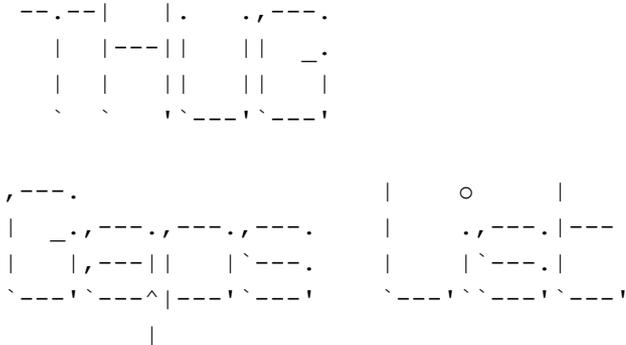


Tony Hawk's Underground Gaps List

by GValko

Updated to v3.0 on Sep 2, 2004

This walkthrough was originally written for Tony Hawk's Underground on the GC, but the walkthrough is still applicable to the PS2 version of the game.



a long short FAQ by GValko
(logo goes to Eric Schroeder)

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ABBREVIATION AND TERMINOLOGY NOTES+ HELPFUL HINTS

If it has Manual, Lip, Grind, Air, Spine, transfer types will not be listed, since its obvious.

R2R means ramp to ramp.

Reverse means if you have to go "Rail 2 Ledge", then do the same thing as "Ledge 2 Rail" just in...well reverse.

"B/T" is shorthand for "between". Yes, I've gotten some emails about it.

I tend to list landmarks for references in the gap locations. I have given up on people knowing what I'm talking about, so I will list landmarks to know.

Many gaps contain some hint on how they're gotten. They contain the objects needed (e.g. Rail 2 Ledge), or the area they need to be in. Try hunting around the level for places where you can get it.

Several gaps are only gotten by beating a specific career mode goal. I suggest playing through Career Mode and getting all goals, at least once, to get a lot of gaps done, as well as unlocking cheats that can make this experience easier.

For many massive airs, you need to build up alot of speed. Try skitching vehicles to build up your speed. If there is no vehicle easilly ready, use the Moon Gravity cheat.

When going around a level in career mode, you may see other skaters pulling off tricks. Try following their lines. They will occasionally pull off gaps.

That being said...

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Version History:

11.04.03- Beta version 1.0, All gap names except for Vancouver, Moscow, and HTH, only Jersey and Hangar are completed fully.
11.05- Alpha 1.1 Finished working out most gaps in Vancouver (2 left) and all the gaps in San Diego. Finished: Manhattan, Slam City, Tampa Bay, San Diego, Venice Beach, Hotter Than Hell, School 2, and Hawaii. Over 250 gaps added today.
11.07- Its done, ant errors or corrections email me and I'll make the fix.
12.29- I decided to clarify some gaps I've had emails on.
01.16- THIS FAQ IS NOT PERMITTED ON CHEATCODECENTRAL! Dave A. will probably remove this section, but I told DEave not to list my guide on CCC.
06.27, 06.28_ SInce I'm finally out of grade school
(forever), I'm going to
just fix a bunch of errors that I know I've had, bu never cared enough to fix.
>_>

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 - j) School 2
 - k) Venice Beach
 - l) The Hanger
3. Final Notes, Stats, and Contact info.

(*) denotes areas that are incomplete at this time. It may range from all but 1 goal to all goals.

```
=====
|      1. Introduction      |
=====
```

I'm not going to rave on about how much I love this game. I just do.

Gaps are one of the funniest things to do in this game. They are also essential, you may build a line around a particular gap. They add to your multiplier and raw score for a combo. Some of them are blatantly obvious, others are "WHAT THE F*** WAS NEVERSOFT THINKING! <random strings of expletives>"

I'm writing this list as I get these gaps, but as I write this, I'm about done with 9/12 levels.

