

# Tony Hawk's Pro Skater 2 FAQ/Walkthrough

by Coby D

Updated to v1.6 on Nov 8, 2001

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

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Game - Tony Hawk's Pro Skater 2 (GBA)
Developer - Vicarious Visions
Publisher - Activision
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Version - 1.6
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Table Of Contents
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```
Section 1 - Introduction
Section 2 - Version History
Section 3 - Information On The Skaters
Section 4 - General Tips
Section 5 - What Are Gaps?
Section 6 - Level Walkthroughs
    (a) Hanger, Meacham, TX
    (b) School II, Southern California
    (c) Contest 1: Marseille, France
    (d) Warehouse, Troy, NY
    (e) New York City, NY
    (f) Contest 2: Skatestreet, Ventura
Section 7 - Gaps
Section 8 - High Scores
Section 9 - Glitches
Section 10 - FAQ
Section 11 - Legal Information
Section 12 - Credits
Section 13 - Outro
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Section 1 - Introduction
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As you may have guessed this is a guide for THPS 2 (Tony Hawk's Pro Skater 2) on GBA! This is my first ever full game guide and I hope you all like it! In it you should be able to find all the info you need for THPS 2 such as level walkthroughs, help finding the Gaps, Glitches and even a High Scores List! Plus much more! Enjoy!

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Section 2 - Version History
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Version 1.6 - 13th October 2001 - Finished all the Gaps! The Guide is now complete!

Version 1.5 - 12th October 2001 - Just gone 3 Pm! I've just finished the Guide for every single Level! That includes how to do every task and all the Cash Icons. Onto Section

now which is the Gaps :( Oh well!

Version 1.4 - 12th October 2001 - Decided to change the layout a little bit so it looks a little more neat! It'll be easier for people with low resolutions to read it as well because they won't have to keep scrolling right!

Version 1.3 - 10th October 2001 - Finished the whole layout of the guide! Just got to do from Section 6 (c) to Section 14!

Version 1.2 - 9th October 2001 - Finished the School II Walkthrough! I also made a decision to leave the Gaps to last as they are taking longer than I thought they would! I've got them all but its writing how to get them thats the problem! Anyway, more soon hopefully!

Version 1.1 - 3rd October 2001 - Finished the Full Guide for Hanger! Including Cash Icons and Gaps!

Version 1.0 - 2nd October 2001 - Started to make the guide! Finished up to Section 6! Gonna go and get some sleep now though! I'll do some more tomorrow!

=====  
Section 3 - Information On The Skaters  
=====

Tony Hawk

If you meet Hawk, look at his shins. You'll see how much flesh he's 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 modern skateboarding. Tony makes his home in his native SoCal.

Stats

Air - I I I I I I I I  
Hangtime - I I I I I  
Ollie - I I  
Speed - I I I I I I  
Spin - I I I I I I I I I I  
Landing - I I I I I  
Switch - I I I  
Rail Bal - I I I  
Lip Bal - I I I I I I  
Manual - I I I I I

Bob Burnquist

Out of Brazil and onto the winners podium, Bob Burnquist is one of today's 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."

#### Stats

Air - I I I I I I  
Hangtime - I I I I I  
Ollie - I I I I I  
Speed - I I I I I  
Spin - I I I I I  
Landing - I I I  
Switch - I I I I I I I I  
Rail Bal - I I  
Lip Bal - I I I I I I I I  
Manual - I I I I

#### Steve Caballero

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 skateboarding's next generation.

#### Stats

Air - I I I I I I I I  
Hangtime - I I I I I  
Ollie - I I I I I  
Speed - I I I I I I I I  
Spin - I I I  
Landing - I I I I I  
Switch - I I I I I  
Rail Bal - I I I I I I I I  
Lip Bal - I I I I I I  
Manual - I I I I

#### Kareem Campbell

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 vs. West barriers. When he's not skating you can find him chilling with his son, li'l Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest."

#### Stats

Air - I I I I I I I I I I  
Hangtime - I I  
Ollie - I I I I I I I I  
Speed - I I I I I I  
Spin - I I I I I I I I I I  
Landing - I I I I  
Switch - I I I I I I  
Rail Bal - I I I I I I I I  
Lip Bal - I I  
Manual - I I I I I I

#### Rune Glifberg

When Rune was 11 years old a friend brought a skateboard to his home in

Copenhagen, Denmark. Later, a skateboard brought Rune to his new home in Huntington Beach, California (He didn't ride it. He became 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.

#### Stats

Air - I I I I I I I I  
Hangtime - I I I I I I I I  
Ollie - I I I I I  
Speed - I I I I I I I I  
Spin - I I I I I I I I  
Landing - I I I  
Switch - I I I I I  
Rail Bal - I I I I I  
Lip Bal - I I I I I I I I  
Manual - I I I

#### Eric Koston

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 - I I I I I  
Hangtime - I I I  
Ollie - I I I I I I I I I I  
Speed - I I I I I I I I  
Spin - I I I I I I I I  
Landing - I I I I I  
Switch - I I I I I I I I I I  
Rail Bal - I I I I I I I I I I  
Lip Bal - I I I  
Manual - I I I I I I I I

#### Bucky Lasek

Hardened on the East - Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, better known as Bucky, soars to sickening heights above half-pipes - and other skaters. He's equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter.

#### Stats

Air - I I I I I I I I I I  
Hangtime - I I I I I I I I I I  
Ollie - I I I  
Speed - I I I I I I I I I I  
Spin - I I I I I I I I I I  
Landing - I I I  
Switch - I I I I I I I I  
Rail Bal - I I I  
Lip Bal - I I I I I I I I I I  
Manual - I I

Rodney Mullen

Get up, shower, brush and head out and 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.

Stats

Air - II  
Hangtime - II  
Ollie - I I I I I I  
Speed - I I I I I  
Spin - I I I I I I I I  
Landing - II  
Switch - I I I I I I I I  
Rail Bal - I I I I I I I I  
Lip Bal - II  
Manual - I I I I I I I I

Chad Muska

Out of his native Las Vegas and into skateboarding's top magazines and videos - welcome Muska. After lighting it 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 "Muskabeat" Album.

Stats

Air - I I I I  
Hangtime - I I I  
Ollie - I I I I I I I I  
Speed - I I I I I I  
Spin - I I I I  
Landing - I I I I I I I I  
Switch - I I I I I  
Rail Bal - I I I I I I I I  
Lip Bal - I I I  
Manual - I I

Andrew Reynolds

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

Stats

Air - I I I I  
Hangtime - II  
Ollie - I I I I I I I I  
Speed - I I I I  
Spin - I I I I I  
Landing - I I I I I I I I

Switch - I IIII  
Rail Bal - I IIIIIIII  
Lip Bal - I IIII  
Manual - III

Geoff Rowley

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

He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of vegetables. Picture a 360 - flip down 13 stairs - yep, that's Rowley.

