

Tony Hawk's Pro Skater 2 FAQ/Walkthrough

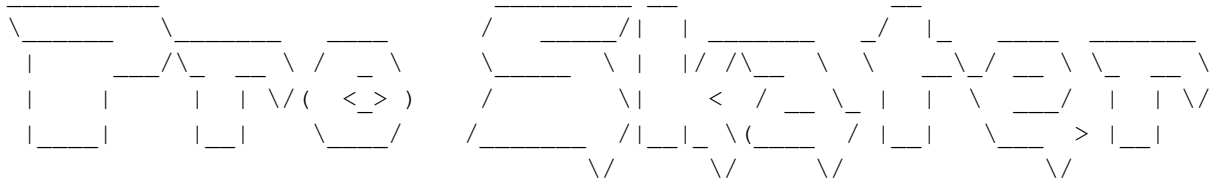
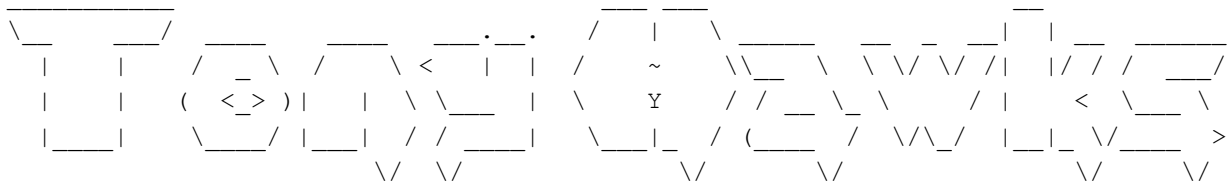
by Delta

Updated to v1.4 on Dec 3, 2001

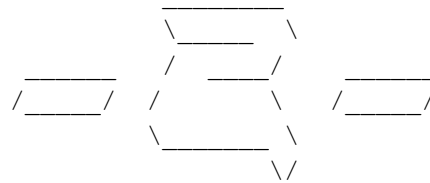
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THIS GUIDE MUST VIEWED AT 720x480 and preferably higher. In either Notepad or Wordpad with WORDWRAP SWITCHED OFF. Also you must make sure you view this file and any other game FAQ in a Fixed Width font. The most popular one is Courier or Courier New, however it is viewed best in FixedSys.

#####



Tony Hawks Pro Skater 2
For Sega Dreamcast
Guide/FAQ
By Delta
Version 1.4 - 3/12/01
danzdelta@aol.com



#####

| READ ME FIRST |

|
| There is stuff that you people out there should know. Do not copy this any |
| thing from this Guide/FAQ. (Read Legal Junk at bottom for more description). |
| Now then, first of all, thank you for choosing to read my FAQ, one reason I |
| had decided to write this FAQ is because when going for help myself I found |
| only PSX guides, which was dissappointing, considering the dreamcast is a much |
| more capable system, with better games than even the Playstation 2, which I'm |
| not even slightly interested in buying. I look at games. Nintendo make great |
| games, Sega make great games, Sony make shit games. The games are whats |
| important here, people. Not the advertising that saved Playstations sorry |
| ass. Anyways, now that I got that off my back, I will carry on writing the |
| Guide/FAQ. |

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* = unfinished (Trixie and gaps after NYCity)

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1. I N T R O D U C T I O N

=====

God I hate introductions. In another update I will probably put a review here or something of the sort. But at the moment I have the whole guide actually left to do. And boy is there a lot to do. This guide will probably be the biggest I ever write. Oh Yeah. Here are other guides that I have written, all of which are on the GameFAQS website:

- 1080 Snowboarding (N64)
- Mario Kart 64 (N64)
- Quake III Arena (PC)
- Metropolis Street Racer (DC)

I had started to write an Unreal Tournament Guide/FAQ but I realised how long it would take me and I had just got a Dreamcast with some great games, so I thought to hell with it. It was looking to be probably the best Guide out there, 35K in size after only the weapons and two or so levels, so if anyone would like to use it as a start for there own guide please email me at danzdelta@aol.com and I may let you continue with it. Just ask nicely.

=====

2. S K A T E R S

=====

Tony Hawk

GAME BIO

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

MANUAL BIO

If you meet Hawk, look at his shins. You'll see how much flesh hes left behind becoming the most influential skateboarder in history. He lost some perfecting the first 900. More went while creating 50+ signature moves and winning 12 world championships. The father of two boys and skateboarding, Tony makes his home in his native SoCal.

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| STATS |

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| Air
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| Hangtime
|   --- --- --- ---
| Ollie
|   --- ---
| Speed
|   --- --- --- ---
| Spin
|   --- --- --- --- --- ---
| Landing
|   --- --- --- ---
| Switch
|   --- --- ---
| Rail Balance
|   --- --- ---
| Lip Balance
|   --- --- --- --- ---
| Manuals
|   --- --- --- ---
|
7=====7
|
| VERT RIDER
| GOOFY
|
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=====
TRICK LIST
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F L I P T R I C K S

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- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Heelflip Varial Lien
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Kickflip to Indy
- UP + UP + [X] - Ollie North
- DOWN + DOWN + [X] - 360 Flip

G R A B T R I C K S

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- UP + [B] - Nosegrab
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Melon
- DOWN-RIGHT + [B] - Judo
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Stalefish
- LEFT + [B] - Indy Nosebone
- UP-LEFT + [B] - Crossbone
- UP + UP + [B] - Rocket Air
- DOWN + DOWN + [B] - Airwalk

L I P T R I C K S

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- UP + [Y] - Gymnast Plant
- RIGHT + [Y] - Egg Plant
- DOWN + [Y] - 180 Rock 'n' Roll
- LEFT + [Y] - Mute Invert

S P E C I A L S

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- DOWN + LEFT + [Y] - Overturn
- UP + DOWN + [B] - Sacktap
- RIGHT + DOWN + [B] - The 900

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DECKS

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Tony can also use Reynolds and Buckys decks.

Make:

B i r d h o u s e

- > Full Skull 99 > Birdman Head
- > Falcon 3 > Falcon
- > Falcon 2 > Hawk
- > Pterodactyl > Birdman

Bob Burnquist

GAME BIO

At 23, Sao Paulo, Brazils Bob B. has no equal. Since his first moments in professional spotlight, hes 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.

MANUAL BIO

Out of Brazil and onto the winners podium, Bob Burnquist is one of todays most exciting and original skaters. Blowing minds with his unique style and switch stance tendencies, Burnquist won the first pro contest he entered. He then went on to be the first skater to pull off an Eggplant Revert, a move now simply known as the "Burntwist".

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| STATs |

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| Air | |
| Hangtime | |
| Ollie | |
| Speed | |
| Spin | |
| Landing | |
| Switch | |

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| Rail Balance          |
| --- ---              |
| Lip Balance          |
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| Manuals              |
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|     ALL AROUND     |
|     REGULAR        |
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TRICK LIST
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F L I P   T R I C K S

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- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - Body Varial
- DOWN + DOWN + [X] - 360 Flip

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G R A B   T R I C K S

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- UP + [B] - Rocket Air
- UP-RIGHT + [B] - Japan Air
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Indy Stiffy
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Method
- UP-LEFT + [B] - Varial

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L I P   T R I C K S

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- UP + [Y] - Handplant
- RIGHT + [Y] - Egg Plant
- DOWN + [Y] - Rock 'n' Roll
- LEFT + [Y] - Disaster

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S P E C I A L S

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- UP + DOWN + [Y] - Rocket Tailslide
- RIGHT + DOWN + [Y] - One Foot Switch
- LEFT + DOWN + [B] - Racket Air

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DECKS
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Make:

The Firm

- > Stamp > Can't Stop
- > Stencil Enforcer > Maestro
- > Shadow > Can't Stop Bob
- > Cigar > Football

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Steve Caballero
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GAME BIO

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

MANUAL BIO

How long has Steve Caballero been part of the skateboarding scene? over three decades. Along the way he helped found the Bones Brigade, invented the Cabbalerial and owned his share of world records - including the highest halfpipe air and a 44-stair rail. Cab's still riding hard, inspiring skateboardings next generation.

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|                STATS                |
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| Air                                |
| --- --- --- --- ---              |
| Hangtime                          |
| --- --- --- --- ---              |
| Ollie                              |
| --- --- --- --- ---              |
| Speed                              |
| --- --- --- --- ---              |
| Spin                               |
| --- --- --- --- ---              |
| Landing                            |
| --- --- --- --- ---              |
| Switch                             |
| --- --- --- --- ---              |
| Rail Balance                       |
| --- --- --- --- ---              |
| Lip Balance                        |
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| Manuals                            |
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|                                     |
7-----7
|    ALL AROUND                      |
|    GOOFY                           |
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=====
TRICK LIST
=====
```

F L I P T R I C K S

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- UP + [X] - Ollie North
- UP-RIGHT + [X] - Body Varial
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - 360 Flip
- DOWN-LEFT + [X] - FS Shove It
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Kickflip to Indy
- UP + UP + [X] - Front Foot Impossible
- DOWN + DOWN + [X] - Hardflip

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G R A B T R I C K S

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- UP + [B] - Stalefish
- UP-RIGHT + [B] - Japan Air
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Madonna
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Indy Nosebone
- LEFT + [B] - Method
- UP-LEFT + [B] - Madonna
- UP + UP + [B] - Sal Flip
- DOWN + DOWN + [B] - Airwalk

L I P T R I C K S

~~~~~

- UP + [Y] - Axle Stall
- RIGHT + [Y] - Rock 'n' Roll
- DOWN + [Y] - Disaster
- LEFT + [Y] - Nosestall

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S P E C I A L S

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- RIGHT + UP + [Y] - Hang Ten
- UP + LEFT + [X] - Triple Kickflip
- RIGHT + LEFT + [B] - FS 540

=====

DECKS

=====

Make:

B r i g a d e

- > Original Dragon '80 > Mask '89
- > Chinese '86 > Guitar '90
- > Bats '87 > Gundam '95
- > Animal Chin '88 > Brigade '00

Kareem Campbell

GAME BIO

Born in New York and raised in LA. Kareems smooth metropolitan style is

recognised on both coasts. When not skating Kareems probably overseeing one of his several skate companies or chillin with his son Li'l Reem. Kareems advice for skaters, 'Do it for yourself and keep it honest'.

MANUAL BIO

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

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|                STATS        |
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|                               |
| Air                          |
| --- --- --- --- --- --- |
| Hangtime                     |
| --- ---                      |
| Ollie                         |
| --- --- --- --- --- --- |
| Speed                         |
| --- --- --- --- --- --- |
| Spin                          |
| --- --- --- --- --- --- |
| Landing                       |
| --- --- --- --- --- --- |
| Switch                        |
| --- --- --- --- --- --- |
| Rail Balance                 |
| --- --- --- --- --- --- |
| Lip Balance                  |
| --- --- --- --- --- --- |
| Manuals                      |
| --- --- --- --- --- --- |
|                               |
|=====7
|          STREET RIDER      |
|          REGULAR          |
|=====7

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=====
TRICK LIST
=====

FLIP TRICKS

- ~~~~~
- UP + [X] - Pop Shove It
 - UP-RIGHT + [X] - Inward Heelflip
 - RIGHT + [X] - Heelflip
 - DOWN-RIGHT + [X] - Varial Heelflip
 - DOWN + [X] - FS Shove It
 - DOWN-LEFT + [X] - Varial Kickflip
 - LEFT + [X] - Kickflip
 - UP-LEFT + [X] - Hardflip
 - UP + UP + [X] - 360 Shove It
 - DOWN + DOWN + [X] - 360 Flip

GRAB TRICKS

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UP + [B] - Nosegrab  
UP-RIGHT + [B] - Mute  
RIGHT + [B] - Indy  
DOWN-RIGHT + [B] - Roastbeef  
DOWN + [B] - Tailgrab  
DOWN-LEFT + [B] - Benihana  
LEFT + [B] - Melon  
UP-LEFT + [B] - Crossbone

L I P T R I C K S

~~~~~

UP + [Y] - Nose Stall
RIGHT + [Y] - Axle Stall
DOWN + [Y] - Rock 'n' Roll
LEFT + [Y] - Disaster

S P E C I A L S

~~~~~

DOWN + UP + [Y] - Nosegrind to Pivot  
DOWN + UP + [X] - Ghetto Bird  
LEFT + DOWN + [B] - Casper

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DECKS

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Make:

C i t y s t a r s

- > Citystars.com > Needle to the Record
- > Dwella > Rapper
- > Splash > Performance
- > Silhouette > Biker

=====

Rune Glifberg

=====

GAME BIO

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

MANUAL BIO

When Rune was 11 years old, a friend brought a skateboard to his home in Copenhagen, Denmark. Later on, a skateboard brought Rune to his new home in Huntington Beach, CA. (He didnt 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.

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|                STATS                |  
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|                |  
| Air            |  
| ---          |  
| Hangtime      |
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| --- --- --- --- ---
| Ollie
| --- --- --- ---
| Speed
| --- --- --- ---
| Spin
| --- --- --- ---
| Landing
| --- --- ---
| Switch
| --- --- --- ---
| Rail Balance
| --- --- --- ---
| Lip Balance
| --- --- --- ---
| Manuals
| --- --- ---
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|=====|
| VERT RIDER
| REGULAR
|=====|

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=====
TRICK LIST
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F L I P T R I C K S

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```

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - Ollie North
- DOWN + DOWN + [X] - 360 Flip

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G R A B T R I C K S

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```

- UP + [B] - Nosegrab
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Indy Nosebone
- DOWN-RIGHT + [B] - Indy Stiffy
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Judo
- LEFT + [B] - Melon
- UP-LEFT + [B] - Crossbone

```

-----
L I P T R I C K S

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- UP + [Y] - Handplant
- RIGHT + [Y] - Eggplant
- DOWN + [Y] - Rock 'n' Roll
- LEFT + [Y] - Disaster

S P E C I A L S

????????????????

- LEFT + UP + [Y] - One Foot Bluntside
- LEFT + DOWN + [X] - Kickflip 1 Foot Tail
- LEFT + RIGHT + [B] - Christ Air

=====

DECKS

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Rune can also use Geoff's Rowley's decks.

Make:

F l i p

- > New Wave
- > Smiley Face
- > Multi
- > Mother Earth
- > Euro-flair
- > King of Copenhagen
- > Dragon
- > Red Elephant

-----

Eric Koston

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GAME BIO

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

MANUAL BIO

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.

| STATS        |       |
|--------------|-------|
| Air          | ---   |
| Hangtime     | ---   |
| Ollie        | ----- |
| Speed        | ----- |
| Spin         | ----- |
| Landing      | ---   |
| Switch       | ----- |
| Rail Balance | ----- |
| Lip Balance  | ---   |
| Manuals      |       |

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| --- --- --- --- --- |
|                         |
7=====7
|   STREET RIDER   |
|   GOO FY         |
|=====|

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TRICK LIST

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FLIP TRICKS

~~~~~

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - 360 Shove It
- DOWN + DOWN + [X] - 360 Flip

GRAB TRICKS

~~~~~

- UP + [B] - Nosegrab
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Stalefish
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Melon
- UP-LEFT + [B] - Crossbone

LIP TRICKS

~~~~~

- UP + [Y] - Nose Stall
- RIGHT + [Y] - Disaster
- DOWN + [Y] - 180 Rock 'n' Roll
- LEFT + [Y] - Rock 'n' Roll

SPECIALS

~~~~~

- RIGHT + DOWN + [Y] - The Fandangle
- DOWN + UP + [B] - Indy Front Flip
- DOWN + LEFT + [B] - Pizza Guy

=====

DECKS

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Make:  
G i r l

- > Old Man
- > Flag Series
- > Dog
- > Luche Libre
- > Basketball
- > Boombox

```

=====
Bucky Lasek
=====

```

GAME BIO  
 Hardened on the East Coast and currently refining his skills in Carlsbad, California, Bucky is equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter.

MANUAL BIO  
 Hardened on the East Coast and currently refining his skills in Carlsbad, California, Charles Micheal Lasek, better known as Bucky, soars to sickening heights above hjalf-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.

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|                STATS                |
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| Air |
| ---|
| Hangtime |
| ---|
| Ollie |
| ---|
| Speed |
| ---|
| Spin |
| ---|
| Landing |
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| Switch |
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| Rail Balance |
| ---|
| Lip Balance |
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| Manuals |
| ---|
└=====┘
| VERT RIDER |
| REGULAR |
└=====┘

```

```

=====
TRICK LIST
=====

```

- FLIP TRICKS  
 ??????????????????????????????
- UP + [X] - Ollie North
  - UP-RIGHT + [X] - Heelflip Varial Lien
  - RIGHT + [X] - Heelflip
  - DOWN-RIGHT + [X] - Varial Heelflip
  - DOWN + [X] - FS Shove It

DOWN-LEFT + [X] - Varial Kickflip  
LEFT + [X] - Kickflip  
UP-LEFT + [X] - Kickflip to Indy  
UP + UP + [X] - Front Foot Impossible  
DOWN + DOWN + [X] - 360 Flip

---

G R A B T R I C K S

????????????????????

UP + [B] - Nosegrab  
UP-RIGHT + [B] - Japan Air  
RIGHT + [B] - Indy Nosebone  
DOWN-RIGHT + [B] - Judo  
DOWN + [B] - Indy Stiffy  
DOWN-LEFT + [B] - Stalefish  
LEFT + [B] - Melon  
UP-LEFT + [B] - Crossbone

---

L I P T R I C K S

????????????????

UP + [Y] - Handplant  
RIGHT + [Y] - Eggplant  
DOWN + [Y] - 180 Rock 'n' Roll  
LEFT + [Y] - Mute Invert

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S P E C I A L S

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LEFT + DOWN + [Y] - The Big Hitter  
UP + RIGHT + [B] - One Foot Japan  
LEFT + RIGHT + [B] - Fingerflip Airwalk

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DECKS

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Bucky can also use Hawks and Reynolds decks.

Make:

B i r d h o u s e

> Flame Bird > Bird  
> Giant B > Bucky and the Bird  
> Eatin' Bird > Cat Killer  
> The End > Bucky 1

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Rodney Mullen

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GAME BIO

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

MANUAL BIO

Get up, shower, brush and head out to invent new tricks. Just another day for Rodney Mullen, the godfather of street skating. A pro for over 20 years, Mullen owns 35 freestyle world championships and a dizzying list of signature tricks.

Like the kickflip, underflip, impossible, casper and darkslide to name a few.

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|                               STATS |
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| Air                             |
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| Hangtime                         |
|   --- ---                       |
| Ollie                            |
|   --- --- --- --- --- --- --- |
| Speed                            |
|   --- --- --- --- --- --- --- |
| Spin                             |
|   --- --- --- --- --- --- --- |
| Landing                          |
|   --- ---                       |
| Switch                            |
|   --- --- --- --- --- --- --- |
| Rail Balance                     |
|   --- --- --- --- --- --- --- |
| Lip Balance                       |
|   --- ---                       |
| Manuals                           |
|   --- --- --- --- --- --- --- |
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| STREET RIDER                     |
| REGULAR                           |
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=====  
TRICK LIST  
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F L I P T R I C K S

????????????????????????????

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - Impossible
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - 360 Shove It
- DOWN + DOWN + [X] - 360 Flip

G R A B T R I C K S

????????????????????????????

- UP + [B] - Airwalk
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Stalefish
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Melon
- UP-LEFT + [B] - Body Varial

L I P T R I C K S