I'm also adding the THPS2 levels, despite there being a perfectly good FREE guide at IGN(!) for the 3 THPS2 levels that lists all the gaps. (Well except for one, but if you played 2, you know where it is)

I'm going to list almost all of the ones for first 5 levels, Slam City and the last 3. I may not update this for a week, because of college admissions and a pesky project, but it should be complete quickly.

```
=====
|           2. GAPS LIST           |
=====
```

Example:

```
# on list. <Name> <TYPE>
Instructions
```

These are going in the order they appear on the in-game list

NEW JERSEY

LANDMARKS:

None that aren't blatantly obvious.
However the sewer area is the one where you have to work with Eric on spinning.
(By the clinic)

Secret Tape: Under the bridge on a walkway.
Hidden level is in the train station, on hospital side.

1. On The Pipe Again (GRIND)
Grind the long pipe on Elm Street

2. Factory Rail Lip
By the train station, lip the rail over the furthest quarterpipe.

3. Hidden Factory Lip
Cross the bridge, and climb the ladder that's on the left behind the metal barrier. Lip the pool that you climb to.

4. Hotfoot! (grind)
On the ground level of the factory, transfer b/t any 2 rails.

5. Low House Lip
In the make shift halfpipe in the center, lip the lower roof of either house.

6. On The High Wire (grind)

Use a kicker to get on a telephone line

7. Rail2Rail (grind)

Transfer a grind b/t 2 rails.

8. Barrier (grind)

Coming from the sewers, grind the last wall before the playground, jump, and grind the concrete barrier.

9. Bench Hop (grind)

Grind on 2 benches in the train station

10. Clinic Hop (grind)

Transfer a grind between the clinic's perimeter wall, and a wall across the street.

11. Crazy Train Spine

Must be done for "Jersey Spine Trickspot" goal

12. Grind Over Sewer

Grind in the drainage area over the back wall, ollie over the sewer and continue to grind.

13. High House Lip

Same as Low House Lip, just go higher an lip.

14. Low House Shuffle

Grind the last porch on the left of Elm Street (heading to the burnt house) and transfer to the grind to the wall running perpendicular

15. On The Gutter (grind)

Grind a gutter on the right side of Elm Street.

16. Playground Spine

Spine between a quarter and the pool in the playground

17. Spine Over Sewer

SHould be completed for "Eric's Challenge" goal.

18. TOMBSTONE (lip)

Lip the top level of the open air structure by Headstone Harry's.

19. Tri-Level Transfer (Grind)

Transfer between any of the three 3 ledges on the factory. Use the bumps to jump a level.

20. Vert Over Sewer

Like Spine Over Sewer, except go ramp to ramp.

21. Get Around To It (grind)

Complete a lap of the traffic circle closest to the bridge by the train station.

22. Spining Down The House

Spine from the roof of the green house to the wodden qurter below.

23. Arson Investigation (lip)

Lip the telephone wire above the burnt down house. Its difficult. Try to approach from the left side of the qp to get it.

24. Conditioned Response (lip)

Lip the air conditioner in the make-shift half pipe.

25. Crooked Factory Spine

Spine to the factory from the "Hidden Factory Lip" bowl

26. Ridin' High On Hog (grind)

Grind one arch jump and continue grinding on the other arch of the bridge.

27-30 Train Transfers (air)

Air over a track on one side of the track level of that station. Repeat for all 4 gaps.

31. Transferring The House (air)

Air between the green house and the one next to it.

32. Raised The Roof (air)

Jump from the make-shift halfpipe to the top of the green house.

33. Cleared The Bridge (air)

Clear the bridge to clear chapter 3

34. You earned that \$5

Complete "Walk Charles" goal

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MANHATTAN:

LANDMARKS:

Some of these places are introduced by the opening Manhattan movie, but still...

Metro Center: Its the big glass building by the harbor.

78 Water- This is the building that has all the benches, lights, and glass panels.

(Brooklyn) Banks- This is the red brick area that's slightly below level with the street.

Cash Building- This is the building you get in by delivering the nuts.

Memorial- This is the set of curved ledges and pool by the harbor.

Secret Tape: Climb ladder by Metro Center Sign/Ticker

1. Morph Lip

By the Banks, near Radio City, spine into a pool on top of a building. Lip the billboard.

2. Bench Hop (grind)

Transfer a grind b/t two benches @ 78 Waterstreet

3. Caught In The Act (grind)

Lets put it this way. Grind these objects in order.

anchor->lines above subway station->fire escape

JCS points out to me that you don't need the anchor, just the power lines->fire escape.

