip section above. The Bullring



Skatethrough



The Bullring

Mexico

The Bullring in Mexico is truly unique. Atop a huge halfpipe in the center of the stadium, you stand, a solitary skater against the world. What to tackle first? The insane vert that's everywhere you look? The zany walls and quarter banks that line the ring? El toro himself? It's all up to you in the final competition of this mondo superior game. Grab a bottle of Jarritos, two-fist a cabeza burrito and grab your deck. We're about to go loco.

Gold Rush

As you can tell at one glance, this isn't your average bear. The starting point is atop a halfpipe that defies gravity. Well, don't just sit there and gawk at it. Trick to a manual and hold it until you reach the opposite lip, grinding for awhile until dropping back into the HP (of course manualling). Carry your manual up the opposite side and stall out a lip trick for an impressive opening score.

Session the towering inferno for a while, or head out into the dirt, popping a bunch of manuals en route to on of the funbox spines nestled in the dirt. Grind those, linking (yawn) everything with a manual. The goal, of course, is to work your way all the way to the outside of the ring and grind the lip of the running quarter that loops the arena. When you run out of balance, either on the manual or grind, seek out the lip and pop up for a spinning grab, finishing off a sweet run.

Another fun thing to do is to play bullfighter, jumping over the low wall to the bull run that circles the stadium. Grind/manual/grind like a banshee toward the bull, not away. When he approaches, ollie over him for a Bull Plant, then land in a manual. There is a low ledge that runs along the outside of this ring. That has heavy grind potential, as does the higher outside edge. Remember, though, when you hear the bull's snort, get ready to leap or get ready to croak.

Or use the quarter lip to pop up into the stands. Once up there, find one of the inset ramps and get some speed on it, then head out, popping off the curved ramp toward the center of the stadium. Your goal is to land in a grind on one of the tall high wires that criss-cross the arena. Not only is this worth major base points, it gobbles up gaps like nobody's business. Don't grind too far, though. If you end up in the other stands, you may topple your whole score by not getting off early enough.

How to round out your run? Spend some time with the weird funboxes for long strings of manuals/grinds. Then, of course, there's always the full pipe. Get up



Skatethrough



top the halfpipe and slam some vert, gaining speed en route to the curly-cue. As long as you have enough speed, you will easily make it around the loop. The hard thing? Doing it in a manual.



100% the level:

250 Bucks:

1-4. Nothing but \$250s throughout the level. The first four can be snagged by getting up on the wires that cross the stadium. There are four gates total in the arena and four \$250 bills to get from them. Head up to the stands and cut into the small alcoves, gaining juice to ramp up to the wires above. Grind them as long as you can once you get up. Sometimes, you can snag two bills on one wire run.



Note: Remember to keep track of the gates you've already launched from. You'll most likely have to hit all four gates and don't want to have to repeat any.

5-8. Search the dookie in the bullring to discover more loot. The green piles are usually jackpots, but just to be sure, skate through all the shiz. You'll uncover a total of four bills in the steaming pies.



9. Head to the large, curved banana wall. Get between that and the quarter bank, using the two as a makeshift HP. The goal is to launch up and grind on the banner rail up here, snagging the cash from the flagpole.

10. Across the arena (behind the humps) is another high banner rail. The quarter that buttresses the backside of the full pipe is a good place to gain speed. Then aim between the humps and jack up to the flagpole, grinding it to the right. You'll have to pop an ollie to get your bill, but it's the last one (praise be).

Skatethrough



Gaps

Air Gaps

Wussy Rollin Gap:

When you're working the HP, air over the small roll-in to snag the gappage.

Plat Gap:

Pop over the lower platform to the left of the roll-in to score this gap.

Gate Gap:

Use the quarter bank to air up and over each gate, landing on the quarter on the other side.

Launchin On Up:

One of the four gates has a boxy thing in front of it. Gain a lot of speed, then hit the box with a Boneless over the gate to grab the gap.

Launchin the Pipe:

Leap over the full pipe using the quarter kicker on the back of the loop.