Stats

Air - I IIIII  
Hangtime - II  
Ollie - I IIIII  
Speed - I IIII  
Spin - I IIIII  
Landing - I IIII  
Switch - I IIII  
Rail Bal - I IIIIIIII  
Lip Bal - I IIIIIIII  
Manual - III

Elissa Steamer

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 - it's Ft. Myers, Florida native Elissa Steamer. Elissa specialises in sessioning streets and stereotypes. Now living in Los Angeles, California, Elissa skates like you wish you could.

Stats

Air - I IIIII  
Hangtime - I IIII  
Ollie - I IIIII  
Speed - I IIIII  
Spin - I IIIII  
Landing - I IIII  
Switch - I IIIII  
Rail Bal - I IIIII  
Lip Bal - I IIIII  
Manual - I IIIII

Jamie Thomas

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

Stats

Air - IIII  
Hangtime - III  
Ollie - IIIIIII  
Speed - IIIIII  
Spin - IIII  
Landing - IIIIIIII  
Switch - IIII  
Rail Bal - IIIIIII  
Lip Bal - IIII  
Manual - III

=====  
Section 4 - General Tips  
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Riding

You will automatically move in the direction you're facing. For an extra speed boost, hold down the B Button to crouch and gain speed.

Turning

To rotate the direction you face while on the ground, hold the Control Pad Left or the Control Pad Right. You can adjust the speed you rotate by modifying your truck settings in the Skate Shop. Remember - When you press the Control Pad Left or the Control Pad Right, your skater will turn to his or her left or right, not yours!

Braking

Hold the Control Pad Down to slow down. You will slow down and eventually come to a complete stop.

Ollieing

The most basic skateboarding trick, the Ollie consists of kicking the skateboard's tail against the ground while pushing forward with the front foot (this is how skaters perform jumps). To Ollie, press the B Button. The longer the button is held, the higher you will jump.

Ollieing by itself doesn't get you any trick points. There are several variations of Ollieing that will boost the height of your jump and/or earn points, these are the No Comply (tap Up then press the B Button) and the Boneless (tap Up and Up then press the B Button).

Nollie/Fakie Ollie

A Nollie is an Ollie performed on the front of the skateboard rather than the back. To perform a Nollie press the L Button before Ollieing. If you're riding Switch (Press R Button), you will perform a Fakie Ollie instead of a Nollie.

Landing

You've just pulled your best combo ever and you don't wanna bail! Heres how not too!

Line your board up with the ground after your last trick, it should be pointing straight at the ground. If its pointing diagonally or sideways then your gonna bail!

If you get the Big Drop! warning sign then you may be about to break your legs!  
But

to be like Jamie Thomas just hit the B Button before you land!

### Lines

If your trying to get the very hard and annoying Lines then switch on your GBA and don't press anything! After a while a Demo will come on which you show you how to get some of the Lines. Along with this guide you should be able to do them in no time!

### Scoring

Doing a trick for the first time will give you 100% of its full point value. Each subsequent time you pull off that same trick in a level, your score decreases as the table indicates. In Free Play mode, your score for a trick will decrease subsequent times it's pulled off only if the trick's performed during the same trick string

1st	100%
2nd	75%
3rd	50%
4th	25%
5th	10%

Adding spins to your moves introduces a multiplier. With each 180 Spin, your score multiplier goes up. The bigger the multiplier, the bigger the score!

180	1.5x
360	2.0x
540	3.0x
720	4.0x
900	6.0x

Grabs have a base score associated with them, however they can be held for a longer time for additional points. Manuals, Grinds and Lip Tricks can also be held for extra points.

Landing a perfect trick gives you 150% of the trick score, sloppy gives you 75%.

=====  
Section 5 - What Are Gaps?  
=====

There are six types of Gaps in THPS 2. They are:

Air Gaps - These type of Gaps involve you jumping over something, transferring from one thing to another, reaching a certain point in the air or doing a trick over something.

Grind Gaps - These type of Gaps involve you having to grind a Rail, Bench, Planter, Grinding from one thing to another etc. Some can be very easy others can be very hard!

Manual Gaps - These Gaps involve doing a Manual over something or landing in a Manual.  
Quite hard to find but rather easy to finish! Especially with this guide!

Lip Gaps - These Gaps involve doing a Lip Trick on something such as a Halfpipe or Rail.



Easy to find and to complete!

Line Gaps - These are mostly of a very hard nature! I would leave these until you have

got quite use to THPS 2 controls! They require you to use Wallrides, Manuals, Grinds etc all without stopping. If done correct you can get combos of 250,000 +!

Other Gaps - These are usually easy to find and are usually something such as a Wallride!

=====  
Section 6 - Level Walkthrough  
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If you're stuck on any of the Levels then heres where you need to be looking!  
I'm going to tell you where to find every Cash Icon and do every task!

Enjoy!

=====  
(a) Hanger, Meacham, TX  
=====

A Hanger is built to store and service airplanes, but its size, shape and accessories make it a perfect place to start your skating adventure. You'll have plenty of room to get awesome air and echoing grinds. If you can see it, you can skate it. You may just have to figure out a unique way to get you and your board up real high. Who says you need a plane to fly? Practice your Lip Tricks in the Windtunnel.

=====  
High Score - 10,000

This is quite easy once you have learnt the buttons!

A good place to gather points is the Halfpipe and the Windtunnel (To get the Windtunnel open just grind the Propeller near the Halfpipe and the Windtunnel entrance will open near the Chopper).

=====  
Pro Score - 25,000

Getting a little more difficult now!

Just use the same tactics as before and try to mix your tricks up with Manuals and Spins etc!

=====  
Sick Score - 75,000

Quite hard at first but becomes an easy target later on!

Just use same tactics as above!

=====  
Collect S-K-A-T-E  
^^^^^^^^^^^^^^^^

This isn't really too hard and shouldn't pose too much of a problem!

S - At the start of the level just go straight forward and jump the Halfpipe and you should collect S.

K - After collecting the S Ollie up the Quarterpipe thats after the Halfpipe and spin to the left, when you have enough height grind on the lowest rail and you will soon get it!

A - Just jump over the plane in the middle of the level.

T - As you start, if you turn left and Ollie up the Quarterpipe and Transfer into the other Hanger you should get it!

E - Near the Chopper is some Quarterpipes and there is a Gap, if you Transfer over this Gap you should get it!

=====  
Barrel Hunt

This is easy, just skate into the Barrels to knock them over!

1 - After the start of the Level go to the Skaters Left and you will come to the first Barrel!

2 - Head towards the Halfpipe, the 2nd Barrel is in the Halfpipe.

3 - After the start of the Level jump over the Halfpipe and you will see the Barrel there.

4 - After the start of the Level go to your Skaters Left and Ollie up the Quarterpipe and Transfer into the second area of the Hanger, as you land you should see the 4th Barrel!

5 - The final one is at the entrance to the Windtunnel!

=====  
Collect Five Pilot Wings

A little bit harder then collecting SKATE!