~~~~~

- UP + [Y] - Nose Stall
- RIGHT + [Y] - Axle Stall
- DOWN + [Y] - Rock 'n' Roll
- LEFT + [Y] - Disaster

S P E C I A L S

~~~~~

- RIGHT + LEFT + [Y] - Heelflip Darkslide
- DOWN + LEFT + [X] - Nollieflip Underflip
- DOWN + RIGHT + [B] - Casper to 360 Flip

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DECKS

=====

Make:  
 A - T e a m

- > Scope > I.D. Series
- > 3D Bunny > Stealth
- > Bunny Crest > Bar Logo
- > 3D Bar Logo > Hunny Bunny

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Chad Muska

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GAME BIO

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

MANUAL BIO

Out of his native Las Vegas and into skateboardings top magazines and videos - welcome Muska. After lighting up on the Strip, Chad moved to California at 15 and quickly became one of the most respected skaters of all time. This self styled professional always takes his brand of skate-and-relate creativity to another level. This includes experimenting with jungle and hip-hop beats on his "Muskabeats" album.

| STATS    |             |
|----------|-------------|
| Air      | -----       |
| Hangtime | --- --- --- |
| Ollie    | -----       |
| Speed    | -----       |
| Spin     | --- --- --- |
| Landing  | -----       |



```
| Switch |
| --- |
| Rail Balance |
| --- |
| Lip Balance |
| --- |
| Manuals |
| --- |
|
|=====|
| STREET RIDER |
| REGULAR |
|=====|
```

=====

TRICK LIST

=====

FLIP TRICKS

~~~~~

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - Sal Flip
- DOWN + DOWN + [X] - 360 Flip

GRAB TRICKS

~~~~~

- UP + [B] - Nosegrab
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Roastbeef
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Melon
- UP-LEFT + [B] - Crossbone

LIP TRICKS

~~~~~

- UP + [Y] - Nosestall
- RIGHT + [Y] - Disaster
- DOWN + [Y] - 180 Rock n Roll
- LEFT + [Y] - Rock n Roll

SPECIALS

~~~~~

- DOWN + RIGHT + [Y] - Hurricane
- UP + DOWN + [B] - Mute Backflip
- RIGHT + UP + [B] - Muska Nose Man

=====

DECKS

=====

Make:

S h o r t y s

- > Kamakazi Large      > Large Red
- > Team XXL            > Team Small
- > Team Large         > Team XL
- > Kamakazi XL        > Kamakazi Medium

=====  
 Andrew Reynolds  
 =====

GAME BIO

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

MANUAL BIO

Andrew's only been a pro since 1996, but what he may lack in years, he makes up for in air and pure 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 in effortless style, odds are you're in the presence of Turtle Boy himself. Say "Hi" as he flies by.

```

,=====
|                               |
|                STATS        |
|-----7-----7
|                               |
| Air                          |
| --- --- --- ---            |
| Hangtime                     |
| --- ---                     |
| Ollie                         |
| --- --- --- --- --- --- --- |
| Speed                         |
| --- --- --- ---            |
| Spin                          |
| --- --- --- --- ---        |
| Landing                      |
| --- --- --- --- --- ---    |
| Switch                       |
| --- --- --- --- ---        |
| Rail Balance                 |
| --- --- --- --- --- --- --- |
| Lip Balance                  |
| --- --- --- --- ---        |
| Manuals                      |
| --- --- --- ---            |
|                               |
|-----7-----7
|          STREET RIDER       |
|          REGULAR           |
|-----7-----7
  
```

=====  
 TRICK LIST  
 =====

---

F L I P T R I C K S

~~~~~

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - 360 Shove It
- DOWN + DOWN + [X] - 360 Flip

G R A B T R I C K S

~~~~~

- UP + [B] - Nosegrab
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Roastbeef
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Melon
- UP-LEFT + [B] - Crossbone

L I P T R I C K S

~~~~~

- UP + [Y] - Nosestall
- RIGHT + [Y] - Axle Stall
- DOWN + [Y] - Rock n Roll
- LEFT + [Y] - Disaster

S P E C I A L S

~~~~~

- UP + DOWN + [Y] - Nosegrab Tailslide
- UP + RIGHT + [X] - Triple Heelflip
- UP + DOWN + [X] - Hardflip Late Flip

=====

DECKS

=====

Reynolds can also use Hawks and Laseks decks.

Make:  
B i r d h o u s e

- > Executioner > Reaper
- > Kosickutioner > Mummy
- > Monkey > Toy Logo
- > Razor > Reaper 3

-----

Geoff Rowley

-----

GAME BIO

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

Huntington Beach, CA., a few run-ins with the law haven't dampened his passion for long handrails and huge staircases.

#### MANUAL BIO

Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool to the top of the skating world. In fact, Geoff's often called the skaters 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.

```

,=====
|                               |
|                STATS        |
|=====7                      |
|                               |
| Air                         |
| --- --- --- --- ---      |
| Hangtime                    |
| --- ---                    |
| Ollie                        |
| --- --- --- --- ---      |
| Speed                        |
| --- --- --- ---          |
| Spin                         |
| --- --- --- ---          |
| Landing                      |
| --- --- --- --- ---      |
| Switch                       |
| --- --- --- ---          |
| Rail Balance                 |
| --- --- --- --- ---      |
| Lip Balance                  |
| --- --- --- --- ---      |
| Manuals                      |
| --- --- ---              |
|                               |
|=====7                      |
|                STREET RIDER |
|                REGULAR     |
|=====7                      |

```

=====
TRICK LIST
=====

FLIP TRICKS

- ~~~~~
- UP + [X] - Pop Shove It
  - UP-RIGHT + [X] - Inward Heelflip
  - RIGHT + [X] - Heelflip
  - DOWN-RIGHT + [X] - Varial Heelflip
  - DOWN + [X] - FS Shove It
  - DOWN-LEFT + [X] - Varial Kickflip
  - LEFT + [X] - Kickflip
  - UP-LEFT + [X] - Hardflip
  - UP + UP + [X] - 360 Shove It
  - DOWN + DOWN + [X] - 360 Flip

GRAB TRICKS

~~~~~

UP + [B] - Nosegrab
 UP-RIGHT + [B] - Mute
 RIGHT + [B] - Indy
 DOWN-RIGHT + [B] - Japan Air
 DOWN + [B] - Tailgrab
 DOWN-LEFT + [B] - Benihana
 LEFT + [B] - Melon
 UP-LEFT + [B] - Crossbone

 L I P T R I C K S

~~~~~

UP + [Y] - Nosestall  
 RIGHT + [Y] - Disaster  
 DOWN + [Y] - 180 Rock n Roll  
 LEFT + [Y] - Rock n Roll

-----  
 S P E C I A L S

~~~~~

LEFT + RIGHT + [Y] - Rowley Darkslide
 RIGHT + DOWN + [X] - Double Hardflip
 RIGHT + LEFT + [X] - Half Flip Casper

=====

DECKS

=====

Rowley can also use Runes decks.

Make:

F l i p

- > Pop Cat
- > Smiley Face
- > Direction
- > Death Metal
- > Modern
- > Guilty as Charged
- > New Wave
- > Red Death

=====

Elissa Streamer

=====

GAME BIO

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

MANUAL BIO

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

```

,=====
|                               |
|               STATS          |
|=====7
|                               |
| Air                          |
| --- -- -- -- -- -- -- -- -- |
|                               |

```

```

| Hangtime
|   --- --- --- ---
| Ollie
|   --- --- --- ---
| Speed
|   --- --- --- ---
| Spin
|   --- --- --- ---
| Landing
|   --- --- --- ---
| Switch
|   --- --- --- ---
| Rail Balance
|   --- --- --- ---
| Lip Balance
|   --- --- --- ---
| Manuals
|   --- --- --- ---
|
┌=====┐
|   STREET RIDER
|   REGULAR
└=====┘

```

```

=====
TRICK LIST
=====

```

```

-----
F L I P   T R I C K S

```

```

????????????????????

```

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Impossible
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - 360 Shove It
- DOWN + DOWN + [X] - 360 Flip

```

-----
G R A B   T R I C K S

```

```

????????????????????

```

- UP + [B] - Nosegrab
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Body Varial
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Melon
- UP-LEFT + [B] - Crossbone

```

-----
L I P   T R I C K S

```

```

????????????????????

```

- UP + [Y] - Nosestall
- RIGHT + [Y] - Disaster
- DOWN + [Y] - 180 Rock n Roll
- LEFT + [Y] - Rock n Roll

S P E C I A L S

????????????????

- UP + LEFT + [Y] - Madonna Tailslide
- LEFT + RIGHT + [X] - Hospital Flip
- UP + DOWN + [B] - Indy Backflip

=====

DECKS

=====

Make:

T o y M a c h i n e

- > Mon-star > Pushing Up
- > Blood Stains > Tenth Try
- > Cry Wolf > Dead Monster
- > Poo poo head > Skull

Jamie Thomas

GAME BIO

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

MANUAL BIO

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

| STATS | |
|--------------|-------|
| Air | ----- |
| Hangtime | ----- |
| Ollie | ----- |
| Speed | ----- |
| Spin | ----- |
| Landing | ----- |
| Switch | ----- |
| Rail Balance | ----- |
| Lip Balance | ----- |
| Manuals | ----- |

| STREET RIDER |
| REGULAR |
'====='

=====
TRICK LIST
=====

FLIP TRICKS

~~~~~

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - Sal Flip
- DOWN + DOWN + [X] - 360 Flip

GRAB TRICKS

~~~~~

- UP + [B] - Airwalk
- UP-RIGHT + [B] - Japan Air
- RIGHT + [B] - Indy Nosebone
- DOWN-RIGHT + [B] - Stalefish
- DOWN + [B] - Ollie North
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Melon
- UP-LEFT + [B] - Crossbone

LIP TRICKS

~~~~~

- UP + [Y] - Nosepick
- RIGHT + [Y] - Disaster
- DOWN + [Y] - 180 Rock n Roll
- LEFT + [Y] - Rock n Roll

SPECIALS

~~~~~

- DOWN + UP + [Y] - Beni F-Flip. Crooks
- DOWN + RIGHT + [X] - Laser Flip
- LEFT + UP + [B] - One Foot Nose Man

=====
DECKS
=====

Make:
Zero

- > Power > Eagle
- > Wolves > Smith Grind
- > Overspray > American Zero
- > Red Bold > American Punk

=====

GAME BIO

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

MANUAL BIO

N/A

```

,=====
|                               |
|                STATS        |
|=====7
|                               |
| Air                         |
| --- --- --- --- ---      |
| Hangtime                    |
| --- --- --- --- ---      |
| Ollie                        |
| --- --- --- --- ---      |
| Speed                        |
| --- --- --- --- ---      |
| Spin                         |
| --- --- --- --- ---      |
| Landing                      |
| --- --- --- --- ---      |
| Switch                       |
| --- --- --- --- ---      |
| Rail Balance                 |
| --- --- --- --- ---      |
| Lip Balance                  |
| --- --- --- --- ---      |
| Manuals                      |
| --- --- --- --- ---      |
|                               |
|=====7
| STREET RIDER                |
| REGULAR                     |
|=====

```

=====
TRICK LIST
=====

FLIP TRICKS

~~~~~

- UP + [X] - Ollie North
- UP-RIGHT + [X] - Heelflip Varial Lien
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Kickflip to Indy
- UP + UP + [X] - Front Foot Impossible
- DOWN + DOWN + [X] - 360 Flip

GRAB TRICKS

~~~~~

UP + [B] - Nosegrab
 UP-RIGHT + [B] - Mute
 RIGHT + [B] - Indy Nosebone
 DOWN-RIGHT + [B] - Judo
 DOWN + [B] - Tailgrab
 DOWN-LEFT + [B] - Stalefish
 LEFT + [B] - Melon
 UP-LEFT + [B] - Crossbone

 L I P T R I C K S

~~~~~

UP + [Y] - Nosestall  
 RIGHT + [Y] - Disaster  
 DOWN + [Y] - 180 Rock n Roll  
 LEFT + [Y] - Rock n Roll

\_\_\_\_\_  
 S P E C I A L S

~~~~~

LEFT + DOWN + [Y] - Lazy A Grind
 UP + DOWN + [B] - Assume the Position
 LEFT + DOWN + [B] - Salute!!!

=====

DECKS

=====

Make:

None

- > Breakfast of Champions > Search Warrent
- > Sweetheart > D.O.A.
- > The Other Night Stick > Code Red
- > Dicks Wieners > Chester

=====

Trixie

!! SECRET CHARACTER !!!

=====

GAME BIO

Originally from the beach town of Santa Cruz, CA, hot blooded firecracker Trixie is ready to prove she can do anything the boys do but bertter. Whether shes bombing a sick wave or grinding a long handrail, Trixies flair and no-rules style are as flamboyant and outrageous as her pink hair and tattoos.

MANUAL BIO

N/A

| STATS | |
|----------|-------|
| Air | ----- |
| Hangtime | ----- |
| Ollie | ----- |
| Speed | ----- |

```

| Spin
| --- --- --- ---
| Landing
| --- --- --- ---
| Switch
| --- --- --- ---
| Rail Balance
| --- --- --- --- --- ---
| Lip Balance
| --- --- --- --- --- ---
| Manuals
| --- --- --- --- --- ---
|
7=====7
| STREET RIDER
| REGULAR
|
\=====

```

```

=====
TRICK LIST
=====

```

```

_____
F L I P T R I C K S

```

```

~~~~~

```

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - 360 Shove It
- DOWN + DOWN + [X] - 360 Flip

```

_____
G R A B T R I C K S

```

```

~~~~~

```

- UP + [B] - Nosegrab
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Roastbeef
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Melon
- UP-LEFT + [B] - Crossbone

```

_____
L I P T R I C K S

```

```

~~~~~

```

- UP + [Y] - Nosestall
- RIGHT + [Y] - Disaster
- DOWN + [Y] - 180 Rock n Roll
- LEFT + [Y] - Rock n Roll

```

_____
S P E C I A L S

```

```

~~~~~

```

- RIGHT + DOWN + [Y] - Fifty-5 Ho Slide
- LEFT + RIGHT + [Y] - Ho Ho Handplant
- RIGHT + DOWN + [B] - Double Splits

=====
DECKS
=====

Make:
None

- > Faster Pussycat > Out All Night
> Heidi > Sweet Innocence
> Dandy > Brushstrokes
> Lollipop > Butterflies

Spiderman !! SECRET CHARACTER !!!

GAME BIO
Given fantasstic powers after being bitten by a radioactive spider, Peter Parker skates and fights crime as the Amazing Spiderman. Spidermans super strength, enhanced reflexes, wallcrawling and webslinging make him one of the most spectacular skateboarders around.

MANUAL BIO
N/A

Table with 2 columns and 15 rows. Headers: STATS. Rows: Air, Hangtime, Ollie, Speed, Spin, Landing, Switch, Rail Balance, Lip Balance, Manuals, STREET RIDER, REGULAR.

=====
TRICK LIST
=====

FLIP TRICKS

~~~~~

- UP + [X] - Pop Shove It
- UP-RIGHT + [X] - Inward Heelflip
- RIGHT + [X] - Heelflip
- DOWN-RIGHT + [X] - Varial Heelflip
- DOWN + [X] - FS Shove It
- DOWN-LEFT + [X] - Varial Kickflip
- LEFT + [X] - Kickflip
- UP-LEFT + [X] - Hardflip
- UP + UP + [X] - 360 Shove It
- DOWN + DOWN + [X] - 360 Flip

\_\_\_\_\_

G R A B T R I C K S

~~~~~

- UP + [B] - Nosegrab
- UP-RIGHT + [B] - Mute
- RIGHT + [B] - Indy
- DOWN-RIGHT + [B] - Roastbeef
- DOWN + [B] - Tailgrab
- DOWN-LEFT + [B] - Benihana
- LEFT + [B] - Melon
- UP-LEFT + [B] - Crossbone

L I P T R I C K S

~~~~~

- UP + [Y] - Nosestall
- RIGHT + [Y] - Disaster
- DOWN + [Y] - 180 Rock n Roll
- LEFT + [Y] - Rock n Roll

\_\_\_\_\_

S P E C I A L S

~~~~~

- LEFT + RIGHT + [Y] - Spidey Grind
- LEFT + RIGHT + [X] - Spidey Varial (does whatever a spider can)
- UP + DOWN + [B] - Spidey Flip

=====

DECKS

=====

Make:

None

- > 38 Years of Spidey > Symbiotes
- > Black Cat > Mary Jane
- > Rhinos Rampage > Enter Venom
- > Web Head > Spidey Sense Tingling

=====

3. C A R E E R S W A L K T H R O U G H

=====

This is probably the bit that most of you people came to read. Because of that this is the bit I will be spending most of my time writing. Note, that I have completed the game 100% with Tony Hawks and my own custom character, so I know what I am talking about. If there is something you need to be explained to you

in more detail, email me at danzdelta@aol.com

If there is something I have missed out or you have found a different way to do an objective, also email at the above address.

```
,. / | / | . | \ | \ | \ .
| THE HANGER ~ MULLET FALLS MT |
7- - - - - //
\ Difficulty = 0/5 ~ Already Unlocked \
'-----'
```

G O A L S :

- High Score 10,000 - \$100
- Pro Score 25,000 - \$200
- Sick Score 75,000 - \$500
- Collect S.K.A.T.E - \$150
- Barrel Hunt - \$150
- 5 Pilot Wings - \$250
- Nosegrind over the pipe - \$150
- Hit 3 hangtimes - \$150
- Find the Secret Tape - \$150
- 100% Goals and Cash - \$200

```
/-----\  
> High Score, Pro Score, Sick Score <  
\-----/
```

Pretty Simple to be blunt. What i usually do on this level is make use of the gaps, especially the Half Pipe Hangtime gap. Go down the rollin' at the beginning and then do a manual, grind the bar going over the half pipe and then jump off the bar and land in a manual. Now go up the next quarter pipe, do a trick and you have a good start. Now just keep on jumping over the half pipe landing in a manual and then do a trick on the quarter pipe, do this until your time runs out and then you should rack up all three scores in the one go.

```
/-----\  
> Collect S.K.A.T.E <  
\-----/
```

S - Go down the rolling then grind over the far left bar on the half pipe, nosegrind it by completing the other objective if you want.

K - After going for the S go slightly left and jump up the quarter pipe to get the K.

A - Jump over the old wartime plane in the first area.

T - Jump through the glass after obtaining the A. If you jump through the side with the pilot wing by accident just go to the other side and jump through the glass again for the T.

E - Make sure your in the chopper area, and then jump very high on the quarter pipe where the secret area door is, on the far back wall.