Rollin Gap:

A bigger version of the wussy gap. For this one, begin further away and land further past the roll-in.

Air Toro:

Position yourself between the red and white humps facing the central halfpipe. Head toward the left side of the roll-in platform, drifting across the gap to claim the bonus.

Big Enchilada Mama:

Launch from one red and white hump to the other.

Tight Gap:

Roll forward from the starting point, gaining speed on the halfpipe. Head directly down and come directly back up. You need to Boneless at the top of the roll-in to get across to the other half of the ramp. When you do, the gap is yours.

Jumpin Da Humps:

Leap from the center of one red and white hump to the other.

Grind Gaps

Lil Wee Wussy Gap:

Grind the lip of the HP, leaping and landing in a grind over the small roll-in.

Enjoyin the View:

Launch up to one of the banner rails and hold the grind for awhile to max out the groove.

Skatethrough



Kink:

Launch over the end ramp (next to the roll in) at an angle and grind the kinked board that runs down to the left.

Grindin the Pipe:

Get all up on the pipe's backside with the help of a quarter kick. Boneless up and grind the edge to snag the gap.

Friggin A Hombre:

Each time you pop a light along the high wires that cross over the HP, you'll score the Friggin A gap.

Ramp Rail to Banana:

Roll down the ramp and head to the opposite side and up, grinding to the right. Boneless from this edge down to the curved banana below.

Box to Banana/Box to Rail:

Use the box in front of the gate near the banana, working up a head of steam, then launching from the box to the banana. Box to Rail is the same, except, you're aiming for the kinked boards that lead down from the HP.

Nice Friggin Ankles:

Drop from the tall banner rods down to a grind along the low stadium walls to get this gap.

Nailin Da Rail:

From the halfpipe, transfer over the rollin and land in a grind on one of the wooden support rails that holds the roll-in ramp up.

Way to Go Amigo:

Get up to the stands, then duck into one of the inset ramps. Use it to get speed, then turn around and head up the extended ramp toward the center of the arena. Sky up to the high wire and land in a grind to score the gap.

Ramp Rail to Rail:

This is like the Ramp Rail to Banana gap, except that you head to the left rather than the right.

Takin the High Road:

Use the quarter bank near the banana wall or behind the two red humps to get up to the high banner rails. Grind either one to score this gap.

Rail Plat Gap:

Off of the low ramp to the left of the roll-in (facing from the starting point) are three large board rails. Grind up one, air over the gap, then land in a grind on the opposite one to score the gap.

Skatethrough



Launch to Banana/ Launch to Rail:

Build up massive speed on the large HP, then vault off of the ramp, landing in a grind on either the Banana or Rail.

Clenchfest!:

Once you get up in a grind on one of the banner rails, grind it to the end, then leap across to the high wire and land in a grind.

Finesse Test:

Get up to the stands and grind the railing toward one of the launch ramps. The object is to Boneless over the gate and land in a grind on the opposite side. This can be tricky, because if you release too close to the gate, you'll bail. Landing is tricky, too. Make sure you wait until you are falling back toward Earth to grind, or you'll end up sliding on the curved wall of the gate.

Other Gaps

Up to the Stands:

Use the quarter lip that runs around the perimeter of the stadium to get up to the next level. If you get too much air, though, you'll land in the stands, so be careful.

Threadin the Needle:

Good luck on this one. The object is to shoot through both squares formed by the supports on the back side of the roll-in ramp. The way to do it is to carry some speed up the backside quarter of the HP, then (from the left) ollie and drift right to clear through both holes. This one could take all afternoon.

Way to Go Gringo!!!:

Gain a lot of speed on the halfpipe, then head to the full pipe. Make it all the way around the loop without falling (or running off of the edge) to nail this gap. Manual all of the way around for style points.

Skatethrough



Chopper Drop

Unlock by winning Gold Medals in all three competitions with all characters, including Officer Dick and Spider-Man.