1 - The first Pilot Wing can be found on the Propeller at the end of the Halfpipe. Just grind this to get the Pilot Wing

2 - The second on is over the entrance. Just collect a bit of speed and Transfer over it.

3 - The third one is on the black Spine near the Plane. Just Grind this Spine to get the 3rd one!

4 - The fourth one can be found be Ollieing across the wall into the other Hanger!

5 - The last Pilot Wing is suspended over the Wooden Ramp near the Chopper.

=====  
Nosegrind Over The Pipe

This is easy to do!

>From the start just go straight down and as you come up to the Halfpipe hold down the A Button and hold up to do a Nosegrind over the Halfpipe.

=====

## Hit Three Hangtime Gaps

The first two are easy but the 3rd requires a little more speed!

Halfpipe Hangtime Gap - Simply Ollie over the Halfpipe.

Wingtip Hangtime Gap - Simply Ollie over the Plane.

412 Hangtime Gap - See the two Wooden Kicker Ramps at either side of the Chopper?

That's what you gotta Ollie over to get the Hangtime! It requires

quite a bit of speed and you need to Ollie from one Wooden Kicker

to the other.

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## Find The Secret Tape

This is quite well hidden and hard to get if your Stats are not upgraded a little!

Firstly you will need to open up the Windtunnel. This is done by Grinding across the Propeller at the end of the Halfpipe. When you do this it will open up the Windtunnel! The entrance to it is in the second area of the Hanger, by the Chopper! You should see a Blue Arrow, that is the entrance. The Secret Tape is over the exit of the Windtunnel. To get it gain a little speed and Ollie across the exit to grab the Secret Tape!

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## Cash Icons

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50 Bucks - One over the Halfpipe near the Propeller.

50 Bucks - One on the Black Spine near the Plane.

50 Bucks - 1 By the Chopper.

50 Bucks - One on the Choppers Propeller.

50 Bucks - Next to the 4th Pilotwing.

100 Bucks - In the corner of the 2nd Hanger.

100 Bucks - On top of the Rail in the area which the Halfpipe and Plane is in.

100 Bucks - On the highest Rail on the level.

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## (b) The School II, Southern California

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Southern California is known worldwide for the movie business, celebrities, and wild parties. But the population at large has no idea what's going on when the schools are closed and the skaters take over.

You can create some massive sessions on the steps and rails. When nobody's around, a school makes for one burnin' skatepark. Jump to the roof for more areas to trick it up.

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High Score - 20,000

Quite easy to get!

To get this it is best to do one of the following, use the Quartpipes near the beginning of the Level, pull some of your Specials, Grind the Rails and do Manuals at the end to and then carry on and Grind onto the Tables etc to get a lot of points! Or you can open up the Pool by Grinding the Rail on top of TC's Roof!

=====  
Pro Score - 40,000

Little bit harder!

Just use the same tactics as above!

=====  
Sick Score - 100,000

Quite a challenge!

Just use the same tactics as above but you may need to be a little faster unless you have mastered the combos!

=====  
Collect S-K-A-T-E

You ready to go search?

S - At the start of the Level turn to your Right and you will see a Rail, Grind down it and you will collect the S!

K - At the bottom head towards the Quarterpipe and you will see the K above it!

A - Head down from the Quarterpipe and you will see a building, there is a ledge at the opposite side of it. A is on that!

T - After getting the A head south and near the far end of the School is a Quarterpipe, above it is the T!

E - Head over to the two buildings and Grind the Rail on the farthest one to get E!

=====  
Wallride 5 Bells

This is quite a hard challenge!

1 - The first Bell is to the Left of the start. As you go forward, after the Planter turn Left and you see the first Bell on the wall, Wallride it!

2 - After getting that one do an Ollie over the Railing and head forwards past the Picnic Tables and you will eventually see the 2nd Bell!

3 - After getting that one go straight ahead and you will see it on the wall of the building!

4 - After Wallriding that head Left and go towards Bendy's Curb, the 4th Bell is there!

5 - Head back to the Left Side of the main set of Stairs and go towards the building

there, on the far side of it is the 5th and final Bell!

=====

### Collect 5 Hall Passes

Yet another search!

- 1 - One on Bendy's Curb.
- 2 - Inbetween the Quarterpipes near TC's Roof.
- 3 - Inbetween the Gym Rails.
- 4 - Inbetween the Picnic Tables.
- 5 - At the start head forward and Grind the middle Rail on the set of Stairs to grab the 5th and final Hall Pass!

=====

### Kickflip TC's Roof Gap

Quite an easy task!

Can you see the two buildings that are close together near the end of the level? Well they are TC's Buildings. Simply Ollie up either Wooden Kicker and land on the Roof. Then simply Ollie across the Roof and while in the Air press the L Button and Left to perform a Kickflip, now all you've got to do is land on the Roof! Easy when you know how!

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### Grind 3 Roll Call Rails

You ready to practice your Balancing?

Nightmare Rail - To get this one simply grind the Rail on the set of Stairs that are straight ahead from the start!

Gonz Rail - Head down to TC's Buildings and you should see a Wooden Kicker Ramp that leads up to a small set of Stairs, Grind the Rail!

Open Sez TC - Simply Grind the Rail that is on top of TC's Roof! This also opens up a secret area which contains two Cash Icons! The entrance to the Secret Area can be found near the two Gym Rails!

=====

### Find The Secret Tape

Quite an easy one to get in my opinion!

>From the start turn Right and go down the Ramp. You should see a Quarterpipe go up it and pull some tricks to get some much needed speed. After landing go Forward to the Wooden Planks and do a Boneless onto the Roof. On the Roof you should see another Ramp, Boneless of this onto another Roof and land in to the Secret Area. Follow the path around and you eventually see a Wooden Kicker Ramp, Ollie up this to grab the Secret Tape!

=====

### Cash Icons

=====

50 Bucks - Turn Left at the start and go up the Quarterpipe to grab 50 Bucks!

50 Bucks - On the Roof to the Right of where you start!

50 Bucks - In the Pool Room - Read the Grind 3 Roll Call Rails to learn how to open it up!

50 Bucks - Near K.

50 Bucks - On the Roof which you Ollie onto to get the to the Secret Tape Area!

100 Bucks - At the beginning of the Level go forward and when you come to the end of the Planter turn Left and Ollie across the Railing onto the path that is there. Follow that path around and you will come to the 100 Bucks!

100 Bucks - In the Pool Secret Area! You need to do a Lip Trick or Grind on the Highest Extension to get it!

100 Bucks - In the Secret Tape Area. On the Quarterpipe in the corner!

=====

(c) Contest 1: Marseille, France

=====

Marseille is one of the most beautiful cities in a country known worldwide for its marvellous architecture and stunning art. The skatepark in Marseille is known for its huge bowls and endless rails. Once again, if you can see it, you can skate it. We dare you to prove us wrong.

=====

Tactics

Here are some tactics that will help you to get a Gold Medal!