```
/-----\  
> Collect S.K.A.T.E <  
\-----/
```

> Barrel Hunt <
/-----/

Another very easy objective. The barrels are very easy to find, to complete the objective just ride into the five barrels to knock them over.

Barrels 1 - From the start go down the rollin then turn left and knock over the barrels there.

Barrels 2 - The next barrels are in the half pipe near the beginning.

Barrels 3 - In the area with the wartime plane, these barrels are located near the back wall.

Barrels 4 - In the area with the chopper these are located near where the T is or was.

Barrels 5 - In the area with the chopper, these are right in front of the door to the secret area, below the E.

/-----\
> 5 Pilot Wings <
/-----/

Pilot Wing 1 - The first one is located to the right of the rollin at the end of the half pipe on the propeller. Grind on the propeller to get the Pilot Wing.

Pilot Wing 2 - The second is in front of the wartime plane, just grind the rail to get it.

Pilot Wing 3 - The third one is the hardest one. It is located directly above the end of the rollin at the end of a rail. To get it you will need a lot of speed. Get up a lot of speed by using the quarter pipes then go to the one nearest one from the rollin and jump up high then hold (Y). Hopefully if you jumped high enough you will be grinding towards the Pilot Wing. Once you get to the end of the rail, jump and get it.

Pilot Wing 4 - For this one you will have to jump through the glass from the opposite side of where you got the T. Jump through the glass to get it.

Pilot Wing 5 - The last one is located in the second area with the chopper. It is on the large kicker. Just jump at it to get it.

/-----\
> Nosegrind Over The Pipe <
/-----/

This is the easiest thing ever. Over the half pipe are several bars. To complete this objective, go towards one of the bars and hold UP and (Y) to Nosegrind over the pipe.

/-----\
> Hit 3 Hangtime Gaps <
/-----/

Hangtime Gap 1 - Jump over the Half Pipe that is in the first area.

Hangtime Gap 2 - Jump over the Wartime Plane that is in the first area.

Hangtime Gap 3 - Smash through the glass to get into the second area then jump over the chopper using the kickers to get the third and final Hangtime Gap.

/-----\
> <
/-----/

```
> Find the Magic Tape <
\-----/
```

This is the simplest tape you will have to get, obviously because its the first level. To get it, head down the rollin at the start, then turn left at the end of it and jump through the glass screen to get to the otherside where the helicopter is. Now you have to grind on the helicopters propeller to open the door to the left of the chopper to the secret area. So use the small ramp then jump at the propeller while holding (Y). You should grind on the helicopter making it start to fly, and you should have opened up the door to the secret area. Now go through the opened door and the tape will be happily floating just above the quarter pipe ahead of you. Get it to complete this objective.

```
/-----\
> 100% Goals and Cash <
\-----/
```

Once you have completed the rest of the goals, you will need to look for all the cash icons in the level. You shouldnt have any problems with them, because they are all reasonably easy.

- \$50
- 1) Go to where you got the K before and this \$50 is floating high above the quarter pipe there.
 - 2) In the second area grind the choppers propeller to make it fly away and then it will leave a \$50 behind.
 - 3) At the end of the half pipe in the first area there is a propeller. Grind on the propeller to open up another secret area. This \$50 will be floating above the quarter pipe near one of the fans.
 - 4) Same as above except this cash icon will be on the other side of the quarter pipe.
 - 5) This one is a bit harder. Again, in the same area as before, except this one is floating above the entrance to it. Build up some speed and then jump over the entrance from one side to the other, getting the cash on your way.

- \$100
- 1) As you enter the area with the two fans, go up the quarter pipe in front of you and if you are going fast enough you should be able to pick up the \$100.
 - 2) This is the hardest one. It is floating above the half pipe in the first area. To get it though, you must smash through to the second area then make the helicopter fly away by grinding on its propeller. Now pick up some speed on the quarter pipe next to the large door then go under the rail and up the ramp. Hold forward so you go through to the first area then if you are high enough hold (Y) to land and grind on the light, Grind all the way along then jump off the end to get the \$100. Also another way is to go up the actual halfpipe where it is, and you should be able to lip trick the light, getting the \$100 and a giant boost. Thanks to hades_fire64@hotmail.com for this way.

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.,_./|_____/|_____/|_____|\\_____|\\_____.
|          SCHOOL II          ~          CALIFORNIA CA          |
7- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - //
\   Difficulty = 1/5          ~          $1000 to unlock          \
'-----'
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G O A L S :

- High Score 15,000 - \$200
- Pro Score 40,000 - \$350
- Sick Score 100,000 - \$500
- Collect S.K.A.T.E - \$400
- Wallride 5 School Bells - \$500
- Collect 5 Hall Passes - \$400
- Kickflip TCs Roof Gap - \$400
- Grind 3 Roll Call Rails - \$500
- Find the Secret Tape - \$500
- 100% Goals and Cash - \$500

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/-----\
> High, Pro and Sick Score <
\-----/

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Since this level is a very varied level there is plenty of ways to get points. Just remember the main ways to get points, grind something, then go into a manual, then grind something else, then manual, then grind again. When you put in some grind gaps, and flip tricks or grab tricks in between, then you will get some amazing points. Usually you can get up to 150,000 points in one trick if you get really good at it. Here are some places you can do some tricks:

~ From where you start, there is a ramp up against the wall, and a quarter pipe up against the small building. Use these two things as a half pipe, go back and forwards up them. You can get some phat air using these, allowing you to pull off your biggest tricks. Beware though, because if you do the same combinations of tricks over and over again, they will get to be worth less and less, eventually becoming worthless. This is the method I usually use, because I am an excellent vert rider.

~ On this level there is a lot of places to grind. From the beginning you can wall grind over the bell on your right then grind on the ledge above. Now grind that to near the end then jump off and land in a manual. Manual, all the way to the window then jump out with a boneless. Then land in a manual on the roof, jump over the obstacle in front of you and do a few grinds on the bar, jump off the bar and land in another manual if you can. Now try and jump over the next roof gap, you will definitely need to use a boneless. When you land, land in a manual and then grind down the sorta vents on the roof, jump off the roof at the end of your grind and then do a flip trick and a grab, land in manual then jump again quickly to end this massive trick. When you do this, you get one hell of a lot of points. The most I can get in one trick is using the above method. Of course, if you are not very good at street skating then jut use the first way I mentioned above.

~ Another grind and manual trick. From the beginning do a manual, then grind on to the left of the planter in front of you. Now grind all of this then jump off, land in a manual, then grind down the Nightmare Rail. Land in a manual, then wall grind and jump off the wall and land in a manual again. Wall Grind the next wall, and jump off as before. Land in a manual. Now on the next wall the roof should be lower. Grind the first sink the jump up and wall grind the wall, jump off the wall and then grind on the edge of the building. Jump off the building and do a few tricks, land in a manual then jump to end your trick.

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/-----\
> Collect S.K.A.T.E <
\-----/

```

The S.K.A.T.E on this level is easy enough, not too much trouble on this level.

S - From the beginning you will see a small kicker ramp on the right wall with a school bell above it on the wall, Got the right after this for a small tunnel with a rail going down the middle, on this rail is the letter S

K - After the S continue down the rail and you will come to a large area. There is a quarter pipe on the large raised platform either in front of you or to the right, jump the quarter pipe to get the K floating above.

A - After you land off the quarter pipe keep going forward and you will see two exits from this area one on the left, and one on the right. Take the one on your left, it will lead you to a sloped ramp, and stairs. The A is on the rail in the middle.

T - After this turn to the right and after a while you should see the T floating above a sort of curved ramp against the wall. Jump up this ramp to get the T.

E - From the T go to your right past the two small buildings and on your left against the wall you should see two small quarter pipes, go to the one on the left and jump up to get the E.

```
/-----\  
> Wallride 5 School Bells <  
\-----/
```

Wallriding can be tricky to some people at first, but once you understand how it works and how to do it properly you will find it no problem. Just get yourself parallel to the wall and when you are about to touch the wall press and hold (Y) to grind up the wall. This can be extremely hard in the Philadelphia level when you have to get onto the wire that takes you to the Secret Tape. Keep practising and you'll get it after a while.

BELL 1 - When you start go to the small kicker ramp on your right and wallride at the wall to smash this bell.

BELL 2 - Either jump the leap of faith near the beginning or grind down the rail to get down, then take the second right turn and you should see the bell on the wall in front of you. Get parallel to the wall then jump and press (Y) to smash the bell.

BELL 3 - From the last one, go up the slope to your right and go up the slope go to your left, and you should see the third one. Go up the slope at the left of the wall then jump as you get to the peak of the slope and press (Y) to grind around the corner and smash the bell.

BELL 4 - Turn back from the last bell and go back down the rail, then turn right and continue forward, staying to the right of the wall. Now, turn left to get parallel with the wall and jump at the wall and wallgrind to smash the bell. This one can be quite tricky, you have to know when to jump. Keep trying till you get it.

BELL 5 - This can also be quite hard. From the fourth one skate past where you got the T and keep going staying to the right, when you go past the large raised platform, you will see a dumpster in the corner with a bell above it. Jump the tiny ledge then jump at the part of the wall before the bell and grind around the bin, smashing the bell.

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/-----\  
> Collect 5 Hall Passes <  
\-----/
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The Hall Passes are pretty easy, but harder to find than the S.K.A.T.E.

PASS 1 - When you start go down the sloped tunnel in front of you, grinding down the rail in the middle to get the first Hall Pass.

PASS 2 - The second one is floating in the air in the middle of the area. To get it you can either jump from the bench when you have quite a bit of speed, or you can go a bit further, turn around, then jump when you get to the small slope that goes up.

PASS 3 - The third one is floating near the second one, up on the ledge above the doors, slightly further on from the second. To get this one you will need a little bit of speed. Then either go up the rails grinding then jump high when you get near the end of them. Or you can race up the slope in front of the doors then jump high to get it.

PASS 4 - The fourth is behind the two small buildings in the middle of the end of the level. It is on the high sloped platform, just race up the slope and skate into it to collect it.

PASS 5 - The fifth is on the small quarter pipe near the last roll call rail opposite from the last school bell.

```
/-----\  
> Kickflip TCs Roof Gap <  
\-----/
```

This is simple. Where the two small buildings are in the end of the level are, there are two small kicker ramps on either side of the two buildings that allow you to jump up onto one of the roofs. To complete this goal, just jump onto the roof via the ramps, then jump between the gap inbetween the two buildings and do a kickflip. To do a kickflip, you will usually press left+(x).

```
/-----\  
> Grind 3 Roll Call Rails <  
\-----/
```

To complete this objective you have to grind all the way down each of the rails below. Do any grind you like it wont make a difference.

RAIL 1 - At the beginning go forward, then grind down the long rail to get the "Roll Call! Nightmare Rail!"

RAIL 2 - This next one is where you collected the A in the S.K.A.T.E goal. The rail is the one in between the stairs and slope. Grind down it from the top to get the "Roll Call! Opunsezmee Rail!" gap, and the second roll call rail. One more to go.....

RAIL 3 - The last one is in the corner at the end of the level, either use the tiny kicker ramp to launch you onto the actual rail, then grind. Or you can jump onto the top of the stairs by using the small quarter pipe nearby, then grind all the way down the rail, completing the the goal.

```
/-----\  
> Find the Secret Tape <  
\-----/
```

The Secret Tape on this level took me quite a while to find. From when you start, turn right around the small ramp, and jump onto the rail and grind down to the bottom. Now turn left and go up the slope on your right to get into the middle of this area. Go up the quarter pipe to get some speed then go straight and near the end of the ledge look for tyre marks, go over where the tyre marks

are so you skate down the ramp and then up the planter and jump to launch yourself up to the roof above. Do a boneless if you need to, (hold [A] then press UP twice and let go of [A]). Once you are on the ledge you will see the tape floating in front of you. Go up the ramp then jump through the air to get the tape.

```
/-----\  
> 100% Goals and Cash <  
\-----/
```

Once you have all the goals completed its time to look for cash. Quite a few on this level, and some of them are pretty hard to get.

- \$50
- 1) From the very beginning of the level, look to your left, there should be a door under an arch. On the far side of the arch there is a quarter pipe. Launch yourself up the quarter pipe to get the cash icon floating above it.
 - 2) From the beginning of the level, turn to your right, theres a bell. Wallgrind the bell, and then jump and grind the ledge. Grind it all and you should get the cash icon there.
 - 3) From the beginning go straight to the right of the planter, and take the tunnel down where the first hall pass was. Immediately after exiting the tunnel turn right and jump up the quarter pipe to get the \$50.
 - 4) At the beginning go straight until you see the rail blocking you from falling. Jump over this rail to the far left to land on a platform, skate forward and jump off the ramp to get this \$50 floating above.
 - 5) From the beginning turn right at the planter and go down the tunnel in front of you. When you get to the bottom, go past the bathroom on your right and take the right at the end into the girls bathroom corridor. The \$50 will be floating about here.
 - 6) From the beginning turn right at the planter and go down the tunnel in front of you. Go straight and turn left away from the girls bathroom. Skate fast past the first planter on your right and then jump up the second one and wall grind up the wall. Jump off the wall when you are at the peak of your wallgrind. The \$50 will be floating above the edge of the awning.
 - 7) Now from the beginning, go down the tunnel on your right. Turn left immediately at the bottom. Go up the slope on your right and then turn right to face the quarter pipe. Go up the quarter pipe and do a trick to gain some speed. After you land go forward and look for tyre marks on the ground, go over these tyre marks and then down the piece of wood and jump up offa the planter. You'll get the \$50 as you fly through the air.
 - 8) This is very possibly the hardest out of all the cash on this level. From the beginning go down the sloped tunnel in front of where you start and once at the bottom continue to go straight until you see the wall with two sinks on in front of you. Speed towards them and then grind on one of the sinks, jump up the wall and wallgrind. Jump off the wall and grind the edge of the roof. Now jump off the corner of the roof towards the cash to get it.

This is the second way to get it:

From the beginning, go to the ramp to your right and jump at the bell and wallgrind up the wall. Jump offa the wall and grind on the ledge. Now jump off the ledge and jump through the window onto the roof below. Now go straight towards the obstacle, aiming at the middle. Jump up the small slope and over the obstacle so you can grind on the rail. Go across the rail and then when you get off you will need to jump off this roof over to the next buildings roof. Use a boneless for extra height, and aim to the left of the sorta vents. Go down the slopes

then when you see the end of the roof, jump to the left to get the \$50.

- 9) From the beginning go down the tunnel on your right. Once at the bottom turn left and then right up the slope. Jump up the quarter pipe and do a trick to build up your speed. Now once you land go straight forward and then go over the tyre marks. Down the wooden planks and then jump up the planter to get into the gap in the wall. On this roof you will see a ramp to your right. Jump off the ramp to land and grind on either flag pole. Now jump down into the secret area. once you jump down go left and you will see a \$50 floating above a rail. Grind the rail to get the \$50.

- \$100 1) From the beginning, go to the ramp to your right and jump at the bell and wallgrind up the wall. Jump off the wall and grind on the ledge. Now jump off the ledge and jump through the window onto the roof below. Now go straight towards the obstacle, aiming at the middle. Jump up the small slope and over the obstacle so you can grind on the rail. The \$100 is on this very rail.
- 2) From the start go down the tunnel on your right. Once at the bottom turn to your left and keep going forward until before you get out of this large area. On your right you should see a ledge that you must jump on then from that ledge onto another small ledge. Then from here jump off the small slope onto the awning. Go along this awning and you will see the cash on the edge of the awning.
- 3) From the beginning go down the tunnel on your right. Once at the bottom turn left and then right up the slope. Jump up the quarter pipe and do a trick to build up your speed. Now once you land go straight forward and then go over the tyre marks. Down the wooden planks and then jump up the planter to get into the gap in the wall. On this roof you will see a ramp to your right. Jump off the ramp to land and grind on either flag pole. Now jump down into the secret area. Down in the end right corner is a quarter pipe with the last 100 bucks above it. Just simply go over to the quarter pipe and jump off the lip of it and the \$100 is all yours.

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, . / | _____ / | _____ | \ _____ | \ _____ .
|      MARSEILLE      ~      FRANCE      |
7- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - //
\   Difficulty = 2/5      ~      $3000 to unlock      \
'-----'

```

Competition Invite #1
 Bluetorch Pro Bowl Jam
 Compete for \$7500 in cash and prizes
 Find all Cash Icons to 100% the level

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/-----\
>   Getting Top Prize   <
\-----/

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To get first position is to get about over 70,000 points in a minute. It can be hard the first few times. But after a while once you've found your fave spot it becomes easier and easier. I'll give you a few starters though, just to help you out a little if you're struggling.

~ This is what I always use, and the highest I can get is 98.5 points in one run. When you start, go straight, and then after a while turn to your left into a sorta pool with a side a missing. Use the sides here to pull off your biggest tricks. It's possible to get up to 200,000 depending on how many points you can get in a trick. Remember to varie your tricks though otherwise

you will not many points. As I said, if you're a good vert rider use this method, otherwise use the other methods below if your a street skater.

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/-----\  
> 100% Cash <  
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Some of the cash can be hard to get it, to be precise two of them. But they are mostly easy to get, especially in the secret area.

- \$50
- 1) Turn around from the start and skate forward a bit. Now turn around again and head towards the large building with flag poles at the top. Head towards the first funbox and jump towards the wall and wall grind up a bit. Then jump off the wall and grind at the top of the roof to get the first \$50 bucks.
 - 2) From the start head straight forward and jump onto the green grass. You will see a line of trees on this grass, except for one, one is a lampost held up by a small piece of wood! While crouching hold either [X] or [B] and skate into the plank of wood. This will let the lamp post fall into the wall. Drop down through the hole to arrive in the secret area. The first \$50 is directly behind you, when you appear in the secret area.
 - 3) From the start head straight forward and jump onto the green grass. You will see a line of trees on this grass, except for one, one is a lampost held up by a small piece of wood! While crouching hold either [X] or [B] and skate into the plank of wood. This will let the lamp post fall into the wall. Drop down through the hole to arrive in the secret area. The next one is on the rail directly in front of you when you arrive in the secret area.
 - 4) From the start head straight forward and jump onto the green grass. You will see a line of trees on this grass, except for one, one is a lampost held up by a small piece of wood! While crouching hold either [X] or [B] and skate into the plank of wood. This will let the lamp post fall into the wall. Drop down through the hole to arrive in the secret area. Go down the rail and then go left and grind the rail there to get the next 50 bucks.
 - 5) From the start head straight forward and jump onto the green grass. You will see a line of trees on this grass, except for one, one is a lampost held up by a small piece of wood! While crouching hold either [X] or [B] and skate into the plank of wood. This will let the lamp post fall into the wall. Drop down through the hole to arrive in the secret area. Go down the rail and then go right and grind the rail there to get it.
 - 6) From the start head straight forward and jump onto the green grass. You will see a line of trees on this grass, except for one, one is a lampost held up by a small piece of wood! While crouching hold either [X] or [B] and skate into the plank of wood. This will let the lamp post fall into the wall. Drop down through the hole to arrive in the secret area. The next one is behind the fountain in front of you above the quarter pipe. Jump off the quarter pipe to get the 50 bucks.
- \$100
- 1) From the start turn left 90 degrees and go down the slope into the main part of the skate park. Go forward and you will see the \$100 floating on the banner. Hold forward and then jump onto the wire holding up the banner. Grind along the wire to get the 100 bucks.
 - 2) From the start head straight forward and jump onto the green grass. You will see a line of trees on this grass, except for one, one is a lampost held up by a small piece of wood! While crouching hold either [X] or [B] and skate into the plank of wood. This will let the lamp post fall into the wall. Drop down through the hole to arrive in the secret area. Go down the rail then jump off the base of the fountain

to get the 100 bucks floating above the fountain.