4. Craven Moorhead (grind)

Alright, revised this a little bit. Get to the 2nd floor of the Cash building.

Now see where you would normally break open the wall to go up to 3rd floor?
Simply start a grind, and hop that gap past that section of wall.

5. Credit Check (lip)

Lip the really high "CASH" sign that is a quarterpipe.

6. Hittin' The Pipe

Use a quarter by the parked cars in the Banks, to grind on a wire, and well...grind the pipe...ahhhhh...

Thanks to JCS for pointing out my lack of mentioning the quarter.

7. Ledge Hop

Easy grind. Transfer grinds b/t two ledges in the memorial.

8. Light 'Em Up

Grind a lightpost. Easiest done in 78 Waterst. grind the bench that angels up and grind the lightpost across.

9. Off Cars (grind)

Grind on parked Banks to a grind on the ledge by the wall.

10. On Break

Grind and grind two separate washer carts in a combo. Try getting this with "Alley Gap"

11. On Cars

Reverse Off Cars.

12. Rail Hop

Transfer from one rail grind to another.

13. Wire Hop

This is a little hard. Grind the telephone wire by Pyramid ledges, heading to Banks and ollie and grind the wire crossing the street.

14. Across The Street

Grind The Metro Center's glass to a grind across the street in 78 Water.

15. Alley Gap

Ok. By the memorial, see the billboards? Remember the Golden Arches one's position.

Climb the ladder by the scaffolding, and find the ladder heading to the roof. Get to the upper level.

Grind the billboard, and try to land in a grind on the window washer's cart. Do it and get the gap.

16. Around We Go

Use the elevator on the 3rd Floor of the Cash Building and get into the VIP lounge.

Grind the "U" so you are angled to jump the kicker at the end. Land in a grind on the top loop, and hold it.

17-18. Bench 2 Ledge (or 2 Rail)

Do I really need to explain these?

19. Can I Please Have Some Shoes (grind)

Follow the fun grinding instructions!

Bench->anchor->>wires above subway

For the NY Pro Goal, you should have to do this anyway.

20. Chase Hop (grind)

Get the "Wire 2 Ledge" and go Ledge 2 Awning.

And if you didn't notice, the cash Logo bears resemblance to the Chase Banks logo.

21. For The Workers (grind)

In the construction, use the kicker to jump into a grind on the blue walkway on the scaffolding.

22. Fountain Hop (grind)

In 78 Water, come from the harbor. Follow the outside wall on the inside, and grind it. Make the jump over the water and into a grind.

23. Freeway Stall

By the anchor, use the bowl to lip the freeway.

24. Get Me Outta Here! (lip)

Hard one. In the banks, head for the B-Ball court. Lip the white wall using the quarter below.

Now Jump and lip the wire above. It'll take several tries to find the right place.

25. Ghost Dog!! (air)

On the roofs in "Alley Gap", R2R from low to high.

26. Human Fly

This is fun. Starting by the Banks near the harbor, skitch a car heading to the end of the banks.

Let go before it makes a turn, and using the concrete barrier by the cops, launch and grind the window washer on Radio City Music Hall

27. Javits Gap

At the Metro, grind the blue rail and then the glass to get this.

28. Junk In Da Trunk!

Grind all the parked cars in the bank.

29-30. Ledge 2 Bench (or 2 Rail)

'nuff said.

31. Market Crash (Grind)

Jump out the third floor of the Cash building into a grind on the Memorial Planter. It's easiest to grind the ledge that runs by the wall and then jump out of the window.

32. No Train For You! (Manual)

Manual down and up a subway station.

33. Out The Window

As Market Crash, but aim for the waterfall ledges in the litte park above the memorial.

34. Pyramid Jump (grind)

Use the ledges as kickers to get up to the scaffolding or brick ledge. Use the streetside faces. The pyramid ledges are the ones by McDonald's, that are shaped like pyramids wiht tops cut off.

35-36. Rail 2 Bench (or 2 Ledge)

mmm...Reverses...

37. Shall I Push The Button (grind)

Grind all the ropes/chains from the anchor to the ticket place. Grind on the flags to keep the it going. NO MANUALS! The ticket place somehow became a Chinese place in my mind. (Probably due to the Chinese guy's goal over here, and me originally doing this thing in 3 days). Sorry if I confused you.