You've got one minute to score as many points as you can! A good place for gaining points is the area just in front of the start point and the Bowls! If you keep the speed up and keep pulling off tricks then you can easily get a Gold Medal!

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Cash Icons

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50 Bucks - At the start turn around 180 and you will see a 50 above the Quarterpipe!

50 Bucks - At the bottom of the set of Stairs called the Lil' 3!

50 Bucks - As the enter the Bowls (down the straight section to the left of the start).

50 Bucks - Inbetween two Rails at the far end of the level!

50 Bucks - On Rail straight ahead at start!

100 Bucks - On the Building's Roof to the Left of the start!

2x100 Bucks - On the Crossbar!

=====

(d) Warehouse, Troy, NY

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The warehouse is just as great fun as ever with rails galore and the giant halfpipe. Grind the high rails for big drops. There may or may not be some new secrets to discover. Go find out!

=====  
High Score - 20,000

This is quite easy to obtain on this level as there are many things to do to gain 20,000!

A good place to Skate is in the Halfpipe! In here you can get a lot of points! Also the Rails are great for Grinding on and then landing in a Manual and pulling off even more tricks!

=====  
Pro Score - 50,000

Just use the same tactics as above!

=====  
Sick Score - 150,000

Just use the same tactics as before but try to add a bit of speed to it so you can get it with ease!

=====  
Collect S-K-A-T-E

S - At the start just Skate straight ahead and you should come to two small Wooden Kicker Ramps, inbetween them is S!

K - After that head Right and go up the Quarterpipe. K is there!

A - Over the Taxi!

T - Over the Halfpipe.

E - At the start turn Left and drop onto the Ledge there. If you go up the Quarterpipe which is on that Ledge you will get E!

=====  
Destroy 5 Crates

Not so hard as the level is small!

1 - Go Left at the start of the Level!

2 - Head towards the Oil Patch to get this one!

3 - On the Nipple! (Thats the bit of the Quarterpipe that sticks out!)

4 - Near the Halfpipe!

5 - Turn Right at the start!

=====  
Collect Five Spray Cans

Another easy task!

- 1 - At the start, Skate Left until you see it hanging above the Quarterpipe!
- 2 - Head Diagonally Right across the Warehouse and you will see it in the corner of the Quarterpipe!
- 3 - After getting the Second Spray Can, head Right and Grind the Rail along the Quarterpipe.
- 4 - Keep going South after grabbing that 3rd one and go up the Quarterpipe at the edge to grab it!
- 5 - Turn around at the start. The 5th and final Spray Can is above that Quarterpipe!

=====

#### 5-0 The Big Rail

This is simple!

Simply head forward at the start and when you come to the Rail with the planks of wood surrounding it Ollie onto it. To do a 5-0 Grind you just need to hold Down on the D-Pad as you press A Button!

=====

#### Hit Three Old Skool Gaps

Not too hard!

Channel Gap - See the Quarterpipes at either side of the start? Transfer from one to the other to get this one!

Kicker Gap - The easiest one to obtain! Simply Ollie across the small Wooden Kicker

Ramps to the Right of the Oil Patch!

Transfer Gap - Ollie across the Nipple.

=====

#### Find The Secret Tape

Not too hard but you need a little speed!

Its on a high Rail just by the Nipple. To get it pull some tricks to get your Special Bar up! When you've done that Ollie up to the highest of the two Rails, Grind it and at the end Ollie and you should hopefully land on another high Rail and grab the Secret Tape!

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#### Cash Icons

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50 Bucks - Go Forward at start and as you start to go down the hill Ollie!

50 Bucks - On the Big Rail!

50 Bucks - On Rail near the Halfpipe!

50 Bucks - Over the Oil Patch, Wallride to get it!

50 Bucks - On Quarterpipe near Oil Patch!



100 Bucks - Turn Right at the start and head towards the other hill. Ollie as you roll down it!

100 Bucks - Over the Halfpipe!

100 Bucks - On the high Rail which you Grind to Ollie across to get the Secret Tape!

=====  
(e) New York City, NY  
=====

The big city is always a terrific place to grind, if you can keep away from the cops. Streets, curbs, and benches are obvious places to skate, but don't overlook what else is there. The thing about a city is that it's built both high and low. There's a lot more surface area to grind that you'd think would fit into a square block. Good grinds are sometimes hidden up high!

=====  
High Score - 50,000

Not so easy!

New York has loads of things for Grinding and pulling massive tricks! These are the places and things I do to get my scores! The Quarterpipe near the Blue Cow is excellent for getting points as if you go high enough you get a Gap (Pouncer Was Here)

this adds a nice bonus to your score! Also there is many things for Grinding on such as Benches, Rails and Walls. If you Grind between those and mix Manuals, Flips and Grabs in then you are certain to gain a huge score!

=====  
Pro Score - 125,000

Just use the same tactics as above!

=====  
Sick Score - 250,000

Just use the same tactics as above!

=====  
Collect S-K-A-T-E

A little difficult!

S - Grind the Wall at the start!

K - Keep Grinding the Wall, or follow it around. and is it changes direction and is against the Quarterpipe, Ollie over to grab the K, Or just go up the Quarterpipe to grab it!

A - On the Bench inside the Park!

T - Grind the Railings inside the Park!

E - Inbetween the two Quarterpipes in the North West area of the Level!

=====  
Ollie The Hydrants

Pretty Easy!

1 - Go Forward at the start of the Level and you will come to the first Hydrant. Simply Ollie over it to make it spurt out water!

2 - After that turn right and go to the end of the Road, get back on the pavement and you should see the 2nd Hydrant! Yet again Ollie over it!

3 - After that one go Forward and you will soon see the last one. Ollie over it!

=====  
Collect Five Subway Tokens

Easy Peasy!

1 - At the start of the Level simply Ollie over the two Wooden Kicker Ramps to get the first one!

2 - Turn Right after that one and Grind the Middle Rail to get the 2nd Subway Token!

3 - Go back up and follow the Road to the Right. Ollie over these two other Wooden Kickers to get another Subway Token!

4 - Now go up the Wooden Ramp and Boneless to get the 4th Subway Token!

5 - Turn Left and Grind across the Bridge to get the final one!

=====  
50-50 Joey's Sculpture

Pretty Easy!

Just turn Right at the start and you see that Black Triangle like Sculpture? Just do a 50-50 down that! To do a 50-50 just press the A Button and no direction!

=====  
Wrangle The Blue Cow

This is one strange task!

Moo Cow - Just Ollie over the one side of the Blue Cow.

Blue Cow - Just Ollie over the other side of the Blue Cow.

Steer Clear - At speed Ollie over the Lip of the base and Grind across the back of the Blue Cow!

=====  
Find The Secret Tape

The hardest thing in the game?? Hmm... Just maybe! This is extremely difficult to get at first but with time it gets easier, not to easier though!