```

      /|_____ /|_____ | \_____ | \_____ .
|      NY CITY      ~      NEW YORK      |
7- - - - - //
\  Difficulty = 2/5      ~      1 Medal to Unlock      \
'-----'

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G O A L S :

- High Score 20,000 - \$750
- Pro Score 50,000 - \$1000
- Sick Score 150,000 - \$1250
- Collect S.K.A.T.E - \$800
- Ollie the Hydrants - \$700
- 5 Subway Tokens - \$800
- 50-50 Joeys Sculpture - \$900
- Grind the Subway Rails - \$1100
- Find the Secret Tape - \$1200
- 100% Goals and Cash - \$500

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/-----\
>  High, Pro and Sick Score  <
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```

Heres some tips to get you started:

~ From where the start is, head straight to your left and jump and grind on the edge of the wall. Jump from this wall over the gap then grind on the next part of the wall. Grind as far as you can on this wall, try and get to the end then jump off to the right of the ramp up against the wall. Now go up the ramp against the wall and pull off a massive trick to get the first batch of points. However, now you can go back onto the wall grinding all the way back where you came from, jumping the gap between the two walls, then jump off to the right of the wall and go up the grey ramp thats up against one of the buildings.

~ If you would like to use a sort of half pipe, from the start go across the road to your right then grind down Joeys sculpture, do a manual then go up the massive grey quarter pipe that goes up the wall, do a trick. Once you land skate to the other side and do a big trick up that quarter pipe. Use these two quarter pipes as a half pipe. And once you get a lot of speed, its possible to do a lip trick at the top of the grey quarter pipe. If you use 10,000 plus combos consistently you will get the Sick Score easily.

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/-----\
>  Collect S.K.A.T.E           <
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S - From the starting position jump up and grind on the wall on your left, jump over the gap to collect the S that is floating there.

K - From the start go through the gap in the wall to your left. Now turn right and jump over the large grey rock. Once you've jumped over it continue down through the grass. You'll come to a sort of circular area with a statue in the middle and a quarter pipe against one of the sides. The K is floating above the

middle of the quarter pipe. Jump off the middle of the quarter pipe to get the K

A - After you collected the K, you should come down the quarter pipe and then there will be a small slope up to where the statue is. You must use this tiny slope to propel yourself into the air towards the A. Use the quarter pipe to build up your speed, then aim yourself at the A and jump when you get to the tiny slope. With a bit of luck you should get it.

T - When you have collected the A you should still be in the area with the statue. On the opposite side of the quarter pipe in this area there should be a bridge that you can go underneath. Go underneath then take a left turn while following the path. On your right there is a railing guarding you from the pond. Grinding on this railing will lead you to the T.

E - After collectin the T jump offa the railing and the E will be floating above the quarter pipe in front of you. From the start you only have to skate through the gap in the walls and turn left to get to the quarter pipe.

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/-----\  
> Ollie the Hydrants <  
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Ollieing the hydrants can be quite tricky because they are quite thin and you have to be very precise when jumping over them. By the way incase you didnt know, an Ollie is just a normal jump on a skateboard. Just press A to Ollie. The Hydrants are located at the three dead ends of the roads.

HYDRANT 1 - From the start turn around 180 degrees and follow the road to the end. The first hydrant is on the pavement to the left of the road. Jump over it to burst it.

HYDRANT 2 - From the beginning follow the road straight ahead then when you get the chance to go either left or right, go right and then follow the pavement on the right of the road. The Hydrant is located near the end of the road.

HYDRANT 3 - From the beginning follow the road straight ahead then when you get the chance to go either left or right, go left. Now stay to the pavement on the right of the road. The Hydrant is before you get to the ramp and quarter pipe.

```
/-----\  
> 5 Subway Tokens <  
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The Subway Tokens are small round brown things, a bit like coins. Just collect them to complete this goal.

TOKEN 1 - From the beginning, go left through the gap in the wall and then jump off the large rock on your right towards the Brown token to collect it.

TOKEN 2 - From the start go left through the gap in the wall then around the large grey rock on your right. Then follow the path right, then left towards the small bridge. Grind the right side of the bridge to get it.

TOKEN 3 - From the start, head left through the gap in the wall then around the large rock. Stay left all the time until you go past the hot dog place, past the long blue bench. Then finally you'll get to the railings. The token is on the left railing.

TOKEN 4 - From the start, head left through the gap in the wall then around the large rock. Stay left all the time until you go past the hot dog place, past the long blue bench. Then finally you'll get to the railings. Go past them and then

up the quarter pipe in front of you across the road. Jump off the middle of it to get the fourth token.

TOKEN 5 - From the start, head left through the gap in the wall then around the large rock. Stay left all the time until you go past the hot dog place, past the long blue bench. Then finally you'll get to the railings. Go past them and then up the quarter pipe in front of you across the road. When you land go across the road and then jump off the other ramp there, to launch yourself through the air. If you aimed well enough you should get the token floating about in the air.

```
/-----\  
> 50-50 Joeys Sculpture <  
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The first thing we have to do is actually find where Joeys sculpture is. Now notice the word sculpture, not statue. That means you do not grind the statue in this level, but the sculpture. From the start turn to your left and go towards the pavement. Look at the rail in front of you. You have to grind on this rail from the beginning, then jump before the middle of that rail onto the other rail going down at a steep angle below. Just do a 50-50 grind down this and you've completed the goal. Not much of a sculpture I know, more of a mess that gets in the way sometimes. A waste of space, thats it!

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/-----\  
> Grind the Subway Rails <  
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Now then before you do this goal you must have already gotten the 5 subway tokens. If not the elevator to the subway will be closed up. Once its opened we can start. OK. From the start go forward until you get past the two ramps. Turn around 180 degrees and look a bit to your left. There should be an open elevator. Go up this elevator to arrive at the pathetic subway station. Now there are two tracks. Jump onto the furthest one. Skate down this and before you get to the slight bend in the track, grind. Keep grinding till you get the 'Ride the Rails' transfer. Once you have this jump off the rail to complete the goal.

```
/-----\  
> Find the Secret Tape <  
\-----/
```

Now then before you do this goal you must have already gotten the 5 subway tokens. If not the elevator to the subway will be closed up. Once its opened we can start. OK. From the start go forward until you get past the two ramps. Turn around 180 degrees and look a bit to your left. There should be an open elevator. Go up this elevator to arrive at the pathetic subway station. Now there are two tracks. Jump onto one and then ride it till right near the end. Then jump off to the right. Now find the grey sloping path that leads up. You may need to go backwards from where landed. Go up the grey slope and stay a bit to the right. When you are at the end of the grey slope jump and grind on the left hand side rail. When you get near the end of this rail jump off to the left and hold the L TRIGGER and [Y] to grind on the next rail which will take you to the Secret Tape. If you find this too hard, you could try and jump onto the grey pillar off the first rail and then from the grey pillar quickly jump onto the next rail. There is no easy way to do this and all you will need is a bit of practice.

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/-----\  
> 100% Goals and Cash <  
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- \$50
- 1) After you get the 5 Subway Tokens go to the elevator that is to the right of the road where you start. Once you get on the escalator the \$50 will be just at the bottom.
 - 2) Get to the area with the secret tape in it. Once you are there, go up the grey curved ramp that leads you to the rails you grind on to get the Tape. The 50 Bucks will be floating in between the first and second rails.
 - 3) Go the statue area where you got the K and A in the SKATE objective. Go through the tunnel out of the statue area and when you come out look slightly to the right of the shop, the 50 bucks will be floating there.
 - 4) Make sure you have the five subway tokens then go up the escalator to the subway thats near the beginning. When you get to the top turn to your right and the 50 bucks will be floating in between the two tracks.
 - 5) This one is quite hard to figure out. Its located on an awning behind where you start. To get it you must jump from above. So go up the escalator near where you start. Once at the top, jump up and grind on the ledge on your left. Then at the right time jump off to the left to land on the awning. Now skate towards the 50 bucks are grind on the edge of the awning to get it.
 - 6) This one really pissed me off. They made it really annoying to try and get. Go to the ramp in the secret area that you use to get to the Secret Tape rails. Above this sloping ramp is the 50 bucks, right in the middle. You can get this any way you want, but the way I found easier was to get lots of speed, then go towards the ramp and grind on the right edge of the left ledge. At the time you think you are closest to the 50, jump off and try to reach thle 50 bucks.
 - 7) This one is the hardest to find, if you dont understand my directions just search the all around the edges of the secret area for an opening where theres a quarter pipe. Make your way to the secret area via the subway rails. Once in go up the that same grey curving ramp. Jump off the end of the first rail and turn left. Now look for an opening in the wall and skate towards it. Go up the quarter pipe to get the last 50 bucks.
- \$100
- 1) From the start, go up the escalator to the subway. Once at the top jump onto the right subway track. During the curve you should see a 100 bucks above a wall next to the road. Jump from the subway track to get it.
 - 2) From the start turn around and head down the dead end road. Once you pass the hydrant turn to your left and go up the dodgy shaped quarter pipe against the building. The 100 bucks will be above this quarter pipe.
 - 3) This one is also in the secret area. Go to the secret area, then make your way to the back of the area. At the end you will see a high fence at the top of the bank, somewhere along this fence is where the 100 bucks will be. head down the bank quickly, and do a big trick on the quarter pipe. Now go back up the bank and jump off the peak off it. Try to land on the 100 bucks, but if you dont you can try grinding that little extra way on the fence.
 - 4) From the start, go right across the road, than grind down Joeys Sculpture, or jump down to the bottom. Once down the bottom, use the large quarter pipe in the middle of the three to jump high enough to reach the 100 bucks floating high above. You may need to get more speed by using the other quarter pipe.
- \$250
- 1) Some people find this easy, and others dont. I find it easy myself. In the area with the statue where you got the K and A, there will be a 250 above the statues head. Notice that around the statue is a small sort of slope. Go up the quarter pipe and do a big trick. Now when you come back, use that tiny slope to launch yourself up towards the statues head, hopefully coming close enough to get it.

```

././././
|         /|         /|         |         |         |         |
|         VENICE BEACH         ~         CALIFORNIA         |
7-----//
\ Difficulty = 3/5         ~         $15,000 to Unlock         \
'-----'

```

G O A L S :

- High Score 40,000 - \$1500
- Pro Score 100,000 - \$1750
- Sick Score 200,000 - \$2000
- Collect S.K.A.T.E - \$1250
- Ollie the Magic Bum 5x - \$1500
- Collect 5 Spray Cans - \$1250
- Tailslide Venice Ledge - \$1000
- Hit 4 VB Transfers - \$1500
- Find the Secret Tape - \$1250
- 100% Goals and Cash - \$500

```

/-----\
> High, Pro and Sick Score <
\-----/

```

~ The place that I usually use is the quickest to get to, and seems to get me the most points. From the beginning turn to your left and grind down the fat ledge between the stairs and slope. Jump off do a small trick then land in a manual. Manual over to one of the quarter pipes. Do a big trick to rack up a 30,000 combo or so. If you cant get this many try using a nice grind such as a bluntside, Up+Up+Y or Down+Down+Y, instead of the plain old 50-50. Then do a combination of tricks off the tip of the quarter pipe while spinning. Now use these joined quarter pipes in this area to get yourself at least 5,000+ with the odd 20,000 combos in between to get yourself the sick score. If you cant come back once you've done the bullring and got gold. You'll find it much easier to do.

```

/-----\
> Collect S.K.A.T.E <
\-----/

```

S ~ From the beginning go a bit to the right and jump onto the grey wire fence and grind on it all the way to jump off and get onto the roof at the end. Once on the roof the S will be right in front of you.

K ~ After collecting the S continue across teh rooftop staying near the left edge. After a few seconds you'll see the K floating above a gap. Jump over this gap to get the K, then jump off the roof if you havent already.

A ~ From the beginning jump down the stairs in front of you then stick to the left wall, however you dont have to jump onto the platform. Keep going till you see a long quarter pipe up against the wall. Go up the Quarter pipe holdin Up on the pad to get onto the roof. Once on the roof, you should see the A ahead on top of the roof windows. Jump at it and then grind off thh windows.

T ~ Once you have the A on the same roof there will be a medium sized kicker that you can use to get onto the roof. Go up the kicker and jump off the edge to the right, as you will have to jump a shorter distance to the right. Once

on that roof, go to the left, and you should see the T floating above a odd shaped quarter pipe. Jump up to get it.

E ~ There are two ways to get to this one. Following on from the T, if you stayed on the roof, head to the other side of that roof and jump down to the lower part of it which has a large pipe structure above. The E should be at the far side of this rooftop above a tiny on going quarter pipe. Jump up the quarter pipe to get it. The second way is from teh beginning. Go to your left then jump down the steps or grind down the ledge. Now in this area there is a very long curved quarter pipe. At the far end there is the roof you have to get to high above. Get up a lot of speed using two sides to jump up, then go towards the roof and hold forward as you come off the edge of the quarter pipe. Hopefully you should end up on the roof. Now go to your left it should be and the E will be floating above. Jump off the tiny quarter pipe to get it. That jump may look hard but once try it a few times it becomes very easy, and it is a quicker way to get up, and easier than the other way.

```
/-----\  
> Ollie the Magic Bum 5x <  
\-----/
```

BUM 1 - From the beginnig jump down the stairs and head to the wall going around the right. Keep on going until you get to the third chance you get to turn out of this area. Take it and the bum will be sleeping here. Jump over him.

BUM 2 - After you get the first one head out back into teh large area. Keep to the right wall again, past the quarter pipe then turn right and grind down the long rail here. Now, the bum will be at the bottom. Jump over him.

BUM 3 - After you jump the second one head back up the slope then stick to the right wall. This will lead you to a few steps. Jump over them to get back where you started the level. Now turn left and keep on skating till you see the next bum next to the left wall. Jump over him for the third bum.

BUM 4 - After the third one carry on down the slope in front of you. Now turn left and keep to the leftmost path. Dont go onto the grass or you'll lose speed. Turn left into the cutout area. The bum will be sleeping here on the path. Jump him.

BUM 5 - After the fourth bum, turn around, go back up the slope you came down before and now keep to the left wall until you see the bum sleeping where you first started the level. Jump over him to complete the goal.

```
/-----\  
> Collect 5 Spray Cans <  
\-----/
```

CAN 1 - From the start turn around to your left and go down teh slope here. The first spray can should be floating above the long quarter pipe in front of you. Jump off the quarter pipe to get it.

CAN 2 - From the start, go straight down the steps then turn right on the double, long funbox, is the second spray can. Very easy, again.

CAN 3 - From the start turn right and keep to the right wall. Keep on going straight until you get to the quarter pipe. At the top of this quarter pipe is the third spray can. Now this is just too easy.

CAN 4 - From the start go down the steps and head forward, keep going forward while staying to the left wall and then at the end of the large area turn to the left of the quarter pipe and then grind down the long rail. Once at the

bottom jump up the quarter pipe slightly to your left, and you should get the spray can above. Still not even slightly hard.

CAN 5 - This one can be hard for some people but not for the majority, I hope. From the beginning turn right and stick to the left wall while skating forward. After you pass where you got one of the Bums go straight and down the slope. Turn slightly left and then continue skating forward sticking to the right side. Once you see the spray can floating in between two quarter pipes head to the one on the right, skate up it and jump over to the next quarter pipe getting the last spraycan on the wau. Overall, the goal is a very easy one.

```
/-----\  
>   Tailslide Venice Ledge   <  
\-----/
```

This goal is also a very easy one. The only hard bit is getting there, but thats why I'm here! There are a few ways to get there, but I'll list the easiest one and the quickest one. The quickest one first: From the start, turn round to your left and grind down the ledge. Now in this area head towards the wall in front of you but to the left slightly. The reason is because there is a thin path going around the building. To get onto the path you must jump out of the area towards the wall leading around the building. Once you jump out skate down the path until you come to the secret area. As soon as you leave the path turn left. Now make your way over to the small quarter pipe. Go in front of this and stop. Now turn around to face down the stairs. The Venice Ledge is the one to the left of the stairs. Do a Tailslide down the ledge to finish the objective. Tailslide = Right+Y.

The second way, which is longer but easier for first timers now: From the start go down the steps and head forward, keep going forward while staying to the left wall and then at the end of the large area turn to the left of the quarter pipe and then grind down the long rail. Once at the bottom skate to the quarter pipe, while holding Up so that you jump ver the wall into the Secret Area. Make your way to the small quarter pipe at the top of the stairs then stop and turn around to face the stairs. The Venice Ledge is the one to the left of the stairs. Do a Tailslide down the ledge to finish the objective. Tailslide = Right+Y.

```
/-----\  
>   Hit 4 VB Transfers   <  
\-----/
```

This is probably the hardest goal in this level, but only because of one of the transfers. The first one to be precise.

VB TRANSFER 1) This is rock. Turn to your right from the start and grind on the ledges to your right to build up as much speed as possible before the quarter pipe. Once you think you have enough jump off and position yourself going as far left as possible without coming off the edge of the quarter pipe. If you are succesful hopefully you will jump the middle quarter pipe and land safely on the last quarter pipe. Remember to do a boneless (Press Up twice before you let go off A). It would be extremely helpful if you buy plenty of stats before this, preferably Air, Ollie, and Hangtime would help.

VB TRANSFER 2) From the start turn right and skate forward keeping to the left, once you pass the wall carry on forward, go down the slope and turn left, now carry on forward again. Once you see the two quarter pipes go to the left one and do a trick to build speed, now go up the quarter pipe opposite and jump from it to the right to land on that one.

VB TRANSFER 3) From the start go down the steps and then stick to the right wall, take the third opportunity you get to go through a passageway in the

wall to get to where the first bum was. In this area there is two quarter pipes one on the edge of the map and another. Go up the one on the edge of the map to build up speed (not that you need it). Then use the opposite quarter pipe to jump off it to the right to land on another quarter pipe.