So you've won each of the competitions with every one of the skaters. That's dedication. Your reward is the Chopper Drop in Hawaii, basically a huge halfpipe in the middle of the ocean. Begin on the rung of the chopper and drop into the HP. You'll have a minute to shred it and post the largest score possible. You don't get anything for racking up points here, nor do you earn any extra tapes or secrets by skating it. The Chopper Drop is just another diversion in this deep, deep game.

There are several gaps to hit on the level as well. Catching them all will earn you nothing but the respect and admiration of your peers. Of course, to be a true champion of THPS2, you'll have to grab them.

The two unique aspects of the game are the chopper itself and a long, floating pier (behind and to the left of the starting point). To get up to the chopper, roll down the starting ramp, gain speed on the opposite side of the wall, then head back across the HP and line yourself up with roll-in channel. At the top of the roll-in, air up to the chopper.

To get across to the pier, head to the left from the starting point. Gain some speed on the high, rounded HP wall at the end here. Be careful with spinning here. Since the wall is so steep and high, it is nearly impossible to get the board all the way around. On your way down, head straight across the pipe to the small lip that leads to the pier. Vault off of it to the floating dock. Head forward to the Finish Line to be transported back to the level start.

Gaps

Air Gaps

70 Ft.:

Gain speed on the high wall of the HP, then turn around, head across the pipe and launch off of the low ramp to the pier. Land on the pier to get the 70 ft. marker.



Skatethrough



80 Ft.:

Gain speed on the high wall of the HP, then turn around, head across the pipe and launch off of the low ramp to the pier. Hold your air past the 70 ft. gap to grab this gap.

90 Ft.:

Gain speed on the high wall of the HP, then turn around, head across the pipe and launch off of the low ramp to the pier. Hold your air past the 80 ft. gap to grab this gap.



Into the Heli:

To get up to the chopper, roll down the starting ramp, gain speed on the opposite side of the wall, then head back across the HP and line yourself up with roll-in channel. At the top of the roll-in, air up into the open door of the chopper.

Grind Gaps

1 Potato:

From the starting point, skate down the HP roll-in. On the opposite side of the halfpipe, Boneless up to the mast in front of you. Land in a grind on the lowest of the protruding bars to score the 1 Potato bonus.

2 Potato:

From the starting point, skate down the HP roll-in. On the opposite side of the halfpipe, Boneless up to the mast in front of you. Land in a grind on the second bar from the bottom to score the 2 Potato bonus.

3 Potato:

From the starting point, skate down the HP roll-in. On the opposite side of the halfpipe, Boneless up to the mast in front of you. Land in a grind on the third bar from the bottom to score the 3 Potato bonus.

Heli Grind:

Do this the same way you would the Into the Heli gap, but instead of going inside the Chopper, land in a grind on the open door.

Lip Gaps

Whoomah:

Begin this gap the same way you would the Into the Heli gap, but instead of going inside the Chopper, lip trick on the open door. Skate Heaven

Skatethrough



Skate Heaven

Unlock by getting 100% on all levels in Career Mode with all characters including Spider-Man and Officer Dick (but excluding Private Carrera).

You've made it: Skate Heaven. The Almighty tells you to "Skate on, son." You'll have no problem finding a place to begin. You have 2:00 to skate the course, but that is not much, as this level is enormous. Since there is nothing to gain Career-wise from the level, my favorite way to skate it is to head straight to Free Skate and session it until my thumbs fall off.

The level is a paradise of skating surfaces, all set against the background of pinpoint stars and bursting nebulae. Long, twisting halfpipe trails lead from area to area. Grind their edges or hop the gaps created by the hairpin turns.

Head to the Sadlands, a wasteland full of adobe paths that snake over sandy pits. Grind the rails that sprout from the sand or session the half-globe made of rails.

Cruise over to Tony's island via San Dieguito for some halfpipe and rail madness. Transfer back and forth from HP to HP to really rack up the points. Or session the hive of bowls near the starting point for a slew of points.

The best thing to do with this level is settle in with a Dew and some Doritos (shameless plug) and hibernate. The lines are infinite, the gaps many, the fun unparalleled. Go skate your reward. You have definitely earned it.

Got Gaps?