To get it head to the two Wooden Kicker Ramps in the North West part of the Level and Ollie up the one on the left and do a Wallride and a Wallie to get high up! Then Grind across the Rail! Soon you'll come to a neon sign. Ollie off the Rail and Grind on this until you reach some fire escape stairs. Ollie off the neon sign onto these stairs to grab the Secret Tape! Easy huh?!?

=====

Cash Icons

50 Bucks - Near the 2nd Hydrant.

50 Bucks - Inbetween the Benches near the 2nd Hydrant.

50 Bucks - To the Left of Joey's Sculpture. On a Rail.

50 Bucks - To the Left of Joey's Sculpture. On the Quarterpipe.

50 Bucks - Near the Bridge inside the Park. Inbetween the Rail and Bench!

100 Bucks - On Joey's Sculpture.

100 Bucks - Above the Water inside the Park!

100 Bucks - On the Rail which you Grind to get to the Secret Tape.

=====  
(f) Contest 2: Skatestreet, Ventura  
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A terrifically huge skatepark designed by people who love boardsports and dream about pools and pipes. Get huge air if you can plan ahead to build up enough speed. Don't forget to switch to mix up your tricks.

=====  
Tactics  
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Skatestreet has many places for gaining a lot of points! Here are the ones that I prefer to use!

The Halfpipe is awesome for pulling off some phat tricks and you can easily get loads of points! The Bowl to the Right of the start is yet another palce to get massive amounts of points! Also, the Deep Halfpipe and the Wave are excellent as well! You really are spoilt for choice! As usually, mix you tricks with Manuals, Grinds, etc and use Switch to vary your tricks even more!

=====  
Cash Icons  
=====

50 Bucks - In the Bowl!

50 Bucks - 50 Over the Funbox!

50 Bucks - 50 on the Rail if you go Left at start!

50 Bucks - In the Small Halfpipe to the Left of the Level!

100 Bucks - Near the Deep Halfpipe!

100 Bucks - 100 to the Right of the Wave!

100 Bucks - Behind the Halfpipe!

=====  
Section 7 - Gaps  
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Here you can find every Gap for every Level! I've put a lot of effort and time into doing this so I hope you all find it useful!

Hanger, Meacham, TX  
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Air Gaps  
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Wingtip Hangtime - Gain this Gap by Ollieing over the Plane near the start of the Level.

412 Hangtime - This Gap requires a bit of speed! To get it just Ollie over the Chopper, from Wooden Kicker to Wooden Kicker.

Halfpipe Hangtime - Simple, just Ollie over the Halfpipe at the start of the Level!

Air Over The Door - You require a lot of speed for this Gap! To get it you need to head to the area where the E was and Ollie over the entrance to the Windtunnel.

Chopper Hop - This is very easy. Simply jump from one side of the Hanger to the other using the Quarterpipe.

Rollin Gap - This is an easy Gap, just Ollie over the Ramp which you roll down at the start of the Level.

Flyin' High - Go in the Windtunnel and to get the gap and you must Ollie over the exit of it! It requires a lot of speed.

Grind Gaps  
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Rail Guided Missile - The way I did this Gap was by Grinding the middle divider and then Ollieing and landing in a Grind on the Black Spine near the Plane!

Raildrop - This is quite easy! Just Grind on either of the two Rails behind the Halfpipe and landing in a Grind onto the Quarterpipe below.

Bug Light Hopper - You can get this Gap two ways. Either Ollie from the Black Spine to the Wooden Quarterpipe near the Chopper or vice versa.

Halfpipe Grind - This is easy and very obvious. Just Grind one of the six curved Rails that go over the Halfpipe.

Props To Ya - To get this Gap simply Grind the Propeller at the end of the Halfpipe.

412 Grind - To get this Gap just Grind one of the Propellers on the Chopper.

Kamikaze Drop - To get this Gap you will probably need near Perfect Landing Stats or just know when to press A on time! Anyway, to get this Gap you need to Grind the highest Rail in the Level and land in a Grind on the Quarterpipe Below!

No Fly Zone - You need a lot of speed to get this Gap. Grind the highest Rail on the Level and Ollie off and land in a Grind onto the higher of the two Rails on the 1st area of the Hanger!

Manual Gaps  
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Instrument Landing - Just Ollie over the Plane and land in a Manual to get this Gap.

Lip Gaps  
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One Halfpipe Lip - Just go in the Halfpipe and do a Lip Trick on the farthest side of the Halfpipe as you enter.

The Other Halfpipe Lip - Just go in the Halfpipe and do a Lip Trick on the nearest side of the Halfpipe as you enter.

High Steppin' - Just do a Lip Trick on the lowest of the two Rails in the 1st area of the Hanger.

Upwind Lip - To get this Gap open up the Windtunnel and do a Lip Trick on the Right side of the Windtunnel.

Downward Lip - To get this Gap, open up the Windtunnel and do a Lip Trick on the Left of the Windtunnel.

Windtunnel Back Wall - To get this Gap just do a Lip Trick on the Opposite side of the Windtunnel as you enter.

#### Line Gaps

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HP 2 Chopper Line - To get this Gap you will need to be great at Balancing or you could just use Perfect Balance :) You must Wallride over the Halfpipe and then land in a Manual. After that keep going and Ollie onto the Quarterpipe, Grind it and when you get near the Chopper, Ollie off and land in another Manual. Then go up the Wooden Kicker Ramp and Ollie into a Grind on the Chopper's Propeller to complete the Line. Well Done! Wasn't too hard was it? Hee, Hee!

#### Other Gaps

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Blown Away - To get this Gap just Wallride the Fans in the Windtunnel. You must go from one side to the other!

#### School II, Southern California

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#### Air Gaps

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TC's Roof Gap - This Gap is done by doing an Ollie from one Roof to the other. The Roofs which require jumping are the two Buildings in the Lower Right section of the Level!

Table Transfer - This is done by doing an Ollie from one Picnic Table to the other but you can also Grind if you want!

Leap Of Faith - Get this Gap by doing an Ollie over the Railing at the start and landing at the bottom. Jamie Thomas, eat your heart out!

Huge Transfer - Obtain this Gap by doing a Transfer across the two Quarterpipes which are by TC's Buildings.

2 Da Roof - This Gap is done by doing an Ollie from the small Wooden Kicker by the K to the Roof ahead!

Kicked Out Gap - For this Gap you require quite a lot of speed. You've got to Ollie over the Railing by the start to the Thin Ledge and then once again Ollie from the Kicker which is on that Ledge to another Ledge!

Kickin' It - This Gap is obtained by doing an Ollie from one Kicker to the other.  
The Kickers which you are required to Ollie across can be found on  
the Roof to the Right when you start!

Getting Places - Get this Gap by doing an Ollie over the Kicker on the Roof  
(The one which you use to get the Kickin' It Gap) and landing  
on the opposite side of the Roof.

Suicidal Roof Gap - For this Gap you require a bit of speed and good landing  
ability. First get the Kicked Out Gap then when you reach  
the turn Ollie off and land onto TC's Roof!

Ditchin' Class - The way I got this was by Ollieing up the Planter at the  
start and landing on the other side of the Fence.