VB TRANSFER 4) The last one is in the secret area, to see how to get to it read the goal above this one. Once you are there, use the quarter pipe at the top of the stairs to jump down to the right to land on the quarter pipe below. Goal completed.

```
/-----\  
> Find the Secret Tape <  
\-----/
```

This is stupidly easy, I'm sure the developers could have noticed how easy it was and maybe made it harder. It's so easy. From the start go down the steps and carry on forward until you get to a quarter pipe up against the wall. use this to build speed then look for a little grey table to launch yourself up to the tape that is floating on top of a wire. The only thing you have to figure out is which table to use. That cant use up more than a second of your time. You dont even need to grind on the wire, just jump up from a table to grab it.

```
/-----\  
> 100% Goals and Cash <  
\-----/
```

- \$50
- 1) From the start, turn right and you should see the 50 bucks floating above the fence there. Either jump up or grind the fence to get it.
 - 2) From the start, turn right and carry on forward a bit until you see another 50 bucks floating on the next fence. Jump up or grind the fence to get it.
 - 3) From the start turn round right and skate forward, staying to the left. When the chance comes skate down the ramp, then turn slightly left. Now skate forward keeping to the right wall and next to the small funbox, to the right is a 50 bucks floating above a fence. Jump up or grind the fence to get it.
- \$100
- 1) Skate to your right and jump up on the high fence and grind it. Keep grinding till the end when you can jump onto the roof where the S was before. Now look around the roof for a wire holding a banner up that you can easily grind on. On this wire is the 100 bucks.
 - 2) Make your way to Venice Ledge using the ways mentioned in the Tailslide Venice Ledge goal. When you grind down the Venice Ledge you'll pick up the 100 bucks on the way down.
 - 3) Skate to your right and jump up on the high fence and grind it. Keep grinding till the end when you can jump onto the roof where the S was before. Now, skate left and carry on past the wire where you got the 100 bucks before. Somewhere in front of you there should be a curved platform, and on this curved platform should be 100 bucks. Grind the platform to get the cash.
 - 4) From the start go down the steps and head forward, keep going forward while staying to the left wall and then at the end of the large area turn to the left of the quarter pipe and then grind down the long rail here. In the middle of this long rail is the 100 bucks.
 - 5) From the start turn right and skate forward keeping to the left, once you pass the wall carry on forward, go down the slope and turn left, now carry on forward again. Once you see the two quarter pipes go to the left one and do a trick to build speed, now go up the quarter pipe opposite and jump from it to the right so that you collect the 100 bucks.
 - 6) From the start go down the steps and then stick to the right wall, take the third opportunity you get to go through a passageway in the

wall to get to where the first bum was. In this area there is two quarter pipes one on the edge of the map and another. Go up the one on the edge of the map and jump over to the left to hopefully collect the 100 bucks floating in the middle of the two areas.

- \$250
- 1) From the start, go to your left then jump down the steps or grind down the ledge. Now in this area there is a very long curved quarter pipe. At the far end there is the roof you have to get to high above. Get up a lot of speed using two sides to jump up, then go towards the roof and hold forward as you come off the edge of the quarter pipe. Hopefully you should end up on the roof. Now on this rooftop there is a structure of pipes above you. On one of the flat pipes at the top there is a \$250. You must use the right slouched pipe to grind up fast enough so you can then jump up onto the flat pipe and grind towards the J250. Use the small quarter pipe against the sides to gain speed.
 - 2) Skate to your right and jump up on the high fence and grind it. Keep grinding till the end when you can jump onto the roof where the S was before. On this rooftop there is a ramp with a fan texture on the front of it. You must use this as a ramp to jump up to get the 250 bucks that is floating above one of these odd shaped pillars with four bits around them, as the \$250 is floating above the top of one of them. It is easy to get as long as you have a bit of speed and you use the ramp.
 - 3) From the start go down the steps and then stick to the right wall, take the third opportunity you get to go through a passageway in the wall to get to where the first bum was. In this area there is two quarter pipes one on the edge of the map and another. Go up the one on the edge of the map and jump up it to build up speed then when you are gonna jump up the other quarter pipe instead of going to the right for the VB Transfer, jump to the left to get the 250 bucks, not that hard, but if you go further to land on the odd shaped quarter pipe on the roof you will get the 'Huge Ramp 2 Roof' Transfer.

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|           SKATESTREET           ~           VENTURA           |
7- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - //
\   Difficulty = 4/5           ~           $25,000 to Unlock           \
\-----'
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Competition Invite #2
Plywood Paradise
Compete for \$20,000 in cash and prizes
Find all Cash Icons to 100% the level

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/-----\  
>   Getting Top Prize           <  
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Gettin first place position on this competition can be pretty challenging if you dont know where to go. Since this is a massive skate park there are lots of things put purposely for you trick off, so look around for your favorite area, and stick to that until you get about 150,000, this score will guarantee you a first place. Then do it again in the second heat to get yourself an easy top prize. Then you can use the third heat to get some of the cash that is listed below. Good Luck!

~ My favorite place, and a lot of peoples favorite place to bust out and get a massive score is the bowl in this level. To get to it from the start, turn around 180 degrees without falling down, then jump down the rail to your left and voila you're in the bowl. Now just bust big tricks on every jump and lip trick the tall extension at the side of the bowl for a cool few extra points. Also, you can

grind all around the bowl with various different grinds to get a heap load of points, especially when you have Perfect Balance cheat on.

~ If you aint very good in the bowl somehow, maybe you'd prefer using a giant half pipe. If you would, from the start turn 180 degrees and turn to the right, the half pipe is just here. It is a pretty big half pipe, allowing you to pull off some massive tricks, (not as massive as in the bowl mind). You can grind around the entrance to the halfpipe, as there is a rail there, which will also open one of the secret areas if you grind all of it.

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/-----\  
> 100% Goals and Cash <  
\-----/
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- \$50 1) There are two ways to get to this one:
 - a) From the start turn left to the halfpipe, drop down and go up the other side to land on the ground above the halfpipe. Now go over the bridge and turn right, the 50 bucks will be floating in mid air. Jump to get it.
 - b) From the start, go down the rollin then turn left. Keep going, past the halfpipe, and turn left to go through a passageway under a bridge. At the end is a quarter pipe. Jump up this quarter pipe to the right, so you land next to the tables and chairs up above. Now skate forward past the bridge to the \$50 ahead of you.
- 2) Turn left from the start, to face the huge half pipe. To the right edge of the half pipe is a rail going to the other side. Grind across this rail because the \$50 will be floating above it halfway across.
- \$100 1) Turn left from the start, to face the huge half pipe. To the right edge of the half pipe is a rail going to the other side. Grind across this rail to get to the other side. On this other side is a bridge, and above one side of this bridge is a 100 dollar bill.
- 2) From the start, go forward, past the funbox, and look at the giant wave quarter pipe. Go up at turned slightly to the left. Go up it and grind to the left, keep grinding teh jump off the end and land to grind on the rail floating in mid air. You'll get the \$100 in mid air.
- 3) This one is easy. From the start, go straight and slughtly to the right, then over the funbox. Now look at the masive wave quarter pipe, to the right of it is a smaller one. Go to the smaller one and somewhere along the top is a 100 bucks. It is floating above the rail that is above the quarter pipe.
- 4) After opening the van secret area (check secret areas section), head to it and outside is a van (wow!). Above this van is an easily reached 100 bucks. Just use a kicker to get it.
- \$250 1) Go down the rollin and turn right, head to the corner of the area in front of you. In this corner is a giant wall, with a ramp in front of it. Make sure you have a bit of speed and head up the ramp in the middle, jump with a boneless and hopefully you'll nab the 250 bucks.
- 2) First of all make sure the rail secret area is open, (check secret areas section). Now go to that area, and against the back wall is two quarter pipes with a gap in the middle. Up high in this gap is the 250 bucks. You will need serious speed to get up this so use the various rails and quarter pipes about to build up enough speed, then head for one of the quarter pipes and do a boneless up as high as you can to grab the \$250.

G O A L S :

- High Score 50,000 - \$2500
- Pro Score 100,000 - \$3000
- Sick Score 200,000 - \$4000
- Collect S.K.A.T.E - \$2000
- Drain the Fountain - \$2500
- Collect 5 Bells - \$2000
- Bluntslide the Awning - \$2000
- Liptrick 4 Skatepark Lips - \$2500
- Find the Secret Tape - \$2000
- 100% Goals and Cash - \$500

/-----\
> High, Pro and Sick Score <
\-----/

~ When you start, turn around to the left and you should see lots of gaps in the wall. In these gaps are the benches. Grind along the concrete and then jump and do a trick across the gap, land back into a different grind on the next concrete part, continue doing this across all the gaps then jump off into a manual and jump down the stairs, continue of you can to the right where there are more stairs and concrete to grind down on the left of the stairs.

~ Another grinding one. Around the outside of the course are roads, and at the sides of the roads are little curbs that you can grind on, use lots of different kinds of grinds, a good combination to get maximum points, use your special grind if you have your special as well.

~ UP TO THE BALCONY

/-----\
> Collect S.K.A.T.E <
\-----/

This is a hard SKATE to get, especially the K.

S - From the start, turn right after the dodgy shaped sloped rail thing. Skate parrallel with it and after the first ramp jump onto the grassy place to your left, head right to the end of it, and you will see the S floating happily in the air. Just jump right off the end to get it, using a boneless if you need to.

K - After the S you will see a blue awning ahead of you. In front of the awning are two curved grey launchers, use these to launch yourself towards the K, gettin onto the awning if you need to.

A - To the left of the blue awning is the A, no challenge at all.

T - After the A, continue to the right, up the stairs and then you'll a slope going up with two blue rails on each side, grind up to the top then jump off to the left to get the T at the right time, if you get teh timing wrong then you will miss it. This can be pretty annoying to get sometimes, but most times its easy.

E - After the T turn to the left to face the wall. You need to get up there, so

either wall grind up or go back a bit and jump up the stairs. Once you are there in the right hand corner the E will be floating about. Skate towards the corner and then jump off towards the E to get ahold of it.

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/-----\  
> Drain the Fountain <  
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This is a pain in the ass until you totally get how to do it, luckily i'm here to tell you. This is the only effective way of doing it that I have found, the other ways are all Hit or Miss. From the start, skate forward slightly to the right actually. Now do a boneless to grind on the sloped rail thing and jump off it and land right before the green ramp, you must land right before it, not on it, past it or too far before it to get enough speed. Do a boneless off the ramp then hold an ollie north until you land on the rail going down the stairs. Grind down the rail, drop off and then use the sloped embankment to do a boneless to ollie north. Hopefully you'll land on the balcony. You must do boneless' everywhere, and an ollie north for extra height. And you must land before the green ramp otherwise you will lose speed, and when you jump off the green ramp you must land on the rail, otherwise there will not be enough speed to get you onto the balcony. This is a hard thing to do properly and will take loadsa practice. Once you get onto the balcony you will see three wheels. Skate over them to drain the fountain.

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/-----\  
> Collect 5 Bells <  
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This is an easy goal. Once you find them all wallriding can make it easier to grab the bells, otherwise just do it the longer way. They aren't that much longer.

- BELL 1: From the start turn to your right, and head to the green ramp. Use it to launch yourself into the air and grab the first bell on your way.
- BELL 2: From the start, turn right after the dodgy shaped sloped rail thing. Skate parallel with it and after the first ramp jump onto the grassy place to your left, head right to the end of it, and you will see the second bell floating happily against the wall on the right. Just drop off the wall to get the bell on your way down to Earth.
- BELL 3: From the start skate forward and drop down all the little steps until you get to the fountain, across the other side is a blue awning on a building. Go to the awning, and you will see in front of it up in the air is the third bell. Use the concrete curved platforms in front of the awning to launch yourself towards the bell.
- BELL 4: From the start, turn left and skate forward passing all the benches. Stay to the right and then jump up onto the grassy area above. Go to the right edge and continue until you get near the end corner, drop off this corner to get the bell.
- BELL 5: Turn left and jump over the massive four sided ramp (pyramid?). And continue forward staying to the left. After a while you will see the bell, just sitting on the edge of the grassy area.

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/-----\  
> Bluntslide the Awning <  
\-----/
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From the start skate forward and drop down all the little platforms until you get to the fountain, across the other side is a blue awning on a building. Go to

the awning, and you will see in front of it some concrete curved platforms that you will have to use to launch yourself up onto the blue awning. So build up some speed then head to one of concrete curves and do a boneless to get enough height, and if you get enough height, do a bluntslide on the edge of the awning.

NOSE BLUNTSLIDE = UP + UP + [Y]

TAIL BLUNTSLIDE = DOWN + DOWN + [Y]

It would be a good idea to up some of your stats first, preferably air, hangtime, ollie, and speed.

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/-----\  
> Liptrick 4 Skatepark Lips <  
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First of all you will need to open up the skatepark as there will be big fencing in front of the entrances.

To open up the skatepark you will need to head to where the T is from the SKATE goal. So from the start turn left and skate over the giant 4 sided funbox (pyramid?) and then continue forward until you drop down the stairs. Drop down the stairs at the left. Once you drop down the stairs stop and look around. To your left you will see a wire leading to a telephone pole up in the air. You need to grind up two thirds (2/3) of the wire, and it will cause the telephone post to fall into the fence and knock them down opening up the skatepark. So head up the slope with blue rails on either side. Make sure you have some speed and just at the top of the slope, when you get up you will see the telephone wire heading up from a small corner of the railing. Do a boneless to Grind up the telephone wire as fast as you can, and if you're at teh peak of your grind, jump and grind again, to see if it will knock it over, if not just keep trying.

PHILLYSIDE HP LIP: Once you knock down the post watch where it falls and go to where it falls cos that is the entrance to the skatepark. Go in the first entrance from where you knocked down the telephone post and you will see a halfpipe in front of you go to this half pipe and lip trick either lip.

PHILLYSIDE BIG BOWL LIP: After you get the halfpipe lip jump from the halfpipe over into the main skate park area. Once you jump into this area, head to the corner with the highest lip, this is the big bowl, lip trick the highest part to get this gap.

PHILLYSIDE MID BOWL LIP: This is in the main skate park area but it is the side with two different bowls, it is on the side where the halfpipe is. Do a lip trick on either bowl to get the gap.

PHILLYSIDE NEW BOWL LIP: This one can be very tricky, it is on the opposite side of the entrance in the main skatepark area. Try doing a lip trick in the corners of the graffitied side of the bowl, if it just doesnt seem to work and you keep grinding instead, try this. Go up and do a trick on the new bowl lip, just a normal trick, then when you come back down turn straight around and try a lip trick. This usually works for me. If you have any other ways please email me and i will put them in the guide. Full credit will be given.

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/-----\  
> F ind the Secret Tape <  
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The Secret Tape is easy to spot but hard to get to. The tape itself is above a wire that goes from the top of a high building, across where the fountain is and onto a small corner near the fountain, the tape is floating on the wire a bit before the fountain, up high. To get to it you will need to get onto the balcony where the drain the fountain wheels were. If you havent done that goal yet read

the instructions below:

This is the only effective way of getting to the balcony that I have found, the other ways are all Hit or Miss. From the start, skate forward slightly to the right actually. Now do a boneless to grind on the sloped rail thing and jump off it and land right before the green ramp, you must land right before it, not on it, past it or too far before it to get enough speed. Do a boneless off the ramp then hold an ollie north until you land on the rail going down the stairs. Grind down the rail, drop off and then use the sloped embankment to do a boneless to ollie north. Hopefully you'll land on the balcony. You must do boneless' everywhere, and an ollie north for extra height. And you must land before the green ramp otherwise you will lose speed, and when you jump off the green ramp you must land on the rail, otherwise there will not be enough speed to get you onto the balcony. This is a hard thing to do properly and will take loadsa practice.

Once you are up on the balcony you will then need to get higher onto the roof of the building, some magazines I've read tell you to do really hard things when my way is so much simpler and easier to do:

From the balcony, wall ride up then do a wallie (which is just a normal jump while wallriding). Then grind on the edge of the roof, straight away jump to the right and hold backwards to stop yourself. Hopefully you haven't sped off the roof. Once you are up head to the corner where the wire starts and just hold [Y] while you approach it to start the grind. DO NOT JUMP, cos if you jump you will fall off the building then have to try and get up again! Once you are grinding just balance yourself until you get to the tape.

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/-----\  
> 100% Goals and Cash <  
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- \$50
- 1) From the start skate straight but slightly to the right so you are on your way to the fountain and the blue awning. But once you are in the area with the fountain stay to the right wall, and after a while you will see a 50 bucks floating in the air above a few steps. To get you will need to get above it, get to the grassy area above and jump from there to get it.
 - 2) From the start turn left and skate over the giant 4 sided funbox (pyramid?) and then continue forward until you drop down the stairs. Drop down the stairs at the left. Once you drop down the stairs stop and look around. To your left you will see a wire leading to a telephone pole up in the air with a \$50 on the wire. You need to grind up half of this wire to reach the 50 bucks.
- \$100
- 1) Head straight towards the fountain and get to the back of it on the side with the blue awning. Once there you will see a wooden ramp pointed towards the center of the fountain. Use this ramp to launch yourself up to the 100 bucks which is floating in the air. Use the nearby quarter pipe to get speed for the jump.
 - 2) Get onto the balcony, you know, the pain in the ass one. Read the secret tape goal to see how to get up if you don't know. Once you are up there go to the left side of the balcony and look at the 100 bucks you are gonna get. You can either grind the railing then jump off or just jump off the balcony to get it, the choice is yours.
 - 3) First of all you will have had to open up the phillyside skatepark. If you ain't yet, read the liptrick 4 skatepark lips goal above to see how to open it. Once it's open we can continue: From the start, head to your left, jump over onto the grassy area, then jump off it to the right, head through the giant entrance (first entrance) to enter the skatepark, miss the first skate area entrance and go into the last one. Once you

are in head to the nearest corner (new phillyside bowls) and then in the corner with a few tiny bowls, there will be a massive pillar with a sloped bottom. Use this little slope to launch yourself up the pillar and grab the 100 bucks.

- \$250
- 1) Get into the skatepark, then head to the Halfpipe, check above phillyside goal to see how to find the halfpipe and how to open the skatepark. Once you are at the half pipe on one of the sides up high will be the note. Jump up the halfpipe real high to get it.
 - 2) Get into the skatepark, then head to the main skatepark area. Check above phillyside goal to see how to open the skatepark. Once you in the main skate area, go to the mid bowls. They are the medium sized bowls, not too high ones. Up one of these is the note you want.
 - 3) Get into the skatepark, then head to the Halfpipe, check above phillyside goal to see how to find the halfpipe and how to open the skatepark. Once you get there, get lots of speed going up each side then jump from the halfpipe to the main skating area grabbing the 250 bucks on your way. You can also do this vice versa.
 - 4) This is right below the balcony, just do everything you do to get up to the balcony and on the way onto the balcony in the air, you will grab the 250 bucks. Chances are that you already have this anyways.
 - 5) You will once again have to get up to the balcony. Once you are up read on. From the balcony, you will want to look out to the right side of the balcony, and just off you will see a telephone wire coming from the building you are on going off to many posts. A bit along you will see the money on top of the wire. You will have to grind along the front railing of the balcony jump off near the end and then land on the wire in a grind, then balance until you get to your money, this is quite hard but looks cool when you pull it off.
 - 6) Have you got the secret tape? Yes? then you wont need to worry about this one, because this is on the same wire as the secret tape, so just read the secret tape goal to get this money. It is right next to the tape, so its no harder to get.

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|      THE BULLRING      ~      MEXICO      |
7- - - - - - - - - - - - - - - - - - - - - - //
\   Difficulty = 5/5     ~     $60,000 to unlock   \
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Competition Invite #3
 The Bullhorn Brawl
 Compete for \$65,000 in cash and prizes
 Find all Cash Icons to 100% the level

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/-----\
>   Getting Top Prize   <
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This is the last competition in the game, and also the hardest one, this level is not as hard as Philadelphia but is still hard. Below are my favorite ways to get high points on this level.