There are 71 gaps in Skate Heaven, and some of them are super-tough to get. To see the full list of Gaps, access your options menu and select Gap Checklist. If you think you've got the skills, send in a description of how to get your favorite gap, and we'll post it here in our guide. It's a shot at super-stardom, y'all!

The first person who successfully (and accurately) describes how to get a gap will have their name listed after the gap description and will be eligible to win the specially-selected grand prize: immortality. So send your descriptions to us, or post on the Skate Heaven Gaps thread on the IGN Game Help Board. We look forward to your input!



Skatethrough



The first has already been submitted:

Air Gaps

San Dieguito Window 2 Sadlands:

To get this (relatively easy) gap you must jump out the right-hand window in San Dieguito (the covered area with the steps and rails), over the gap and land on the pavement to the right of the "welcome to sadlands" sign. --contributed by slappy79



Create Skater



Create Skater allows you to tailor-make your own thrasher from the board up. Want a street skater with insane grindability? You got it. Want to create a high-flying air animal? No sweat. You choose everything: stance, skating style, tricks, decks, even the shoes. Make yourself into a pro skater or create some freaky figment of your imagination (Bob Dole, anyone?). With Create Skater, it's all you.

Basic Info

Set all the rudimentary info about your rider on the first Information screen.

Name: Give your skater a handle.

Hometown: Where was your rider born?

Age: Is your guy a young buck or older than Phyllis Diller? Set your age.

Style: This choice will determine the kind of skating your rider is best at. Select either Street, Vert or All-Around.



A Street skater thrives on the edges and rails of the city. His specialties include grinding, manauling and using flip tricks to spice up the mix. The street skater's natural environment is the concrete jungle. THPS2 is heavy with street skaters, so you'll have plenty of role models. Kareem Campbell, Elissa Steamer and Rodney Mullen are among the street elite.

The Vert skater is a high-flying dynamo, tumbling effortlessly through the air with the greatest of ease. Vert skaters seek out the curved ramps and halfpipes of the world, always questing for more air. The world's most famous skater (and the game's namesake) Sir Tony Hawk tops the list of vert skaters in the game.

An All-Around skater does both Vert and Street fairly well. No surface is safe from an All-Around skater. An All-around skater is a good place to start when you're just learning the basics of the game. The game's ultimate All-around examples are Bob Burnquist and Steve Caballero.

Stance: Either you're regular or goofy. Regular skaters put their right foot forward when riding, goofy guys ride with the left foot forward.

Weight: Calista Flockhart or Meatloaf? The weight scale ranges from 88 to 378 pounds.

Appearance

Is your skater one of the beautiful people or has he been beaten upside the head with the ugly stick? Here's your chance to decide.

Complexion: Choose between three different complexions. Note: this will affect the selections

Create Skater



you have in the Head menu.

Head: Cycle through the 27 heads to decide which melon works for you.

Cap color: If you chose to haberdash, you'll get to select the cap color here (35 choices).

Torso: Polo, tank top or shirtless? There are 29 upper body statements here.

Tattoo: If you went sans top, you'll get to adorn your rider with a little ink (7 choices).

Legs: Cargos, khakis or baggy shorts? Make a statement (20 choices).

Pants Color: There are 37 color choices for pants.

Shins: If you outfitted with short pants, you get a choice of socks. High socks are definitely a bold statement this season.

Shoes: 22 styles of kicks. 'Nuff said.

Stats

The points you begin with are determined by what style of skater you selected. Vert skaters are higher in Air and Hangtime Stats, All-Around skaters have a balanced attack and Street skaters have more Ollie, Rail Balance and Manual skills.

No matter what you begin with, you'll be given an extra 5 points to add to the categories. Try to even out your skater, balancing your stats to juice up the categories you're weak in. Be sure not to back out of this menu without using all of your points, or you will lose the unused portion.

Tricks

You cannot buy tricks until you earn some cash in the Career Mode. However, you can take a look at your current maneuvers and change them, if you wish. In addition, if you'd like to change the button press for a specific trick, you can do it here. Select the trick category you'd like to alter. Any button press with an "Empty" next to it is available for reassignment.