38. Some Assembly Required (grind)

In 78 Water, use the ledge by the construction as a kicker to grind on the orange and white POLES that lead to the barrier.

Not the barrier itself, the sawhorse pieces.

39. Wire 2 Ledge

By 78 Water, coming from the Science Institute, to Banks, use the kicker to get on the wires.

Transfer to a grind on the Cash bulding ledge.

40. Back And Fourth (grind)

Do a slow grind on the anchor, so you just keep going back and forth without jumping off.

41. Bling Bling!!

This is almost the exact as Market Crash and "Out The Window". So get to the Cash Building's 2nd floor.

Grind the ledge and then jump out the window towards Radio City Music Hall.

There's a ledge in front of the Cash Building
that's your target.

Its on the street that runs from Sceince to Banks

42. Look Out Below

Like Alley Gap, but try to drop on the Memorial ledges.

43. To The Banks!

Grind the guardrail by the memorial (concrete barrier with the rail on top) and land in a grind on the Banks barrier.

44. Extreme Stall (lip)

Ready? Get Set...GO!

Skitch a car heading from Banks to Metro along Docks. Before the turn by Metro, release, go down ramp and lip the window washer's cart. Its a B*itch.

45. High Lip

Lip the ledge bythe Science Insitute.

46. Mike Valley (air)

Alright, this a fairly easy one. Skate over to the banks, and all you need to do is use the red "hills" as a kicker and ollie close to the subway.

47. Waterfront Grind

Grind the wire that goes from the bowl by the anchor to the bowl on the other side of the level.

48. Who's Your Daddy?

Skitch a car heading to the construction site. Use the kicker to launch onto the steet by the docks.

49. Bust'N Out (air)

Jump out of a window in the Cash Building.

50. Going The Distance (grind)

Grind the freeway from the anchor to the Banks.

TAMPA BAY

Landmarks:

SPoT= Skate Park of Tampa

, its the Skatepark in the middle of the level

There are several areas in it, so I'll do some explaining.

Comp(etition) area is the place where you do best the "Best Trick"/Street Competition. Its in the bigger building.

The roof is accessible by ladder. You need to get up there to do a goal.

Most of the buildings you need are identified in goals.

Bro Bowl is the snake run bowl in the park near Wet Beaver's

Wet Beaver is the rental shop by the lake.

Hidden tape: Climb the wire heading to the glass buildings from the drycleaners. Drop into the little gap between pools.

1. Bench Hop

Transfer grind between 2 benches.

2. Ledge Hop

Transfer grind between 2 ledges.

3. Picnic Pop

Transfer grind b/t the picnic tables by Bro Bowl.

4. Pipe 2 Pipe

Transfer a grind b/t two pipes in SPoT.

5. Pipe 2 Rail

In the SPoT Comp area, grind a pipe and transfer grind to a railing leading down.

6. Planter Pop

Transfer a grind b/t two planters.

7. Rack Up (grind)

Heading to Strip Club by SPoT, Grind the bike racks to land on the higher pipe.

8. Rail 2 Pipe

Reverse Pipe 2 Rail

9. Rail Hop

Transfer a grind b/t two rails.

10. Rail Up

This is done immediately after pulling off "Ride 2 Rail". Wallride the wall and ollie to, and then grind the higher pipe.

Yes, this is the correct procedure, STOP EMAILING ME ABOUT IT!!!

11. Wet Beaver (air)

Air over the rollin by the boat shack

12+13. Bank Break-In(and Out)

Spine the quarterpipes in front of the bank, and then go back out the same way.