- The gigantic halfpipe is one of the best ways to get high points on this level. Especially for all the vert riders out there. In conjunction with the halfpipe, you can also use the rollin to jump across which if you jump from a bit further away will get you not only one gap, but two gaps. The wussy rolling gap and the rolling gap. These two gaps along with some big tricks will you get you one hell

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AIR GAPS
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rollin gap - 100

You start at the top of the rolling. So to get this gap you must go down the rollin turn around when you get out. Then you have to go up the quarter pipe and jump over to the one on the other side of the rollin.

chopper hop - 100

To get his very easy transfer, merely jump through the glass to get from the first to the second area, or vice versa.

halfpipe grind - 250

To get this gap you must grind over any of the arched rails going over the half pipe at the beginning. Grind it to complete the gap.

flyin high - 250

At the end of the halfpipe in the first area there is a propeller that you must grind to open one of the secret areas. Open the secret area by grinding on it then to get this transfer jump over the entrance to the secret area by using the quarter pipes on either side.

its cold up here - 250

Smash through the glass to get into the chopper area. Now grind the helicopters propellers to open the outdoor area. Now go through the outdoor area and use a boneless at the edge of the quarter pipe to get high enough to get this transfer.

halfpipe hangtime - 500

To get this one just jump over the half pipe that is in front of you as you come down the rollin

wingtip hangtime - 500

To get this just jump over the old wartime plane in the first area.

skycrane hangtime - 500

To get this you must first smash through the glass from the first to the second area, then use the ramps on either side of the chopper to jump over the helicopter.

air over the door - 500

Smash through the glass to get to the chopper area. Now, grind the copters

propellers to make it fly away and open the door to the outdoor area. To get this gap, you must jump over the door to the outside area using the two quarter pipes either side of the middle quarter pipe. Jump from one to another to get the transfer.

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GRIND GAPS

=====

rail guided missile - 100

From the start, go down the rollin then turn left and behind the wartime plane there is a rail that can be used as a ramp. Get some speed on the quarter pipe at the end of either side of the rail. Then jump onto the rail and grind on it. From here jump onto the ledge where the glass is being held up from. Do this to get the "rail guided missile" gap.

raildrop - 100

In the first area, on either side of the room where the quarter pipes are there are two rail above the quarter pipes. To get this gap use either side you want, but you must jump up from the quarter pipe and grind on the top most rail. Now jump down to the edge of the quarter pipe and grind that. It is easier on the furthest away wall from the rollin.

lil light hopper - 250

I found this to be the hardest on the level for some reason I can never get enough speed. You have to go to the halfpipe in the first area, then from there you have to hold forward and jump out of the half pipe and onto one of the lights. Hold [Y] to grind on them to get the gap.

big light hopper - 500

For this one you must first smash through the glass to get to the chopper area. Then from there you must get some speed up using the half pipes. It would be better to get rid of the helicopter first (grind on its propeller to make it fly away). Then use the quarter pipes and jump back through to the first area using the creamish quarter pipe and if you jump high enough you should be able to reach the middle light and then grind on it to get the gap.

light corner - 500

From the start, go down the rollin then turn left and behind the wartime plane there is a rail that can be used as a ramp. Get some speed on the quarter pipe at the end of either side of the rail. Now when you get enough speed go towards the ramp-rail and jump off it through to the other area and then grind on the light. When you're grinding on the light jump from that light to the other one which is going in a different direction and grind on that one. The hardest part for me was actually getting onto the first light. You have to position yourself perfectly for the jump.

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MANUAL GAPS

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instrument landing - 500

This is simple. Jump from the old wartime plane onto the ground making sure you land in a manual. (Up+Down or vice versa)

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LIP GAPS
=====

high steppin - 100

There is a total of 6 different rails you can use to get this gap on. In the first area you can use the two quarter pipes to launch yourself high enough to do a lip trick on either of the two rails above each quarter pipe. The other two rails are in the area with the chopper, so smash through the glass to get to this area. Once in the area, you must use the smaller quarter pipe directly in front of the large garage door. Launch yourself high enough to do a lip trick on the second and third highest rails. If you do it on the lowest rail it will not get you the gap.

one half pipe lip - 100

Use the half pipe in the first area of the level. This gap is the side of the half pipe that is closest to the start where the rollin is.

the other halfpipe lip - 100

Use the half pipe in the first area of the level. This gap is the side of the half pipe that is furthest from the start where the rollin is.

wind tunnel back wall - 100

You must now open the other secret area. To open it you must grind on the propeller that is at the end of the half pipe in the first area. Jump at it from the outside of the half pipe. Once the secret area is open skate towards the quarter pipe directly in front of you and do a lip trick on it for this gap.

upwind lip - 100

You must now open the other secret area. To open it you must grind on the propeller that is at the end of the half pipe in the first area. Jump at it from the outside of the half pipe. Once its open skate through the entrance and turn around to the left and lip trick the quarter pipe to the right of the entrance.

downwind lip - 100

You must now open the other secret area. To open it you must grind on the propeller that is at the end of the half pipe in the first area. Jump at it from the outside of the half pipe. Once its open skate through the entrance and turn around to the right and lip trick the quarter pipe to the left of the entrance.

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S C H O O L : I I

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AIR GAPS

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TC's roof gap - 250

From the start, skate forward, past the planter then jump down the leap of faith, or grind down the rail. Carry on forward, past the two benches, past the door with the awning above it, and you should see two small buildings with a gap in the middle. Go to one of the sides of either building and use the small ramp to launch yourself up onto the roof. Then jump from one roof to the other. This will get you TC's roof gap.

table transfer - 250

From the start, skate forward, past the planter then jump down the leap of faith. When you land, you will be faced with two benches. For this gap you have to jump onto one of the tables, skate to the top of it, then jump over and land on the other table.

over the wall... - 250

Go to the secret area where the secret tape is in career mode, if you arent sure or cant remember scroll up to the career walkthrough section and look for the right goal. When you get to where the secret tape usually is, jump over past the flag poles, then land in the secret area. Now, jump down the steps and turn to your right. Go and jump up the quarter pipe for some speed, then when you land, stick going straight, past the first kicker, and jump up the second kicker, which should launch you 'over the wall...'

leap of faith!!! - 500

From the start, just skate forward to the left of the planter and ahead of you there is a rail, where you've probably jumped down before, for jumping over the rail and landing at the bottom you will get this gap. If you are finding landing difficult, just when you land pres and hold [A]. This will usually work, otherwise, make sure you dont try it until your character has a high landing rating.

drop out roof gap! - 500

From the beginning of the level, turn to your right, theres a bell. Wallgrind the bell, and then jump and grind the ledge. Then jump from the ledge onto the ground to your right, go straight through the passageway and jump out of the window and land on the rooftop.

awning hop - 500

From the beginning turn right at the planter and go down the tunnel in front of you. Go straight and turn left away from the girls bathroom. Skate fast past the first planter on your right and then jump up the second one and wall grind up the wall. Jump off the wall when you are at the peak of your wallgrind for extra height, then you should easily land on the awning and get the gap.

overhang air - 500

From the start, go straight and jump the leap of faith. When you land, continue forward, until you get to the sort of pyramid that has rails sloping up from two sides. At the top is a blue door with an awning above it. Jump over this awning by using the slope as a ramp to get the gap.

and down the bank! - 500

Go to the secret area where the secret tape is in career mode, if you arent sure or cant remember, scroll up to the career walkthrough section and look for the right goal on the school level. When you get to where the secret tape usually is, jump over past the flag poles, then land in the secret area. Now, jump down the steps and turn to your right. Go and jump up the quarter pipe for some speed, then when you land, stick going straight, past the first kicker, and jump up the second kicker. If you get over the wall and you land past the flat land, on the bank, you'll get the 'over the wall...' 'and down the bank!' transfers.

carlsbad 11 set - 500

Go to the secret area where the secret tape is in career mode. (Check the secret areas section for how to get there).When you jump down into the secret area, there is some stairs in front of you, jump down the 11 steps to get this gap.

3 points!!! - 500

For this one you will have to open up the gym secret area. See the Secret Areas section for how to get to the gym. Once you've opened it go through the door then turn right into the basketball court. Next to one of the nets will be a quarter pipe on each side. To get this gap, you must jump from one quarter pipe to the next.

carlsbad gap - 750

Go to the secret area where the secret tape is in career mode. (Check the secret areas section for how to get there).When you jump down into the secret area, and in front of you will be some grass followed by more concrete. You have to jump from the concrete your on at first, over the grass then land on the concrete below.

crazy roof gap!!! - 750

From the beginning, go to the ramp to your right and jump at the bell and wallgrind up the wall. Jump offa the wall and grind on the ledge. Now jump off the ledge and jump through the window onto the roof below. Now go straight towards the obstacle, aiming at the middle. Jump up the small slope and over the obstacle so you can grind on the rail. Go across the rail and then when you get off you will need to jump off this roof over to the next buildings roof. Doing this will get you the gap.

2 da roof!!! - 750

From when you start, turn right around the small ramp, and jump onto the rail and grind down to the bottom. Now turn left and go up the slope on your right to get into the middle of this area. Go up the quarter pipe to get some speed then go straight and near the end of the ledge look for tyre marks, go over where the tyre marks are so you skate down the ramp and then up the planter and jump to launch yourself up to the roof above. Do a boneless if you need to, (hold [A] then press UP twice and let go of [A]). Jumping onto this roof will get you the gap.

huge transfer!!! - 750

From the start, go straight, jump off the ledge and when you land, continue forward until you get to where you got the TC's roof gap. Turn left before you get to the two small buildings, and on your left will be two quarter pipes against the wall with a massive gap in between them. You have to jump this huge gap to get the transfer. Build up speed from various other quarter pipes and grinding before you attempt to jump the gap. This can be very hard, and it will be easier if you have your air and speed stats maxed out.

suicidal roof gap!!! - 1000

From the beginning, go to the ramp to your right and jump at the bell and wallgrind up the wall. Jump off the wall and grind on the ledge. Now jump off the ledge and jump through the window onto the roof below. Now go straight towards the obstacle, aiming at the middle. Jump up the small slope and over the obstacle so you can grind on the rail. Go across the rail and then when you get off you will need to jump off this roof over to the next buildings roof. After this jump make sure you are to the left of the air vents. Keep going till you get to the end and you will see two buildings to your left. You have to jump from the rooftop you are on over to the building on your left, a boneless is needed to complete this gap.

mad skeelz roof gap!!! - 1000

From when you start, turn right around the small ramp, and jump onto the rail and grind down to the bottom. Now turn left and go up the slope on your right to get into the middle of this area. Go up the quarter pipe to get some speed then go straight and near the end of the ledge look for tyre marks, go over where the tyre marks are so you skate down the ramp and then up the planter and jump to launch yourself up to the ledge above. Do a boneless if you need to, (hold A then press UP twice and let go of A). Once you are on the small rooftop you have to use the small ramp to launch yourself over to the other small rooftop. Jumping onto this will get you the gap.

balcony 2 awning!!! - 1000

From the start, skate forward keeping to the left until you get to the leap of faith drop, when you get to the tiny fence jump to the left wall to land on the balcony. Jump from this balcony over to the awning to get this easy gap.

are you serious??! - 2500

Get to the secret area, check secret areas section below for how to get there. Once you are there, jump down the steps and go to the right. Use the quarter pipe to get loads of speed then once you land go forward and use the first kicker to jump up over the rail and then use the kicker here to jump over the wall and land on the building on the other side. This is extremely f**king hard, you need some speed to make this. If you really, really cant do this, turn on the Moon Physics Cheat or something similar. This took me ages to do, without any cheats. What you can do to build up speed, is continually go up the quarter pipe and turn around to go up it again, or, use the small ledges at teh bottom of the secret area to grind on for speed before you go up the quarter pipe.

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GRIND GAPS
=====

roll call! gonz rail - 250

From the start, skate forward and jump down the leap of faith. Continue forward until you get to the two small buildings after the gym. Turn left to face the stairs that go down towards the dumpster. The rail on the stairs is this rail. Either jump up the stairs or use the kicker, or even use the quarter pipe to get to the top of the stairs. Grind down it till the end to complete it.

gym rail 2 rail - 250

From teh start skate straight forward and jump down the leap of the faith. After the two benches stay to the left of the area and soon you'll come to a rail going up a slope parallel with the gym door. Grind up this rail then jump from that rail onto the rail going down when you get to the top of the first rail.

overhang stomp! - 250

Remember the overhang air gap? This is easy if you do. From the start, go straight, over the leap of faith, past the benches and stay to the left until you get to the two gym rails. Above the gym door is an awning. Jump up and grind on the edge of the awning to get this gap.

rack 'em up - 250

Head straight to the right of the planter and go down the tunnel ahead of where you start. Keep going straight until you can go right through the buildings. When you get through the buildings go up the bank with the two long rails. Grind on one rail then jump off and grind on the other one to get this gap.

pole stomp! - 250

Skate straight ahead, jump down the leap of faith, and skate forward to the far end of the level, where the dumpster is. Once you get there, there'll be a lamp post nearby. Grind round the platform with the dumpster on it, Bendys Curb. Then jump off the end towards the lamp post to knock it other. If it falls, grind round Bendys curb again, then jump off and land and grind on the lamp post.

roll call! Opunsezmee rail - 250

Go to the right of the planter and turn right and go down the tunnel. Turn left

out of the tunnel and continue straight till you get out of the area. When you get out of this area, there'll be a kinked rail to your left inbetween stairs and a slope. Grind all of this rail to get the gap.

big rancho bench gap - 500

Go to the right of the planter and turn right and go down the tunnel. Turn left out of the tunnel and start grinding on the stone benches to your left. To get this gap you have to jump the gap in the middle and land in a grind on the next stone bench.

pole 2 brix! - 500

Skate straight ahead, jump down the leap of faith, and skate forward to the far end of the level, where the dumpster is. Once you get there, there'll be a lamp post nearby. Grind round the platform with the dumpster on it, Bendys Curb. Then jump off the end towards the lamp post to knock it over. If it falls, go and grind on the lamp post and then jump from the lamp post onto the top edge of the brick structure and grind.

bank 2 ledge - 500

Head straight to the right of the planter and go down the tunnel ahead of where you start. Keep going straight until you can go right through the buildings. When you get through the buildings go up the bank and jump FROM THE BANK onto the ledge up against the wall in a grind.

roll call! nightmare rail! - 500

From the start, go straight just to the left of the planter and before you get to the massive stairs jump and land on the rail at the side of the stairs, grind all of this to get the grind gap.

bendys curb - 500

I've mentioned this so many times already, you must have it by now. Skate straight ahead, jump down the leap of faith, and skate forward to the far end of the level, where the dumpster is. Once you get there, you'll notice the dumpster is on a short platform. Bendys Curb is the curb (ledge) of this platform. Grind all of it for this gap. That means from one end to the other.

flyin' the flag! - 750

From when you start, turn right around the small ramp, and jump onto the rail and grind down to the bottom. Now turn left and go up the slope on your right to get into the middle of this area. Go up the quarter pipe to get some speed then go straight and near the end of the ledge look for tyre marks, go over where the tyre marks are so you skate down the ramp and then up the planter and jump to launch yourself up to the roof above. Do a boneless if you need to. Now, once you're on the roof use the ramp to jump yourself through the air, and hopefully you'll land near a flag, so you can grind it. Just land in a grind on a flag to get the gap.

stage rail 2 rail - 750

From when you start, turn right around the small ramp, and jump onto the rail and grind down to the bottom. Now turn left and go up the slope on your right to get into the middle of this area. Focus on one side of the center platform. There are two curved rails with straight bits on it, these straight bits have a gap in the middle. Jump from one rail to the other, using the straight parts. Jump over the gap and land in a grind on the other rail to get this gap.

kicker 2 hook - 750

Get to the secret area, check secret areas section below for how to get there. Once you are there, jump down the steps and go to the right. Use the quarter pipe to get loads of speed then once you land go forward and use the first kicker to jump up and grind onto the rail at the top.

backboard dance! - 1000

You will need to open the gym for this gap. To see how to open it see the secret areas section below. Once you've opened it we can carry on...From the start, go forward and jump down the leap of faith and continue forward a bit, then turn left into the gym. Turn right to get into the basketball court. Go up one of the quarter pipes to get speed. Now, when you land go to the right of the hump and use the kicker aimed at the basketball to jump up and land to grind on the backboard. This can be hugely confusing. Its not hard or anything, its just luck with getting the exact needed speed to get to the backboard, sometimes you go too far and sometimes you dont go far enough. Its all luck.

=====
MANUAL GAPS
=====

planter on edge - 250

Skate forward and in front of you is a planter. Jump up and land in a manual on the planter, now manual all the way to the end, until you get the gap message on screen.

2 wheelin' TC's roof - 500

From the start, skate forward, past the planter then jump down the leap of faith, or grind down the rail. Carry on forward, past the two benches, past the door with the awning above it, and you should see two small buildings with a gap in the middle. Go to one of the sides of either building and use the small ramp to launch yourself up onto the roof. Then jump from one roof to the other and land in a manual. Once you land in a manual you should get the gap.

ledge on edge - 500

Head straight to the right of the planter and go down the tunnel ahead of where you start. Keep going straight until you can go right through the buildings. When you get through the buildings go up the bank and jump onto the ledge against the wall. Land in a manual on it and keep manualing till you get the gap message. This will usually be right until you get to the end.

bendys flat - 500

The name pretty much gives away where this gap is gonna be. Go to Bendys curb, which is right at the far end of the level. Bendys flat is what the dumpster is resting on. Jump onto one side of the flat, land in a manual, and manual all the way to the end, till you get the gap.

=====
LIP GAPS
=====

arch extension - 500

From the start, head straight to the right where the archway is. Go up one of the sides and do a lip trick on the edge of the arch. As easy as lying down.

starting blocks extension - 500

Make sure the gyms open, check secret areas section. Then go into the gym and go to the left where the swimming pool. Drop in and look to one of the sides. There are starting blocks on one of sides. Do a lip trick on the starting blocks to get this gap.

lil' guppy extension! - 1000

Make sure the gyms open, check secret areas section. Then go into the gym and go to the left where the swimming pool. Drop in and look to one of the sides. There is a three levelled diving board structure. Do a lip trick on the lowest diving board to get this gap. Not too hard.

mid squid extension!! - 2500

Make sure the gyms open, check secret areas section. Then go into the gym and go to the left where the swimming pool. Drop in and look to one of the sides. There is a three levelled diving board structure. Do a lip trick on the middle diving board for this gap. Quite hard.

high dive extension!!! - 5000

Make sure the gyms open, check secret areas section. Then go into the gym and go to the left where the swimming pool. Drop in and look to one of the sides. There is a three levelled diving board structure. Do a lip trick on the highest diving board for this gap. Very Hard. Takes a lot of tries to get right.

=====
OTHER GAPS
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rock the bells - 500

This is very easy, as long as you can wallride pretty well. Find one of the school bells anywhere in the level, theres five of them. Approach it while nearly parallel with the wall its on. Jump at the wall and press grind. You'll wall ride the bell and get the gap.