Class Dismissed - This is hard! You need to Transfer across the Quarterpipes  
which are at the bottom of the Stairs Straight Ahead from the  
start! Or you could use Moon Physics ;)

#### Grind Gaps

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3 Bench Grind - This Gap can be done by Grinding any 3 Benches in a row.  
They are near the K.

Stage Rail 2 Rail - Grind from Rail to Rail on the Stage on which the  
Quarterpipe with K on it is found.

Bendy's Curb - This Gap is found near the Roll Call! Gonz Rail. Simply  
Grind all the way around the Curved Curb.

Gym Rail 2 Rail - Get this Gap by Grinding from one Rail to the other.  
The Rails which you are required to Grind are found  
outside the Gym (Near the Picnic Tables).

Roll Call! Gonz Rail - Get this Gap by Grinding the Rail which is to  
the Left of Bendy's Curb.

Roll Call! Nightmare Rail - This Gap requires quite good Balance!  
You need to Grind the Rail which is straight  
ahead at the start!

Roll Call! Open Sez TC - This Rail is on top of TC's Roof.

Planter 2 Stairs - At the start is a Planter, Grind this and then land in a  
Grind onto the Roll Call! Nightmare Rail!

Curb 2 Planter - Simply Grind along Bendy's Curb and at the end Ollie off  
and land in a Grind on the Planter.

Planter 2 Bench - You need to Grind the Planter near the A and Ollie in a  
Grind to the Bench which is part of the 3 Bench Gap.

Overhang Roof Stomp - You need to use the Rails in front of the Gym and  
Grind up them and Ollie land on the Gym Roof!

#### Manual Gaps

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Bendy's Flat - Just Manual on top of the Flat Area of Bendy's Curb  
and Manual all around it!

2 Wheelin' TC's - Just Manual from one Roof of TC's to the other.

You must Manual at first and also land in a Manual!

### Lip Gaps

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Arch Extension - This Gap is obtained by doing a Lip Trick on the Roof to your Left.

Starting Blocks Extension - In the Pool Room do a Lip Trick on the Starting Blocks.

Lil' Guppy Extension - In the Pool Room, Lip Trick the lowest Diving Board.

Mid Squid Extension - In the Pool Room, Lip Trick the Middle Diving Board.

High Dive Extension - In the Pool Room, Lip Trick the Highest Diving Board.

### Line Gaps

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Planter 2 TC's Line - At the start, Grind the Planter. Then Ollie right and Grind the Rail. When you hit the bottom Ollie Right and Grind the Picnic Table. Transfer Across the Picnic Tables and land in a Grind. Then Ollie off and land in a Manual. Near TC's Buildings is a Small Planter. Ollie up it and land onto TC's Roof!

Steep Rail Line - To the Right of the start, Grind down the Rail. When you hit the end, Ollie in a grind onto the planter. Ollie off and land in a Manual. Go toward the Wall and turn left towards the 3 Benches. Grind down them and get the 3 Bench Grind Gap. Ollie off in a Manual and go toward where the A was. When you reach that area, you have completed the Line.

### Other Gaps

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Rock The Bells! - Simply Wallride any of the 5 Bells!

### Marseille, France

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### Air Gaps

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Over The Lil' 3 - Just Ollie from the Top to the Bottom of the Stairs.

Up The Lil' 3 - Just Ollie up the the Stairs.

Up! - Near the start of the Level when you turn left and head down into a Quarterpipe there is a Dumpster. Opposite of it there is a jump with a Cash Icon on it. Ollie up it slightly to get the Gap.

Up!! - Do the same as above but higher!

And Away!!! - Same as above but this time even higher!

Humpty Humps - In the Bowl Area there is a series of humps. Under the Crossbar there is one as well. You'll need a lot of speed. Ollie from the hump under the Crossbar to the other humps to get it.

Big Mouth - To get this gap just Grind under the Crossbar and Ollie across to the other side.

Box 2 Box Action - To your Left at the start there are two boxes. Ollie from one to the other to get the Gap.

Dumpster Pop - Ollie over a Dumpster long ways to get this Gap.

Shorty Dumpster Pop - Ollie over a Dumpster short ways to obtain this Gap.

2 The Box - A little to your Right from the start there is a Small Box and a Rail close by. Grind the Rail and Ollie to the Box for the Gap.

Over The Crossbar - Simply use the Quarterpipe to get over the Crossbar. Just hold forward to go over it.

Big Ol' Stanky Gap - Near the start of the Level there are two crooked Dumpsters. To their Left is a Quarterpipe. Ollie from it and over one of the Dumpsters to get the Gap.

#### Grind Gaps

^^^^^^^

Rail 2 Rail - Simply Ollie from one Rail to another. The Rails which you are required to Grind are in Top Right area of the Level.

Rail X-ing - If you Grind the Ledge near the Lil' 3 and Ollie over the Lil' 3 and the Rail then you will get the Gap.

Rail 2 Ledge - Use the Curved Rail in the Bottom Left of the Level and Ollie onto the small Ledge to get this Gap.

Ledge 2 Rail - Do the opposite of the above to obtain this Gap.

Around We Go - Just Grind the Curved Rail completely to obtain the Gap.

Ledge 2 Dirt - Use the Ledge from above and Ollie in a Grind to the Dirt ahead.

Dirt 2 Ledge - Do the opposite as above.

Dumpster Stomp - At the Left of the start is two boxes. Ollie up one then Wallride and Grind on the Roof. When you come to the end you should turn a little and when you land on the Dumpster Grind it to get the Gap.

Dumpster Flank - Right near the start there is a Rail to the Right of a Dumpster. Grind the Rail and Ollie to the Dumpster and land on it in a Grind to obtain the Gap.

Rail 2 Dirt - Just Grind the Rail next to the Dirt and then Ollie to the Dirt to get the Gap.

Dirt 2 Rail - Just do the opposite as above.

Crossbar Stomp - Just Grind on the Crossbar.

#### Lip Gaps

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U.U.A Extension - Just Lip Trick the Ledge used for the Up! Up!! And Away!!! Gaps.

Stanky Extension - Lip Trick the Dumpster opposite the Up! Up!! And Away!!! Gaps.



## Line Gaps

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La Marseillaise - You will more then likely need Perfect Balance for this because it is one massive

Line. Start it off by Ollieing up the Box to the Left and Wallride onto the Roof.

Grind it and Ollie off it to land in a Grind onto the Dumpster. Ollie of it and land

in a Manual. Carry on doing a Manual and when you come to the Rail, Ollie up and land in a Grind. At the end Ollie off it and land in another Manual and turn Left.

You will come to another Rail. Grind this and at the end Ollie off and land in yet

another Manual. Ollie up onto the next Rail and Ollie off at the end and land in a Manual. You should now have the Gap!