14. Bart's Chili (Air)
Spine over the boat shack, when the boat is docked behind it.
15. Bart's Sausage Melt (Air)
Air over the strip club lower entrance
16. Blue 10
Grind the blue rail by the drawbridge.
17. Chapin Gap
Ollie over the hill that leads down to the boat shack.
18. Cheese'N Eggs (air)
In the outdoor area of SPoT, spine over the fence. (Its behind the halfpipe)
19. D'Amato Lip
Lip the D'Amato building. Its the one that says "D'Amato" on it. >_O
20. Fine Art Appreciation (grind)
Grind that yellow thing by D'Amato's.
21. Inspector Ledge
Grind the ledge below the drycleaners.
22. Ledge 2 Rail
Grind the ledges in the park leading to the water. Jump onto the rail.
23. Over The Bank
In SPoT Comp street, Olly over the banked area.
24. Pipe Lip Gap
Lip a pipe on the ceiling of SPoT
25. Porterhouse T-Bone and Eggs (air)
Use the mound on the sidewalk to acid drop into the Bro Bowl.
- 26+27. Power Down (and Up)
Using the fence by SPoT going to the Strip Club, use the kink to get on the power lines. Then, using the power lines, drop onto the same fence.
28. Rail 2 Ledge
Now grind the rail (which drops off by the boat shack) the other direction back to the ledges.
29. Ride 2 Pipe
Wallride and grind the redpipe on the side with the sign grind.
30. Ride 2 Rail
This si a sourice of trouble for me. After getting Ride 2 Pipe, ollie and wallride and grind the rail above you.
31. Rob's Patty Melt Plate (air)
Ollie over the giant stair case by the west parking garage.
32. SPoT Bowl Transfer
In non-comp SPoT transfer from a quarter to the bowl.
33. SPoT Channel
In SPoT Comp, same side as Over The Bank, R2R over the little channel.

34. SPoT Sign Grind

Ride 2 Pipe 2 Sign

35. Waterway Grind

Ok, b/t the Secret Tape building, and Tower, there's a quarter. Caveman out on top of it. Grind the white rail.

36. Waterway Manual

Now manual this passage.

37. Wilt's Soup Of The Day (air)

Go ramp 2 ramp over the parking garage entrance.

38. Wire 2 Wire (grind)

On the power lines, jump from one wire to the other wire.

39. Alex's Iced Tea (BIG AIR)

Get used to this one. Spine from the buildings you got the Secret Tape from, to the street.

40. Big SPoT Channel

Ok back in SPoT Comp opp. side of SPoT Lil' Channel. Launch from the big quarter to the one parallel that forms a mini vert with the one by the bleachers.

41. Bro Bowl Grind

Complete "Bowl Grind" Goal

42. Cheesesteak Omlette (Grind)

Back to the bowls near the secret tape. Now grind the wire that leads behind to the circular tower. Grind it baby.

43. Chopsteak Dinner (air)

On top of the skybridge, spine back into the bank's second level.

44. Gaping Wallride

In SPoT comp. Get up to the pipe ring on the ceiling. Make sure your grind is heading so you can make the transfer by the wall that has the doors to outside. When you get to the entrance, ollie wallride wallie back into a grind on the other ring. You can't grind the straight one in the middle for it to count.

45. Johnny's Chicken Melt (Grind)

Get to the top of SPoT, cross to the second building, and then use the gray ledge to get into the bank. Continue to get on the skybridge.

46. Pecan Waffle (Grind)

Get on the D'Amoto building, Caveman grind the traffic light on the other side of the road.

47. SPoT Wire Bridge (grind)

Grind a wire that runs from both the SPoT buildings. Very simple.

48. Wallplant Combo

Gotten by doing the "Wallplant Combo" goal.

SAN DIEGO

Most of these are mirrors. Do it one way, then go back the other way to get another gap.

R2R= Ramp 2 Ramp.
High/Big-Going from high to low.
Low/Lil'-Going from low to high.

LANDMARKS:

Horseman-this is a statue near the entrance to the theater.
Big Organ Theater- This is the colossal complex located just beyond the Horseman/Bell building area.
Bell Building- This is the central building in the urban area of the level.

Secret Tape: Wait for the demo. Go up the rollin on the left side onto the upper level, and collect it.

1. Bank to High Bar (grind)
Must be done to complete Chapter 13.

2. Channel Planter R2R High
In the area you start in, skate to the street. Look left. You gotta R2R over the water, from the high side.