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M A R S E I L L E S

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AIR GAPS
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over the lil' 4 - 100

Jump over the tiny 4 set of stairs with the rail in the middle near the two dumpsters.

shorty dumpster pop - 150

Jump over any dumpster on the shorter side.

shorty table pop - 150

Jump over the table thats properly on the ground on its shorter side.

dumpster pop - 200

Jump a dumpster longways, use the smaller dumpsters cos they are easier.

over the gate - 250

Turn right from the start and you should see a sorta bar in the air with stuff floating off it, go underneath the bar and then turn arounjd go up the small slope and jump over the bar for this, i prefer to say bar cos it isnt really a gate.

table pop - 250

Jump over the table longways.

2 the box - 250

Go to the right area from the start of the level, there will be a funbox and a curved black rail there. For this gap you will need to grind the black rail and then jump from the end onto the funbox.

over the table - 250

Skate straight forward until you see the table thats slanted down the quarter pipe. You need to jump using the quarter pipe over the table and land on the other side of the table.

box 2 box action - 250

From teh start turn left to face the big wall with two funboxes against it.

For this you will need to jump from one funbox to the other funbox. If you do the gap but it doesnt work try jumping from one box wallriding then jumping to the other box.

up the lil' 4 - 250

Go to the area to the right of where you start. In this area there will a small stairset leading upwards. Just jump up these stairs for the gap.

water up le backside - 250

Get to the secret area by knocking down the lamp post on the part where the grass is, you must skate into the tiny piece of wood holding it up while holding the X button to let it fall into the wooden fence. Then drop down the hole to get into the secret area. Once in, go down the big stairset and jump over the fountain for this gap.

up! - 250

When you start go down the slight slope intop the quarter pipe area in front of you. Go to the speakers in front of you on top of the quarter pipe. Turn around to face where the quarter pipe curves round, on one of the bits there will be a green arrow drawn on it. You must jump up where the green arrow is and jump high enough to get this gap.

over the crossbar - 500

Go straight until you see teh crossbar going above the entrance to the bowl area. To get this gap you must jump either the bowl area over the crossbar into the quarter pipe area, or the other way round.

big ol' stanky gap - 500

Go into the quarter pipe area. And once in go into teh middle quarter pipe rectangle. From the shortest length of the quarter pipes you must hold forward so that you jump out and over the two dumpsters on the top.

up!! - 500

Same as the "Up!" gap but you must jump a bit higher.

freakin' huge hip -

Head straight into the rectangular bowls then go under the crossbar to the small bowls area, go to the first bowl on your right. Now, from this bowl you must jump out and land past the slanted table, which is further than the crossbar! This is extremely hard because you have to jump such a HUGE length! Just keep practicing and hopefully you will eventually do it!

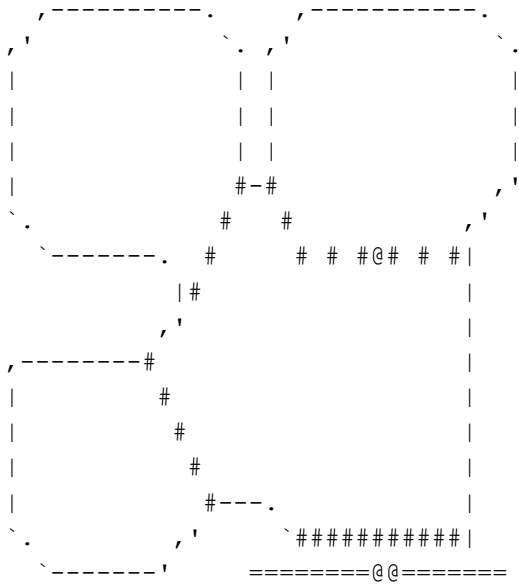
humptey humps!!! - 1000

This is quite a hard gap. Make your way to the bowls area. In the bowls area there are 3 different bowls and they are seperatede by tiny beige

colored curved walls. For this gap you must jump from the one furthest from the crossbar past the hump below the crossbar. This is really hard to explain, but if you cant figure out email me.

< Diagram >

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- # - Humps
- @ - Start
- @@ - Land Here
- = - Crossbar

big mouth gap - 1000

Skate forward until you get to the entrance to the bowls area. The entrance is the the big mouth, so what you have to do is jump the big mouth to get the gap, jump over from one side to the side where the table is.

and away!!! - 1000

Same as the "Up!" and "Up!!" gaps except you have to jump even higher, actually quite high.

=====

GRIND GAPS

=====

rail 2 rail - 50

Turn around from the start and look at the rail-quarterpipe box. To get this gap you must grind from one rail then jump and grind the other black rail.

rail 2 ledge - 250

Go to the area to the right from the start. In this area you must grind the curved black rail in the opposite direction of the funbox. Jump off the end and hold grind (Y) so that you grind on the ledge.

ledge 2 rail - 250

Do the same as the gap right above ("rail 2 ledge") but the other way round, so grind the ledge then grind on the black rail.

the hidden 4 kink! - 500

For this you need to get to the secret area.

To get there go to where the grassy part is. Jump on the grass and knock over the piece of wood holding up the lamp post so that it smashes the wood wall. Jump down the hole.

Once you are there there will be a stairset right in front of you with a kinked rail in the middle. Grind all of this rail for the gap.

dumpster stomp - 1000

Turn left from the start to face the big wall. Get some speed then approach the closest funbox and jump up it and wallride the wall the jump off the wall and grind on the edge of the building. When you get to the end jump off and if you didnt jump early you will be guided to the edge of the dumpster automatically. Grind the edge of the dumpster when you fall on it to get the dumpster stomp.

kink clank - 1000

Go into the quarter pipe area. And once in go into the last quarter pipe rectangle. From the shortest length of the quarter pipes you must hold forward so that you jump out and land on the small 4 set kinked rail. This can be very hard to get the right angle when you jump. Keep trying and you will hopefully get lucky after a while.

kink stomp - 1000

Turn slightly to the left and skate forward until you pass the long dumpster. Turn around to face the big wall. Approach the closest funbox thats on the wall and jump up the funbox then wallride the wall. Jump off the wallride when you're as high as you'll get then grind on the edge of the building. When you get to the end jump off and hopefully if you didnt jump too early you will be guided automatically towards the small kinked black rail below. Grind on the small black kinked rail to get this gap.

crossbar stomp - 1500

This isnt really a stomp gap cos you dont stomp the crossbar, all you do is grind it. To do it approach the crossbar and use one of the quarter pipes near it to launch up to the crossbar and then grind it.

lamp stomp - 2000

All you have to do for this is grind on any lamp post except the one thats on the grass. Use any nearby method of getting high air, so that you can launch yourself up to the lamp, then hold grind and jump off again.

knucklin' futs!!! -

Head straight down into the rectangular bowls, then go into the furthest from the start one. From here face the grassy area. There are a few trees there, and a lamp post in the middle. You have to jump out of this bowl and land in a grind on the lamp post. This is hard because you need just the right amount of speed. Also try to experiment by letting go of the A button at different times.

=====

LIP GAPS

=====

boomin' extension - 250

Skate straight forward and down the very slight slope ahead above the quarter pipe you will see some black speakers, lip trick these speakers to get the gap.

stanky extension - 250

Mkae your way into the bowls area. And in this area there are dumpsters placed at the edges of the bowls, lip trick any of these dumpsters to get this gap.

U.U.A. extension - 250

Make you way to the green arrow that you use in the "Up!" "Up!!"
"And Away!!!" gaps explained above and lip trick the part where you jump up for those gaps to get this lip gap.

=====

OTHER GAPS

=====

wall crawler - 500

For this you need to get to the secret area.
To get there go to where the grassy part is. Jump on the grass and knock over the piece of wood holding up the lamp post so that it smashes the wood wall. Jump down the hole.
Once there go down the stairset and then go either left or right. On either side there is a platform that you can jump up onto with rails going round the edge. Once there follow it until you get to the gap and instead of jumping the gap wallride the wall on the side to get over the gap.

/\/

N Y C I T Y

\\/

=====

AIR GAPS

=====

kick it - 50

Skate straight forward from the beginning and jump from the small wooden kicker on the road in the direction of the other one. You must jump at least past the other ramp.

rock it air - 50

Turn around from the start and enter the park by going through the entrance near you on your right. Once in get speed on the quarter pipe and then when you get

back down jump off the rock and land at least on the path.

pidgeon puddin' gap - 100

Mkae your way to the park where the statue is. Once there use the large brick quarterpipe to get some speed then when you get back down, use the small step to launch yourself up to near the statues head.

ramp 2 park gap - 100

Follow the road straight ahead then turn left at the junction. Follow this road until you get to the wooden ramp. You must use this ramp to launch yourself into the concrete circular bit of the park below and to the left. Use the quarter pipe up against the wall on the other side of the road to gain enuth speed.

awning air - 100

From the start turn right and jump down into the pit with the three massive quarter pipes, and for this gap you must jump from any of the quarter pipes over the awning then land on another quarrter pipe.

over the banks barrier - 100

Make your way to the secret area. Once you get in make your way up the big grey curved bridge thing. Drop off the end and in front of you will be a big concrete block, this is the banks barrier. To get this specific gap you must merely jump over the banks barrier (the concrete block).

take it to the bridge - 150

Make your way to the secret area, and once there go to the right of the grey curved bridge. Here there are quarter pipes against the wall and opposite them are small slopes that will help you jump up onto the bridge. Use the quarter pipes for the speed then jump up and land on the grey curved bridge.

ramp to statue shorty gap -

Follow the road straight ahead then turn left at the junction. Follow this road until you get to the wooden ramp. You must use this ramp to launch yourself into the inner part of the concrete circular bit of the park below and to the left. Use the quarter pipe up against the wall on the other side of the road to gain enuth speed.

pouncer was here - 250

Make your way into the part of the park with a statue and once there jump up high enough on the brick quarter pipe to get this gap.

over the road -

Make your way to the secret area, and once there go to the right of the

grey curved bridge. Here there are quarter pipes against the wall and opposite them are small slopes that will help you jump over the bridge. Use the quarter pipes for the speed then jump up and land past the grey curved bridge.

big air out of the banks -

Make your way to the secret area, and once you are there head to where the wall thats closest to the main part of the level. This wall is one of the ways to get to the secret area. For this gap you must jump from in the secret area and over that wall to land on the road using the grey long ledge thing. You cant touch the wall at all. This is hard because this wall is pretty thick, and the bridge (annoyingly) gets in your way all the time!

pillar air -

Make your way to the secret area, more so, to the end of the secret area. Once you are there, at the top of the slopes that lead up there are pillars. These pillars can actually be used as quarter pipes! For this gap you must jump from one quarter pipe pillar to another one. This isnt too hard once you've sussed it out.

=====
GRIND GAPS
=====

re-rebar - 50

Make your way to the secret area and once there head up the grey curved bridge and once there grind on the left rail then jump off the end of that rail and land in a grind on the other rail.

bench hoppin' - 100

Go into the next entrance to the park on your left from the start. Once their follow the path forward and you will see a bench on your left and right. You must grind one then jump and grind the other bench for this gap.

left side pit rail stomp - 100

From the start head to the pavement on your right and follow it past the two entrances into the pit. Straight after the left side entrance turn right to up a slight slope. Here there will be a rail on your right which is above the pit. Grind this rail then jump down and grind the rail that leads you to the bottom of the pit.

banks spank - 100

Head into the secret area and go all the way to the end of it. Then stay to the top and start heading back to the start of the secret area. On your way start grinding the rail on the right, and you will very soon get to a small gap in the rail. Jump this gap to get the gap.

parking metre gap - 100

you're next in line - 100

Turn around when you start and head into the first entrance on your right. Once in here follow the path then grind the rail on your left jump off near the end then grind on the edge of the counter of the snack stand.

the easy way - 100

Turn around at the start and follow the road right to the end but dont fall off. Once you get to the end turn around and face the rail on your left. You must grind all of this rail to get this gap.

joeys sculpture - 100

From the start turn right and head towards the pit. When you get near to the pit you should see a rail going all the way down to near the bottom. You must jump the small rail and land and grind all of that rail.

right side pit rail stomp - 100

From the start turn right 90 degrees and skate straight into the rail. Then turn right again and skate past the entrance to the pit then turn left afterwards to go up a slight slope. Once you are up the small slope jump on the rail on your left grind and then jump down to the pit trying to land on the rail that goes down the slope to the pit.

Jamies steps - 100

Head towards the secret area and once you are there continue forward through the secret area keepin in the middle until you see a stairset on your left somewhere. Goin down the middle of the stairs is a rail and at the top there is a tiny bit of rail thats aligned with the stairs' rail. You must grind that tiny bit of rail then jump the small gap and grind down the stairs rail.

banks fence gap - 100

Head into the secret area, then head right to the far end of the secret area. Here at teh bottom there are quarter pipes, and at the top up high is a high fence. You must jump off the top of the slope and land in a grind on the fence. Get speed on the quarter pipe first otherwise you will definately not make it.

banks road gap - 100

Go straight from the beginning, and continue straight until you hit the brick wall. Over this brick wall is the secret area. Wallride then jump and grind to get on the edge. Then jump off to the left or right, whichever way is towards the secret area. Once you are on the wall drop into the secret area. Head up the slightly steep slope and then jump over the rail. Now go to the left and grind the rail towards the end of the secret area. When you get to the end of the rail, jump and you should

jump a gap and then grind on the next rail.

rebar to rail gap - 100

Make your way to the secret area and once there head up the grey curved bridge and once there grind on the left rail then jump off the end of that rail and land in a grind on the other rail. Now you must jump from this rail to the rail below on the ground.

ride the rails - 100

For this gap you must have all 5 Subway Tokens in Career Mode, then you should head up the elevator to get up to the subway rails. For this gap you must grind from the station all the way past the curve in the track. One grind on one rail to make sure you get it.

across the pit - 100

For this you must grind across the wall up above the pit at the top of the large quarter pipes. To get there just use your basic sense of direction. However you must grind the whole of it from one side to the other. Also remember you grind from the top of the pit you dont go down into the pit.

corner cut - 100

Follow the road straight then turn left at the junction. Now use the wooden ramp to jump to the right over the railing to land on the path. Easy.

park entrance gap - 100

For this grind the wall on the left of where you start and jump either of the three entrances, there is one in front of where you start, one behind of where you start and the last one is where the wooden ramp is that you use for the corner cut gap above.

grab a snack and sit down - 100

Head into the park and make your way to the snack stand. For this you grind the counter of the snack stand and then jump and grind the bench.

buuurp! now go and skate - 100

Make your way to the snack stand again, its in the park. Now you must grind the blue bench next to the stand, then jump off it and land on the normal rail leading up to the road.

the hard way - 500

Turn around from the start and look at the rail that starts in front of you, its the same rail that you grind in the easy way gap. But this time you must go the other way. The hard thing you have to do is jump off the end after you get the gap with jumping into the abyss, or crashing. Grind all of the rail.

path less travelled -

slam dunk -

sidewalk bomb -

changin' trains - 1000

This is sooo easy for 1000 points. Go up to the subway rails and once there, grind on one of the tracks then jump to the left or right, depending on what track you are grinding on, and then grind the opposite track to get this easy gap.

=====
MANUAL GAPS
=====

the bridge - 250

This is easy, make your way to the park area by going in the next entrance on your left. Now take the first right and start manualing. Now balance yourself until you are over the bridge and you've got the gap.

going down? -

From the start continue forward until you pass the small kickers. Now turn right and cross the road, then immediately turn right again and go up the escalator. When you get to the top turn around and manual all the way down the escalator.

=====
LIP GAPS
=====

phat lip - 100

Head to the part of the park where the statue is. Once you're there go up the brick quarter pipe and lip it to get this gap.

waaaay up there - 100

Jump down into the pit to the right of where you start, when you are down there you will see three massive quarter pipes. To get this gap you must build up lots of speed then head up any of the giant quarter pipes and jump up the top and lip trick the wall that's above them.

=====
OTHER GAPS
=====

banks barrier wallride -

Head to the secret area and go up the grey curved bridge drop off and you should land in front of the banks barrier. If you don't know what it is then it is just a concrete block. Instead of jumping over it all you have to do is

wallride the wall to its right to get over it.

=====
AIR GAPS
=====

VB Skinny Transfer - 100

From the start head straight ahead and grind on the quite high rail and then when you've nearly grinded all the way jump up on to the roof. Now just follow the roof all the way round. Once tyou get to the end of the roof you will drop into a place with a half pipe. Behind this is a halfpipe inside a pit. For this gap you must jump from the halfpipe where you are now into the one behind it. For this specific gap you must jump over the skinny side.