Create Skater



Decks

Choose from the following decks to start:

- A-Team A5
- B Logo
- Degrees
- Stencil Logo
- Multi-Start
- Jumbo Girl Logo
- Powell Logo
- Team Medium
- Transmissionator 2000
- Zero Team



Select from the following boards as you earn some money:

- A-Team A Deck
- Birdhouse Team Seal
- Team Silhouette
- 17th/21st Lancers
- Flip New Wave
- Race
- Powell Logo 2
- Medium Shortys
- Monster
- Bloody Nose



No matter what order you buy these decks in the first one will cost \$250, and increase by \$250 thereafter. Any of the decks you have unlocked with other skaters will be available for your Created Skater.

Park Editor



The Park Editor makes its debut in THPS2, much to the delight of junior park designers everywhere. The Editor allows players to create their own skate-ready vision. The Editor has been loaded with features, but has a fairly intuitive control scheme. Use this section of the guide to understand what all of the pieces do, how to manipulate the menus and how to get the most out of your park.



Start Menu

The Start Menu is your gateway to the mundane aspects of the game: saving, loading, etc. We run down each menu item here:

Continue: Allows you to return to editing.

Test Play: Try out what you've created. Keep in mind what works and what doesn't, then go fix it.

New Park: This feature allows you to start from scratch with a new park. This option also gives you the choice of several park sizes:

16X16
24X24
30X30
60X6

Use the 30X30 grid if you're just beginning. This gives you the most room to work with, which is important when you are first starting out. It will also help you to get a sense of how much room each piece needs to contribute positively to the whole.

Set Theme: There are four separate themes to choose from:

Power Plant
Industrial
Outdoor
School

Choosing a theme affects the look of the pieces, but not which ones are available for use. Theme is purely aesthetic and can be changed at any time by selecting a new look from this menu.

Save: Saves your edited park to the memory card.

Load: Loads your saved park from the memory card.



Pre-Made Parks: Fifty pre-made parks allow you to get a good idea of the gamut of things you can create with the Editor. They also provide that many more skateable courses in the Free Skate, Single Session and Two Player modes. Use the Pre-Made Parks to get ideas about how to create your own levels.

Exit Editor: Takes you back to the THPS2 main menu. If you have a work in progress, it will ask you whether you want to save or not.

Park Components

Select a New Park to begin, choosing the size you'd like to create. Then set the Theme. You will notice that there are several things going on with the creation screen. The background image is a real time representation of what your park will look like, plus which item you are currently manipulating.

The area at the bottom of the screen lists controls for placement. Refer to these controls to rotate your entire view, rotate a piece, add a piece or delete one. Remember: once a piece is placed, it can't be rotated, so turn your piece before you set it down.

Use the information in the upper left corner of the screen to see which set of pieces you're using. There are a total of 18 sets, and the number will always be listed as x/18.

The upper right corner tells you which individual piece you're placing. As with sets, the number will be represented by the individual number you're using over the total number of pieces in the set. The Playstation controls are as follows: L1 and L2 toggle through the sets of pieces. R1 and R2 move back and forth through the individual pieces.

Move the pieces around the board with the D-pad and drop them into place with the X button. If a piece is interfering with another, the one you're attempting to place will be wireframed until you move it to a place where it can be placed. In order to place an item in a place occupied by another object, you'll have to erase the original piece first.

Keep track of the growing bar on the right side of the screen. It is your memory meter. When the line reaches red, maybe one more piece can be placed. Eventually, however, the line will fill completely up and you will have packed every possible thing into your course.

Tips: Bigger pieces take up the same amount of memory as smaller ones, so when in doubt, go big. Use a double instead of a single. Floor pieces do not take up any memory.

Set 1: Starts

Determine where one player, two player and horse matches begin. Be careful when placing



skaters. Avoid putting them over objects that might cause them to fall.

Set 2: Gap

This allows you to create and name your own gaps. Be careful: gaps suck memory like nuthin' else. You will have to place two markers: a starting and ending point. Once you do, you'll be taken to the Gap Menu.