Bonapark - Do the same as above, but don't Grind the last Rail. Instead Ollie from the 2nd to last

one to the Bowl and Grind it. When you see the Dumpster Ollie off the Bowl and land in

a Manual. Don't Grind the Dumpster but instead go to the Dirt and Ollie into a Grind on

it. Keep Grinding it till the end and then Ollie onto the Ledge and Ollie again onto the

Curved Rail. Grind this then Ollie over to the Box. Congratulations!

## Warehouse, Troy, NY

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## Air Gaps

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Old School!!! Kicker Gap - Near the Oil Patch there are 2 Wooden Kickers. Simply Ollie from one to

the other.

Old School!!! Channel Gap - At the start just Transfer from one Quarterpipe to the other across

the Hill which you rolled down at the start!

Old School!!! Transfer - At the Back of the Level is a Quarterpipe. In the Middle of it is a Nipple.

Ollie over it to get the Gap.

Taxi Gap - Near the Halfpipe you can find a Taxi. Simply Ollie out of the Halfpipe and over the

Taxi.

Taxi 2 Ledge - Using the Taxi as a Kicker, Ollie over it and land on the Ledge by the Halfpipe.

## Grind Gaps

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Holy %?#! - To get this Gap you need very good Balance! Grind the Quarterpipe all the way around

get this Gap!

Bodega Grind - See the Quarterpipes that are near each other at the start? You

need to Grind the

top of these in a row to get this Gap.

Big Rail - Just Grind the Rail in the Middle of the Level!

Transistion Grind Remix - This Gap can be done two ways. You can Ollie over the Halfpipe and land

on the Rail or you can do an Ollie from inside the Halfpipe.

High Rail - On the side of the Halfpipe opposite of the start are two Rails on the Wall. Grind the

full length of the highest Rail.

Monster Grind - Do this by Grinding the highest of the two Rails and landing on the Quarterpipe

below. Keep Grinding until you get to the Halfpipe.

Manual Gaps

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Truck Dipping - This Gap is rather annoying. You must Manual over the longest part of the Oil

Patch. I do this by Ollieing into the Oil Patch and then landing in a Manual.

Lip Gaps

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Da One Rail Stall - Simply Lip Trick the lower of the two Rails.

Da Other Rail Stall - Simply Lip Trick the higher of the two Rails.

New York City, NY

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Air Gaps

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Kick It - At the Start is two Kickers. Just Ollie from one to the other to get the Gap.

Cool Breeze Gap - Simply do an Ollie over the gap in the Bridge.

Blue Cow - Ollie over the Blue Cow to get this Gap.

Pouncer Was Here - Near the Cow is a Quarterpipe. Ollie up this and if you reach a certain height

you will get the Gap!

Mow Cow - Ollie over the Blue Cow the opposite way to which you did before!

Goin' Downtown - Near the 2nd Hydrant is a Quarterpipe. Simply Ollie up this and Transfer to the

one below it.

Ho-Hum - Near the 3rd Hydrant and where you find the E you will see two large grey Quarterpipes.

Transfer from one to the other to get the Gap!

Grind Gaps

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Cool Breeze Grind - Just Grind the part of the Bridge that is not broken.

Bench Hoppin' - Simply Grind one Bench and then Ollie off and land in another Grind onto another

Bench.

Joey's Sculpture - Turn Right at the start and you will see a black triangle like Sculpture. That is

Joey's Sculpture. Simply Ollie over the Railing and do a 50-50 Grind down it.

Park Entrance Gap - At the start Ollie up onto the Wall which is to your Left. Grind it and when

you come to the Gap Ollie over it and land in a Grind to get the Gap.

Plank Gap - Like the above Gap but go to where the two large grey Quarterpipes can be found

and Ollie over the Gap in the Wall there.

Barhoppin' - Obtain this Gap by Grinding the Middle Rail (where you find the 2nd Subway Token)

and Transferring onto one of the diagonal Rails.

Steer Clear - Simply Grind the Blue Cow.

To The Pipe - To get this Ollie up the Wooden Kicker which you use to get the Secret Tape and

Wallride until you get to the Metal Pipe. Grind it.

Don't Wet Your Pants - In the Park is some water. By it is a Bench. Grind it and Ollie off and land

in a Grind onto the Railing by the water.

Rail 2 Bricks - Turn Left at the start and go into the Park. You will see a Rail to your Right.

Grind it and Ollie off and land in a Grind onto the Bricks.

Erutplucs Syeoj - Sounds weird doesn't it? Well its just Joey's Sculpture backwards! Just Grind up

Joey's Sculpture to get the Gap.

Parking Violation - This Gap is obtained by Grinding the Curb to the Right of the start and Ollieing

over each Parking Meter.

Yank Deez - Just Grind the Neon Sign which you Grind to get to the Secret Tape.

Manual Gaps

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Bridge Interrupted - As you come to the Bridge go into a Manual and as you come to the hole Ollie

over it and land in a Manual.

Walk The Plank - Simply Manual up the Wooden Plank which is in the North West part of the Level.

Lip Gaps

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Phat Lip - Simply do a Lip Trick on the Quarterpipe near the Blue Cow.

## Line Gaps

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Walk In The Park - For this I recommend you use Perfect Balance!  
From the start Ollie up onto the Wall which is to your Left and  
Grind it all the way around until you come near the Wooden Plank. At this point  
Ollie off and go Left and land in a Grind onto the Rail. At the end of this  
Ollie off to the Right and Grind the Bench, then Ollie off that onto the Railing by  
the water.  
At the end of that Rail Ollie off and land in a Grind onto the  
Bench.

Manhattan Sky Line - If you have already got the Secret Tap you will have this Gap.  
But heres how

to do it anyway!  
To get it head to the two Wooden Kicker Ramps in the North  
West part of the Level and Ollie up the one on the left and do a Wallride  
and a Wallie to get high up! Then Grind across the Rail! Soon you'll come  
to a neon sign. Ollie off the Rail and Grind on this until you reach  
some fire escape stairs. Ollie off the neon sign onto these stairs to get  
the Gap!

## Skatestreet. Ventura

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## Air Gaps

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Halfpipe To Bowl - To get this Gap just Transfer from the Halfpipe to the Bowl.

Bowl To Halfpipe - Just do the opposite to the above.

High Sticker - Head to the Deep Halfpipe and when you reach the a certain height  
you will get the Gap.

Gimme Gap Redux - Head to the Small Halfpipe and Transfer from one side to the  
other.

Stairset - Ollie down the Stairs which are connected to the Halfpipe.

Hexbox Gap - Simply Ollie over the Hexbox which is to the Right when you roll down  
at the start.

Over The Deck - Go Forward at the start and you will come to the Deck. It has a  
Rail at the top and three large Steps. Just Ollie over this to get the Gap.

One Ez Gap - Close to the Small Halfpipe you can find two small Quarterpipes.  
Simply Transfer from one to the other to get the Gap.

Another Ez Gap - In the Small Halfpipe there is a small Gap in it. Ollie over it  
to get the Gap.