Up! - 100

Table pop - 200

shorty planter pop - 200

cake transfer - 250

west side transfer - 250

wee lil' roof gap - 250

up!! - 250

canyon jump - 250

ledge 9 set - 250

muskas gap - 500

tight landing transfer - 500

big double 5 set - 500

VB! Pit transfer - 500

nice mid sized roof gap - 500

planter pop - 500

roof 2 ramp - 500

and away!!! - 500

VB! Ledge transfer - 500

lil' vent gap - 500

ramp 2 roof - 750

uphill canyon jump - 750

vent 2 roof gap - 750

VB! Huge Transfer!!! - 1000

massive 20 set! - 1000

siiiiick roof gap!!! - 1000

huge roof 2 ramp - 1000

fatty transfer - 1000

big vent gap - 1000

huge ramp 2 roof - 1500

=====

GRIND GAPS

=====

seaside handrail - 200

the venice ledge - 250

bench trippin' - 500

ledge 2 ledge - 500

10 point landing! - 500

the high wire - 1000

'round the horn!!! - 2500

=====
MANUAL GAPS
=====

he could go... - 250

all the way... - 500

candy cane manual - 750

touchdown!!! - 1000

=====
AIR GAPS
=====

over the wall - 10

railing hop - 50

over the bridge - 50

HP to bowl - 100

bowl to HP - 100

bullet bowl hop - 100

over the deck - 100

daaaaay tripper - 100

gimme gap redux - 100

sodee pop gap - 100

cut the corner - 100

high sticker - 100

shoot the gap - 100

no kidding around - 150

stairset - 150

hexbox gap - 150

high jumper - 250

=====

GRIND GAPS

=====

rail secret area key - 50

rail 2 rail - 50

van secret area key - 100

nail the rail - 100

HP to railbox - 100

wave wall minigap - 100

surfing U.S.A. - 100

skatin on the dock of the bay - 100

havin a picnic - 100

extension transfer - 100

big air railing grind - 100

circle the pool - 500

=====

MANUAL GAPS

=====

funbox wheelie - 100

=====

LIP GAPS

=====

bowl lip - 100

HP lip - 100

ride the wave - 100

gully lip - 100

bowl envy - 100

Mr. Small lips - 100

=====

AIR GAPS

=====

easy post ollie - 10

post ollie - 50

statue hop - 50

stair set - 100

up the small step set - 100

bench gap - 100

worlds most obvious gap - 100

phillyside hop - 100

phillyside HP transfer - 250

pillar fight - 250

THPS fountain gap - 500

chillin' on the balcony - 500

=====

GRIND GAPS

=====

track smack - 50

hobo grind - 100

planter transfer - 100

railing to planter - 100

pillar hop - 150

planter double pillar gap - 150

just visiting - 150

short stair - 150

telephone co. gap - 250

funbox transfer - 250

medium stair - 250

grind up dem stairs - 500

awning grind - 500

little corner grind - 500

fly by wire - 500

death from above - 500

train hard - 500

long stair - 500

worlds second most obvious gap - 750

fountain ping! - 750

grind of faith - 1500

=====
MANUAL GAPS
=====

funbox wheelie - 100

flatlands techin' - 500

manual stimulation - 500

rockin' the stairs - 2500

=====
LIP GAPS
=====

phillyside new bowl lip - 100

phillyside HP lip - 100

Phillyside big bowl lip - 100

Phillyside mid bowl lip - 100

=====
AIR GAPS
=====

wussy rollin gap - 50

plat gap - 100

gate gap - 150

launchin on up - 200

launchin the pipe - 300

rollin gap - 300

air toro - 400

big enchilada mama - 600

tight gap - 1000

jumping da humps - 1500

=====
GRIND GAPS
=====

lil wee wussy gap - 1

enjoyin the view - 250

kink - 400

grindin the pipe - 450

dont look down - 500

ramp rail to banana - 500

box to rail - 500

nice friggin ankles - 500

nailin da rail - 500

way to go amigo - 500

ramp rail to rail - 500

takin the high road - 650

rail plat gap - 750

box to banana - 1000

launch to banana - 1000

clenchfest! - 1500

finesse test - 1500

launch to rail - 2000

=====

OTHER GAPS

=====

up to the stands - 50

threading the needle - 2000

way to go gringo!!! - 5000

=====

AIR GAPS

=====

70ft -

80ft -

90ft -

into the heli -

=====

GRIND GAPS

=====

1 potato -

2 potato -

3 potato -

heli grind -

=====

LIP GAPS
=====

whoomah -

=====

AIR GAPS
=====

down 2 tonys island - 50

san dieguito hall 2 sadlands - 50

grassy gap - 50

weak sauce zig gap - 50

weak sauce zag gap - 50

weak sauce wussy snake gap - 50

san dieguito ten set - 100

dropping in on tony - 250

isle of tony 2 sadlands - 300

platform gap - 300

airs hole - 300

big fat grassy gap - 400

house of tony 2 sadlands - 500

san dieguito window 2 sadlands - 500

blowing it out the hole! - 500

sadlands 2 san dieguito hall - 500

the holy crail -

gutter 2 san dieguito roof -

wussy snake gap - 800

sadlands path gap - 800

northwest snake gap - 800

northeast snake gap - 800

up 2 combi - 1000

reverse wussy snake gap - 1000

southern snake gap - 1000

sadlands up 2 isle of tony - 1000

over the dome - 1000

clearing the swings - 1000

jumpin da hub - 1000

tunnel of luvin - 1000

zig gap - 1500

tight landing - 1500

zag gap - 2000

reverse zig gap - 2000

reverse zag gap - 2000

feed me!!! -

pit o doom!!! - 4000

=====

GRIND GAPS

=====

rail 2 snakerun - 50

ramp rail gap - 75

southern intersect sad gap - 200

northern intersect gap - 200

ramp 2 rail - 300

90 degree sadlands rail gap - 300

northern crossover sad gap -

southern crossover sad gap -

chen rail series -

mid intersect sad gap - 350

radramp 2 islands edge - 400

rimrail gap -

90 degree ramp rail gap - 500

fence 2 radramp - 500

san dieguito hall 2 edge - 500

gutter 2 san dieguito roof -

isle of tony 2 edge -

top of da world ma!!! - 700

southern swingrail - 900

northern swingrail - 900

up 2 pipe rail -

kicker 2 rail span - 1500

rail 2 kicker 2 rail 2 bench -

san dieguito roof 2 edge

radramp 2 snakerun - 2000

longrail - 2000

off the roof 2 rail - 2000

bench gap - 2000

swinging the set -

time 2 feed the volcano!!! - 4000

kicker 2 rail - 4000

bench gap series - 5000

=====

OTHER GAPS

=====

woohoooo oh ho yeehee!!! -

cleaning the pipes - 5000

=====

5: S E C R E T A R E A S

=====

THE HANGER

AREA 1 : The first secret area can be accessed by grinding the propeller at the end of the quarter pipe in the first area. Go down the rollin at the start, then go to the right so your right up against the wall. Carry on forward staying against the wall, when your touching the propeller, press Y. Grind all of it, dont jump off, and the wall will smash right where the propeller is. This area is like a big half pipe with a gap. Jump over the entrance for some big points. In career mode it contains some cash icons.

AREA 2 : The second one you must grind the propeller of the chopper in the area with the chopper. At the start go down the rollin then turn left immediately. Use the quarter pipe here to jump through the glass into the area with the chopper. Now jump straight at one of the propellers holding Y to quickly grind all of it, dont jump off, once you grind it all the helicopter will begin to fly away, and the door in this area will open letting you outside. The outdoor area is where you get the Magic Tape in Career Mode. There is one quarter pipe and two ledges to grind on in this area. There is only one gap, which can be obtained by jumping very high on the quarter pipe. ('Its cold up here').

THE SCHOOL II

AREA 1 : From when you start, turn right around the small ramp, and jump onto the rail and grind down to the bottom. Now turn leleft and go up the slope on your right to get into the middle of this area. Go up the quarter pipe to get some speed then go straight and near the end of the ledge look for tyre marks, go over where the tyre marks are so you skate down the ramp and then up the planter and jump to launch yourself up to the ledge above. Do a boneless if you need to, (hold A then press UP twice and let go of A). Once you are on the small rooftop you have to use the small ramp to launch yourself over to the other small rooftop. If you cant jump far enough jump onto the flag poles then grind to the next rooftop. Now jump down into the secret area. This Secret Area contains two cash icons, a 50 and a 100. It also has some stairs, two kickers, a quarter pipe and a few rails. Not to mention some hard gaps.

AREA 2 : The second one isnt as hard bit requires more tries because of timing. To open this area it would be advisable to do it on either Career Mode or Single Session because you will need the timer on screen. From the start wait for a few seconds then start skating. Skate down the corridor to the right of the small kicker. Skate down the corridor, dont grind. Now turn left immediately, grind on the last two platforms on the left. Now your timer should be about 1:43 as you get top the rail. The idea is that you must get the 'Roll Call! Opunsezmee Rail!' grind gap exactly when the bell rings which is approximately 1:41 and half, so you should start grinding at about 1:42 at the top of the rail. Hopefully if you did it right the gym will open. You dont have to get it exact but around that time. To get to the actualy gym you must carry on forward, in between the two buildings. The go on forward up the ramp where there two rails coming from left and right and an awning above the door. The doors shoould be open if you did it right. Dont worry, because you will get it after a while.

MARSEILLES

From the start, skate forward and keep on going until you pass the dumpsters, and then see a grass area. Jump up onto the grass, then look for the lamp-post that is mingled in with the trees, this lamp-post is magnificilantly being held up by a small wooden stick. Skate into the stick while holding X or B to smash it, this will cause the lamp-post to fall, and smash the wall revealing a hole in the ground. Fall into this hole to arrive in the secret area. In this secret area there is a nice fountain which can be jumped over. A quarter pipe, stairs, ramp and numerous rails call this secret area there home. Quite small, but nice.

----- NY CITY -----

AREA 1 : There are two ways to get to this one. If you have gotten the five subway tokens on Career Mode then use Way 1, if not, then use Way 2.

WAY 1 = From the start go forward, and keep going forward until you can go around the phat pillar, go around it and then up the elevator. Once up the elevator, turn around to the right and jump down onto the subway rails. Stay on them until you get past the road below you, and you can see the massive secret area below you. Jump off the subway rails to your right and have a skate around because this is probably teh biggest secret area in the game.

WAY 2 = From the start, go straight past the pillar on your right and keep going until you hit the wall. This is the wall you are going to have to get over. To get over it you will have to wallgrind so make sure you can wallgrind. Go off to one of the sides and approach the wall. Jump at it holding the grind button to wallgrind up it, press [A] to do a wallie and jump up offa it. Now grind on the edge of the wall and then quickly jump over to the left or right, to get over to the other side of the wall. Now you are in the secret area.

This secret is massive as i said before, there are a lot of benches and loadsa rails. Also there are plenty of quarter pipes and slopes. There is a small basketball court and a stair set. There is also some rails overhead, where you get the secret tape in Career Mode.

----- VENICE BEACH -----

There are a few ways to get there, but I'll list the easiest one and the quickest one. The quickest one first: From the start, turn round to your left and grind down the ledge. Now in this area head towards the wall in front of you but to the left slightly. The reason is because there is a thin path going around the building. To get onto the path you must jump out of the area towards the wall leading around the building. Once you jump out skate down the path until you come to the secret area.

The second way, which is longer but easier for first timers: From the start go down the steps and head forward, keep going forward while staying to the left wall and then at the end of the large area turn to the left of the quarter pipe and then grind down the long rail. Once at the bottom skate to the quarter pipe, while holding Up so that you jump over the wall into the Secret Area.

----- SKATESTREET VENTURA -----

Two secret areas this time! :

AREA 1 -> "Van Secret Area"
Head to the giant famous Halfpipe. Around the front of the half pipe, the

coping from the top goes all the way round to join the other coping on the other side. To open up this secret area grind all of that rail and one of the doors to the outside will open up.

AREA 2 -> "Rail Secret Area"

Head to the giant wave quarter pipe. When you are facing it, go to the left side of the wave and grind to the left. When you get to the end of the coping jump and grind on the rail suspended in the air. Grind it all until you get the "Van Secret Area Key" gap.

PHILADELPHIA

To open up the skatepark you will need to head to where the T is from the SKATE goal. So from the start turn left and skate over the giant 4 sided funbox (pyramid?) and then continue forward until you drop down the stairs. Drop down the stairs at the left. Once you drop down the stairs stop and look around. To your left you will see a wire leading to a telephone pole up in the air. You need to grind up two thirds (2/3) of the wire, and it will cause the telephone post to fall into the fence and knock them down opening up the skatepark. So head up the slope with blue rails on either side. Make sure you have some speed and just at the top of the slope, when you get up you will see the telephone wire heading up from a small corner of the railing. Do a boneless to Grind up the telephone wire as fast as you can, and if you're at teh peak of your grind, jump and grind again, to see if it will knock it over, if not just keep trying.

BULLRING

No Secret Areas here!!!

CHOPPER DROP

None here either !!!!!!!!

SKATE HEAVEN

Its only right to have a secret area on the ultimate level. This one is actually a hard one to unlock and I only recently figured it out. Head to Tonys Island. Once there jump up to Tonys Roof. Grind the pole up to the San Dieguito hallway roof. you must grind up it all the way. Once you do this you will "feed the volcano". Now you have limited time to jump into the volcano. The easiest way is to jump off the San Dieguito in the direction opposite Tonys Island. Now start goin up the slightly sloped uphill bit. While your goin up the volcano should be on your left. Once at the top, look for a spot where you can jump into the volcano. You just use the side parts of the now downhill slope you're at to launch yourself into the volcano. Once you succesfully get into the secret area. You should see a sorta tribal pole thing. Once you are bored that is what you jump at when you wanna warp back. There are a few gaps to get in the Secret Area. And the Half Pipe is the coolest Halfpipe ever, local councils in the UK should take note and build some of these in areas across the UK where they are needed. If you dont want us to skate on your precious monuments give us a f**king skatepark to skate at. Its your own fault!!!

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6: R E A L L I F E S K A T E T R I C K T I P S

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Here is a list of some cool skate tricks i can do with directions on how to do them. Get a skateboard and learn them. Sure you'll get hurt, but it'll be worth it in the end, trust me!

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O LL I E

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Ollie is usually the first trick anyone will learn. If you are new to skating it could take you ages to learn so dont give up. It took me a month to get it off perfect pretty high. You should learn the ollie not moving first, then try it rolling.

Get your feet in position with your front foot just past the center of your board and your back foot on the tail leaning on your toes. You must be facing sideways all the way thru the trick, and your feet must be facing sideways as well. Bend your knees and crouch down. Now smack down the tail so it hits the ground hard and fast. This will cause the board to jump up into the air. BUT the board cannot jump into the air if you are in the way so as soon as you pop the board you have to jump up into the air and also slide your front foot up the board, which will cause the board to lift up higher. It also makes the board level out so its horizontal in the air. When you come back down you should have your feet land directly above the trucks. Just practice and you should get it after a while.

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N O L L I E S H U V I T

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This is even easier than the ollie. It is a lot easier while skating along at a good speed. In this trick the board spins 180 underneath you very quickly and you catch again. Remember to stay standing sideways.

For this trick you must have you feet in nollie stance, which is your bad foot on the nose and your good foot (poppin foot) in the center of the board. Instead of popping the board (which is harder) you just shuv your bad foot forward in front of you and shuv you bad foot backwards behind you and the jump a liittle bit, the board should spin 180 and then you have to catch it with your feet and land on the board. Dont think about catching the board, you should just catch the board naturally.

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K I C K F L I P

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Kickflips are not as hard as Pop Shuv-Its but are still very hard to get the hang of, it should take you as long as the ollie in most cases. This is when the board flips underneath you and then you catch it after the flip. When you first try them it seems scary but watch anyone who can do them and you will see that they arent that scary when you can do them.

Put your feet in either ollie position or pop shuv-it position depending what you find easier. Pop the center of the tail and when it touches the ground slide your foot up the board as in an ollie but flick it out to the side flicking

the edge of the nose to make it flip, then after you flicked it bring your front foot back and catch the board to complete the trick. Once you have sussed out the trick it will become easier and easier to you.

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HEEFLIP

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Heelflips are very similar to kickflips and look the same to the unsuspecting eye. But they are different and a lot harder to do. The difference is that you have to make the board flip the opposite way as in the kickflip. When you flip the board you will have to jump up higher because the board flips slower this way and you have to let it complete the flip before you catch it.

Put your feet in the ollie position except let your front foot go a bit over the board at the front side. Pop the tail and drag your front foot up the board and kick the front side of the board (opposite of the kickflip side) to make the board flip, then bring your front foot back above the board and when its finished flipping you smack the board back down.

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POP SHUV IT

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Pop Shuv-its are in fact quite hard tricks even tho they look real easy on Tony Hawks 2. For this trick the board turns a 180 underneath you.

Get your feet into Ollie position except your front foot should be sorta turned in front of you like below.

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The reason your foot is like that is because if it is just normal the board will do a half of a flip and you will wipe out. Push down hard on the tail with your toes, and when you're ready push the tail off the ground behind you and jump high. Hopefully the board will start to spin without flipping, and you can catch it and smack it back down to earth. This trick takes a lot of practice to get right.

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180

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The fronside ollie 180 is another very basic trick. It involves you spinning 180 degrees with your board. Get your feet in just a normal ollie stance but with your front foot further up the board. Near the first bolts.

Pop the tail around like a pop shove it and also turn your shoulders frontside as you pop the tail then turn your legs with the board around to meet your shoulders. You should be at about 90 degrees now. Then turn you and the board the rest of 180 degrees. And make sure to balance your weight evenly otherwise you'll bail. If you find the board to be slipping out from under your feet it is probably because you are not staying right above the board. When the board slips out you might be leaning too far fronside or not enough. Just keep trying and you will start to land it much better.

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VARIAL KICKFLIP

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The Varial Kickflip is the next step from kickflips and heelflips. This trick is

a combination of the Pop Shuv-It and Kickflip. The board does a kickflip and a pop shuv it at the same time. And when you land it this trick looks really cool and will amaze plenty.

Get your feet in the Pop Shuv-It stance. But put your foot on the front side of the tail. Push down hard on the tail then pop it and drag it back behind you, and at the same time drag your foot up the board and flick the nose to make it do the flip. When the board has completed its 180 and flip the hard bit comes. You have to land it which is really hard until you have practiced it loads. Just remember to try and land on the trucks to avoid snappin your board.

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VARIAL HEELFLIP

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A varial heelflip is harder than a varial kickflip, because you have to be able to land heelflips and Backside Pop Shove Its well, which are both pretty hard tricks. Your feet should be set up like a BS pop shove it but your front foot should be in the middle with your toes overhangin quite a lot.

Crouch down and pop and drag the board backside, behind you, and while it starts to rotate around push your front foot out hard to hit the corner of the deck with your heel. Watch out for the griptape side up and then hopefully if you see it you can catch the board and stamp it back to earth.

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INWARD HEELFLIP

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Since i am better at heelflip tricks instead of learning a hardflip i started learning the inward heelflip, which is sorta similar... Set your feet up like an ollie. This trick is a combination of the FS Pop Shuv it and Heelflip. Now if your thinkin to yourself, how can i flip the board by the heel when its comin round FS. The answer is that you kick the board when its already done about half its rotation. Instead of draggin your foot UP the board and kickin it you just kick directly out in front of you.

So set your back foot like a FS Pop Shuv It. Pop and drag your back foot behind you then jump up and kick your foot directly out and front of you. Then pull your foot up and around the board to let it flip out of the way, otherwise you will mess up and bail. Since your foot is kickin dorectly out, your front foot will be in the way, so you have to kinda wrap your foot around the board to dodge it.

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50-50 GRIND

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This trick, apart from the boardslide is the first trick most people will learn. I learnt this first. I still havent gotten round to learnin boardslides, but i will soon. For this you want to start learning on a curb or something small because you have to get the hang of gettin on the obstacle in the right position. Just place your feet in ollie position.

Now approach the obstacle at about a 30 degree angle and pop your board normally like an ollie, try to land with both trucks on the edge with only your wheels hangin off. MAKE SURE YOUR BACK FOOT IS ON THE TAIL! If your back foot is not on the tail when you are on the obstacle you will not ba able to get out of the grind. To get out you must lift the nose and then when your back wheels drop off level the board out, land, then bend your knees to absorb the landin. Once you do that try to ollie off the grind because it looks more stylish.


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7: L E G A L J U N K & C R E D I T S

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COPYRIGHT INFO

Damn, I hate saying this sort of thing, but our world is very greedy, therefore it must be said. This FAQ can not be used for profit at all, not even I am bothered about making money. This means you can't sell it, or publish it in a magazine. Also, you can not put this up on your website without my permission first. I will say yes if you ask, otherwise if you dont ask, I will be very ppeed of and will get angry and sue you, :). I'm a nice guy most of the time, but some of the time I will seriously kick your ass :). Nuff said!

EMAIL GUIDELINES

None, some faq writers seem a bit strict on stuff like this, i couldnt care less what you email me about, you can email me bout anything, your dog, your new skateboard, cd, what your favorite color is. I dont care, even if you send some hate mail to me, i will read it then delete it. I may send back insults to you if your talkin out your ass, but otherwise dont worry bout emailin me!

CREDITS

Well, since its the first release, there aint many credits here, but i'll put down a few names, who I think have helped me.

- ~ Neversoft and Treyarch.....For creating this masterpiece
- ~ Papa Roach, and other artists in the game...For letting the developers use their excellent music which makes playing the game even better
- ~ Limp Bizkit, Papa Roach & Pearl jam, Blink 182, Linkin Park.....For makin great music that I listened to while writing this FAQ
- ~ Sega.....For making a great console, and some hugely original games to go wiv it
- ~ Fantusta.....For the money locations in the bullring

VERSION HISTORY