Gap Menu

Name Gap: With 24 characters try to capture the je ne c'est pas of your park.

Set Point Value: This allows you to determine the base value of the trick. Don't make it too high for easy tricks, or you'll cheapen your park. Likewise, reward people for hitting amazing gaps.

Set Gap Type: Four choices here: Air, Rail, Manual or Wallride. This is largely determined by the apparatus you selected as the beginning and ending points.

Adjust: Determine how much slack you're going to cut skaters. This function allows you to elongate the area in which the gap can be performed in. You determine the plane the rider must break in order to complete your gap.

Done: Set the Gap for the time being. You can always come back and edit it later.

Set 3: Risers

Risers set different heights and levels within a course. Since they are the only kind of piece that another piece can rest on, they are important for creating multi-level surfaces. You'll need risers to create any kind of platform in the center of your map.

Set 4 & 5: Quarter Pipes 1 & 2

Quarter pipes are used to add vert. They come in short and long sizes, with or without rails. Make sure when placing quarters that you allow for a smooth transition between them, both grinding and flying high. Keep the area in front of quarters free so a rider's approach is unfettered.

Set 6: Rails

Rails add a grind element to your park. There are many kinds: angled, not angled, high, low. When placing them, it is good to keep rails close to other surfaces, so they can be easily transferred to. Use them sparingly. Too many rails clog up the flow of your park.

Set 7: Offset Rails

Use offset rails next to regular rails to allow for transferring between the two. Placing regular rails side by side will not allow you to traverse the gap.



Set 8: Low Walls

Low walls can essentially be treated as rails.

Set 9: Slopes

Slopes can be used as stand-alone kicker ramps up to other objects, or serve as an easy means to get atop risers.

Set 10: Stairs

Another grind aficionado's component. Place them alongside slopes to give your rider options. To increase point potential, put a rail nearby the steps. Heck, maybe even pick out a stair case with a handrail already attached.

Set 11: Pools

Pools give you a lot of bang for your buck. Even though most are huge, they don't add much to your memory total. Use them sparingly, however. A level full of pools is boring indeed. In this set, 1-3 are pre-made pools and 4-7 are merely pieces of a pool that can be cobbled together.

Set 12: Funboxes

Funboxes are like throw rugs. If you have a large unused portion of the floor, toss a fun box in there. See? Fun. Add rails and edges nearby for good link combo potential.

Set 13: Kickers

Kickers are scoop-type ramps that launch skaters up to higher risers and such. These are great when used in conjunction with gaps that leap over specified objects.

Set 14: Benches

Benches are basically two-tiered glorified rails. Also included in this set are tables and angled tables.

Set 15: Signs

Signs, like benches can be subject to the Almighty grind. Signs cycle random logos each time a new run is begun.

Set 16: Floor

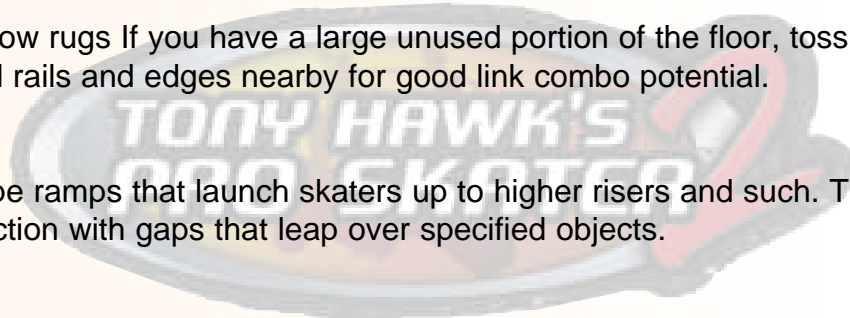
Floor samples are pretty and all (and actually sound different depending on the surface), but are kind of a drag because you can't place anything else atop them. Luckily, however, they use up no excess memory.

Set 17: Foliage

This means planters. Place them wherever you need a more creative slope or a tree to "spruce" things up.