Goin In Deep - Near the Deep Halfpipe is a Quarterpipe. Use that to Transfer into the Deep

Halfpipe and get the Gap.

Short And Sweet - Simply Transfer over the Quarterpipe you used above.

Corner Cut - Ahead of the Deep Halfpipe is a Humper Box and a Rail on the Wall. Go up the Hill

leading to those but about halfway up do a Boneless to your Left and if you land on the

Pavement you will get the Gap.

High Jumper - See the mini Quarterpipe at the front of the Halfpipe? Simply Ollie up that and as

do it you should go over the Crossbar that goes across the Halfpipe.

Grind Gaps

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Circle The Pool - Go in the Bowl and all you have to do is Grind around it once to get the Gap.

Surfin' USA - Head to the Wave and Grind it all from Left to Right or vice versa.

Wave Wall Mini Gap - Grind the Wave from Left to Right and at the end drop off and land in a

Grind on the Quarterpipe below.

Rail To Rail - To the Right of the start is two Rails. Simply Grind one and Ollie onto the other.

Get Around - Straight ahead from the start is a Curved Path. Grind it all the way around.

Short Rail Stomp - Grind halfway down the Stairs which are down the side of the Halfpipe and Ollie

off and land in a Grind onto the Rail which is on the ground.

Hard Angle - In front of the Bowl is a small Rail. Grind it and as you come to the end you need to

Ollie of and land in a Grind on the one which goes the opposite direction.

Kicker To Rail - In the Bottom Corner of the Level is a Wooden kicker and a Rail on the Ground.

Simply go up the Wooden Kicker and land in a Grind onto the Rail.

Big Air Rail Grind - On the Halfpipe simply Grind the Rail all the way around.

Manual Gaps

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Funbox Wheelie - Just Manual over the Hexbox to get the Gap.

Humper - See the Hump on top of the Hill near the Deep Halfpipe? Manual over it to get the Gap.

Lip Gaps

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Bowl Lip - Simply do a Lip Trick in the Bowl.

Halfpipe Lip - Simply do a Lip Trick in the Halfpipe.

Ride The Wave - Just do a Lip Trick on the Wave.

Mr Small Lips - Do a Lip Trick on the Small Halfpipe.

Line Gaps

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Wave To Deep Halfpipe - Start this Line off by Grinding the Wave from Left to Right.  
At the end

comes to an drop off and land in a Grind onto the Quarterpipe. When it  
end Ollie off and do a Wallride and Wallie onto the Rail.  
Grind this and at the end Ollie off and land in a Manual. Then go up the  
Quarterpipe to the Right of the Deep Halfpipe and Ollie into the Deep Halfpipe!

Twin Rails To Halfpipe - To the Right of the Bowl is two Rails. Grind one and then  
Transfer to the

other. At the end Ollie off and land in a Manual. Go Left and  
Grind the Rail that is on it's own. At the end Manual again and Grind the  
Quarterpipe. Ollie off it and land in a Grind on the Rail on  
the ground.  
At the end Ollie off and land in a Manual and go up the  
Quarterpipe which is against the Wall! You done it!

Rooftops, Boston

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Air Gaps

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Roof To Roof - Just Ollie from one Roof to the other.

Top Of The World - On the Left Roof is a Quarterpipe in the corner. Ollie up it  
and if you reach

a certain height you will get the Gap.

Schmock Gap - In front of the start are two Quarterpipes. Just Transfer from one  
to the other.

Grind Gaps

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Live Wire - One the Left Roof there is a small Wire. Grind it to get the Gap.

Rail To Ledge - Behind the start point is a Rail on top of a Quarterpipe. Grind  
the Rail towards

the other Roof and at the end Ollie off and land in a Grind on the  
edge of the Roof.

Zucker Hop - To the Right of the start is a Glass Window. Ollie off it and Grind  
the Rail on top of

the Quarterpipes to get the Gap.

Don't Look Down - Simply Grind all the Rail which is on top of the Quarterpipes.

It's Big - You must Grind along the edge of the Roof from Left to Right or vice  
versa.

## Manual Gaps

^^^^^^^^^^

Don't Try This At Home - Manual along the edge of the Roof, including the corners!

Insane Landing - Do the Roof 2 Roof Gap but land in a Manual.

Wheel Over There - On the 2nd Roof is a Box on the Left side. Just Manual over it to get the Gap.

## Lip Gaps

^^^^^^^

5+ V Extension - On the 2nd Roof is a Quarterpipe. If you get enough height you will see a Rail.

Lip Trick it!

## Line Gaps

^^^^^^^^

Beantown Line - To the Left of the start is a Quarterpipe with a Rail on it. Grind that Rail all the

way around to the other side so that you get the Don't Look Down Gap.

Then,

Ollie diagonally towards the other Roof and land in a Manual. Then, go

to the

close Quarterpipe and Grind the Rail on top towards the Wire. Grind up

the

Wire and then Ollie into a Grind to the Left. Keep Grinding

until you get the Gap!

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## Section 8 - High Scores

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Have you got a Sick Score which you think should be here? Then send it in! Just E-Mail me

(cobyd@btinternet.com) with the following information

- Your Name.
- E-Mail Address.
- The Skater whom you used to gain the High Score.
- What Level you achieved it on.
- And The Score!

And be honest, don't cheat, there really is no point, just be honest otherwise it will spoil it for other, honest people! Thanks!

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## Section 9 - Glitches

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None at the moment but if you have seen one then e-mail it to me (cobyd@btinternet.com) so I can check it out and post it here!

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## Section 10 - FAQ

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One question at the moment but if you have one just e-mail me (cobyd@btinternet.com) and I'll e-mail you back as well as update this Game Guide with the question!  
Cheers!

Question - What do you get for gaining all Gaps?

Answer - For getting every Gap on the normal Levels you get Mindy and for getting them all on

every Level including Boston you get Spiderman!

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Section 11 - Legal Information  
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This Game Guide should only appear on:

[www.gamefaqs.com](http://www.gamefaqs.com)

[www.gameboyadvance.com](http://www.gameboyadvance.com) (Forums)

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Section 12 - Credits  
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Nintendo - For making the Game Boy Advance!

Vicarious Visions - For making this beast of a game!

Activision - For Publishing it!

Neversoft/Greymatter - For developing the originals on the Playstation, PC/Mac, Dreamcast etc!

Edge Of Reality - For developing the N64 Version, while not the best version :( its still good!

GameFaq.com - For hosting this Game Guide and other ones of mine! Great site!

Me - For having the patience to actually finish the guide!

You - For reading it!

This will be updated accordingly with peoples names who help me out!

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Section 13 - Outro  
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Finally! My first ever Full Game Guide Completed! Im surprised you read this far down! Hope

it helped you out in whatever way you needed! If you have any comments, suggestions, cheats,

glitches, high scores or anything to do with this Game Guide then feel free to e-mail me!

[cobyd@btinternet.com](mailto:cobyd@btinternet.com)

Peace out!

Coby D (Jamie Hitchmough)  
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