Set 18: Misc

1. Wall Piece: Use these to simulate separation of rooms.
2. Pillar: Place a beam in the center of your park, obstructing skaters and causing havoc.





Editor Tips

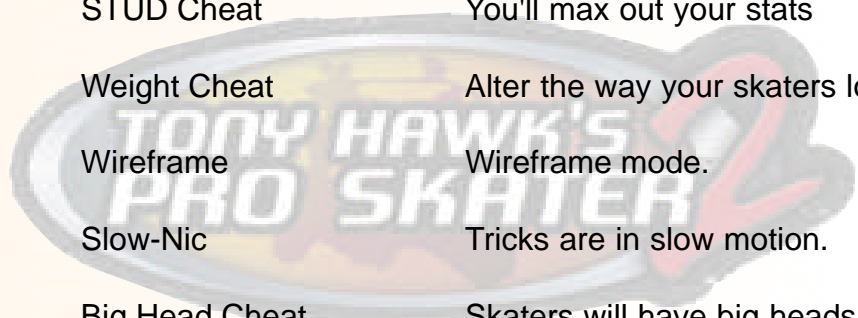
- * No one ever set out to build a skate park without prior knowledge of what goes into such a structure. Likewise, you should not tackle creating a skate park without first witnessing some examples of what you're trying to build. Take a long, hard look at the 50 Pre-Made Parks that Neversoft donated to the cause. They're expertly designed and there are enough flavors so that you'll probably see something approximating the park you want to do.
- * Mix it up. Try to place both vert and street in your course. Not only will this make for bigger point possibilities, it will have more overall appeal for the variety of skaters who will skate your house.
- * Place risers first. Since these objects can hold others on top of them, it is important that they go down first. Wherever you throw down your risers will determine the style of course you're creating.
- * Conserve memory by using big pieces. Instead of stacking a bunch of little pieces next to each other, use one big piece that equals the sum of the parts.
- * Be smart about object placement. You don't want to block off a halfpipe with a wall of rail; you need an apron leading to it to gain speed.
- * Put pools in the corners and keep them away from quarter and halfpipes (unless you want a little kicker to transfer into a pool). Pools are big and wonderful, but they can easily get in the way and disturb level flow.
- * Watch out for too many rails... These are the easiest objects to abuse. The first park I tried was horrendous for this reason. I put a group of perpendicular rails perpendicular. It was a mess. Rails are best when used in conjunction with other lips or looping the backside of an object.
- * Speaking of rails, if you are attempting to place them for transferring between one another, be sure you use regular rails and offset rails. Otherwise, the gaps will be too big.
- * If you are interested in placing a halfpipe on your map, keep it out of the center. A halfpipe takes up too much space in the middle of a board.
- * Keep things simple. The most beautiful and dense map is not necessarily the most fun to skate. When you look at the classic parks of the world, there is always a lot of bare middle ground. Keep this in mind.
- * If at first you don't succeed... You know the drill. This is called an "Editor" which means you can always add to and deduct from a park. The interface is so easy to use, you may just want to customize a park for individual use. Have fun. This is the ultimate creative tool.



Unlock Cheats

After clearing every goal and collecting all the cash on every level and competition you will open a new cheat. The cheats are opened in the order listed below:

First time	Officer Dick	First hidden character
Second time	Skip to Restart	During gameplay you can pause the game and choose your spawn point.
Third time	Kid Mode	Better stats, kid-like skaters
Fourth time	Perfect Balance	You'll be able to grind for days, no balancing necessary.
Fifth time	Always Special	Infinite Special power.
Sixth time	STUD Cheat	You'll max out your stats
Seventh time	Weight Cheat	Alter the way your skaters look.
Eighth time	Wireframe	Wireframe mode.
Ninth time	Slow-Nic	Tricks are in slow motion.
Tenth time	Big Head Cheat	Skaters will have big heads.
Eleventh time	Sim Mode	Realistic physics.
Twelfth time	Smooth Cheat	No textures
Thirteenth time	Moon Physics	Low gravity.
Fourteenth time	Disco Mode	Disco lights.
Fifteenth time	Level Flip	





Unlock Practically Everything

This is the supreme code of all time for one of the greatest games of all time. This code will Unlock every level, ALMOST every hidden character (with the exception of Private Carrera. You're still gonna have to earn her by executing every gap in the game.) and you'll unlock all cheats. During your game press Start and pause the game. Hold L1 and enter:

X, X, X, SQUARE, TRIANGLE, UP, DOWN, LEFT, UP, SQUARE, TRIANGLE, X, TRIANGLE, CIRCLE, X, TRIANGLE, CIRCLE.

Your screen will shake letting you know you've entered the code correctly. Next, select End Run.

Note This code will spoil your game. If you're trying to be good and not cheat, this is the code to avoid. Granted, you will still have to find and execute all of the gaps to really beat the game, but this code unlocks the other 90% of the game.*

Unlock McSqueeb

The previous Cheat list includes every skater but Tony Hawk. After beating the Game with Tony you'll unlock McSqueeb ('80s Tony).

Unlock Spiderman.

That's Right, You Heard Me, Spiderman!!

Web "Sidewalk" Surfing!! Create you own skater and beat the game with 100%. You'll unlock Spiderman, He comes with four costumes.

Unlock Private Carrera

You must search for and execute every Gap in the non-secret levels of the game.

Unlock '80s Tony Skate Video

Earn three gold medals with McSqueeb ('80s Tony). This will unlock a video of the early days of Tony Hawk. To view the movie you have to start a session and then end run.

Unlock Neversoft Bail Video

Earn three Gold medals with Officer Dick to unlock the Neversoft Bail Video.

Unlock The Spiderman Skate Video

Earn three Gold medals with Spiderman to unlock the Spiderman Skate Video.

Unlock the Neversoft Makes Video

Earn three Gold medals with Private Carrera to unlock the Spiderman Skate Video.

Chopper Drop: Hawaii

Earn three Gold medals with every character to unlock the Chopper Drop: Hawaii level.



Portly Ripper

During gameplay, pause the game and Hold L1. With L1 held enter in the following code.

X, X, X, X, LEFT, X, X, X, X, LEFT, X, X, X, X, LEFT.

This code will make your skater gain a little weight. You can enter this code multiple times to increase the girth.

Thinner!

During gameplay, pause the game and Hold L1. With L1 held enter in the following code.

X, X, X, X, SQUARE, X, X, X, X, SQUARE, X, X, X, X, SQUARE,

This code will make your skater lose a little weight. You can enter this code multiple times to decrease the girth.

Blood Or No Blood

During gameplay, pause the game and Hold L1. With L1 held enter in the following code.

RIGHT, UP, SQUARE, TRIANGLE.

This code will toggle on or off the Blood in the game.

ALL STATS AT 10

During gameplay, pause the game and Hold L1. With L1 held enter in the following code.

X, TRIANGLE, CIRCLE, SQUARE, TRIANGLE, UP, DOWN.

This code will increase all of your stats to 10.

Infinite Special

During gameplay, pause the game and Hold L1. With L1 held enter in the following code.

X, TRIANGLE, CIRCLE, CIRCLE, UP, LEFT, TRIANGLE, SQUARE.

This code will allow you to do special after special after special. The special bar will never decrease.

Now With 25% More Speed

During gameplay, pause the game and Hold L1. With L1 held enter in the following code.

DOWN, SQUARE, TRIANGLE, RIGHT, UP, CIRCLE, DOWN, SQUARE, TRIANGLE, RIGHT, UP, CIRCLE.

This code will make the game play 25% faster.



Unlock Neversoft Skaters

From the Main Menu press and hold L1, now enter:

UP, SQUARE, SQUARE, TRIANGLE, RIGHT, UP, CIRCLE, TRIANGLE

You'll notice the wheel spin a little bit and then enter the Create a Skater option. Enter in a name of a person that works at Neversoft. Try these names: Joel Jewett (president of Neversoft), Connor Jewett (Joel's son) and Mick West. We're pretty sure that there are others so check out the back of your manual and experiment with some names in the credits.