3. Lofty Grind!
Grind a high ledge by launching from a quarter.

4. 9 1/2 point landing (grind)
Hey...Nice Spear! -> grind on curb by purple statue

5. Balcony Hopping! (grind)
Transfer a grin b/t two balconies. They should be near the Bell Tower.

6. Lip The Lights!
Lip the light ring when the demo is set up.

7. Lofty Lip
Don't grind. Lip a ledge instead.

8. Rail 2 Rail
Transfer a grind b/t 2 rails.

9. Concrete VS. Metal (grind)
From the tunnel, grind the metal rail and jump to the concrete planter on the other side.

10. Hey...Nice Spear! (grind)
Grind The Horseman's spear

11. 10 Point Landing!
Ok. Spine up to the atruium (* below)
t-towers, q-quarter, H-Horseman, b-Bell building

| b |
t|q |H| q|*|
=====ROAD=====

Grind the high ledge heading towards the Horseman. You'll go to a wire.

Now land on the purple statue.

12. Big Ledge Hop (grind)

Transfer a grind b/t the two ledges in front of the museum.

13. Big Rail 2 Rail

Transfer a grind b/t 2 green rails that are high up. Look at the Atrium.

14. Channel Planter R2R Low

Reverse of of Channel Planter R2R High

15. East Exit R2R

R2R over the doors you see as you skate outta the Museum area.

16. Flag Flyin' (grind)

Powerlines->line of flags

17. Founder's R2R East Lil'

18. Founder's R2R West Lil'

This is the area that is the one that you did the East Exit on, just the courtyard inside.

Do the transfers from the higher ledges.

19. High Wire Act

Grind the wire for 10 Point landing, getting on by using the Horseman's quarter.

20. North Side Bell R2R

The Bell Building. On the museum side of it, R2R over the wall by the fountain.

21. Over The Horse! (Air)

Spine over the Horseman

22. Sawhorse Gap!

Complete "Rooftop Technician" Goal

23. South Side Bell R2R

Same side, but R2R the wall by the Horseman

24. Theatre Arm R2R West High

Ok non-secret tape arm of the theater. Skate away from the main building, and R2R the lower one in the theatre proper.

25. West Exit R2R

Skate staright through the tunnel. Go straight to the R2R setup. R2R over the magic enter this and die level boundary.

26. Theatre Stairs East R2R

27. Theatre Stairs West R2R

R2R over the stairs that lead up to the ampitheater. They're near the Horseman.

28. Big Organ Side Stage R2R High

Non-secret Tape arm of Theater. Skate to the big building, and air to the bottom left quarter.

29. Down The Horse's Spine!(air)

Acid Drop the statue from the second story of the building facing it. You gotta do it to get the special trick slot for this level.

30. Founders' R2R East Big

31. Founders' R2R West Big
Reverse of Founders Lil'. Start low, go high.

32. Over The 20 Set (air)
Ollie the Museum's stair set w/o touching any of them.

33. Rooftop Arch Manual
Manual b/t the bell building's arches.

34. Steeple Lip!

These are the little pointy things on the top of the end of the arms of the theater. Lip 'em. It has to be the tippy top of the steeple, or else you will get Lofty Lip.

35. Theatre Arm R2R West Low

36. Tower Jump

Acid Drop from one of the two towers near the Horseman. There's a ladder going up top.

37. West Exit R2R Loose

Instead of West Exit R2R go off the one by the Skateshop to the further one.

38. Atrium Gap!

Air over the upper levels of the atrium. You need to do this to complete "Air Over The Atrium" Goal.

39. Big Organ Side Stage R2R Low

Reverse Big Organ Side Stage R2R. This one is hard. I really suggest turning on moon gravity for this.

HAWAII

Hidden Level: Jump in the Tiki on the far side of the level.

Secret Tape. Grind down one of the wires from the Big Surf hotel.

LANDMARKS

Wallows is the area that you need to spine the qp by the truck to get into.

Trinket Plaza is the giant plaza in the center of the level.

1. Bench Hop

Transfer a grind b/t 2 benches

2. Bowl Transfer

Spine transfer between the pools at the Big Surf

3. Breakwater Hop

Grind around all the break waters/ledges in the ocean.

4. Chainlink Transfer

In the mini-skatepark by the freeway, somehow spine over it.

5. Ledge Hop

Grind transfer b/t 2 ledges. Try the entrance of the Big Surf

6. Planter Pop

Grind transfer b/t two planters. Try near Off The Walls

7. Rail Hop

Transfer a grind b/t two rails.

8. 88 Bowl

Third Wallows Gap

9. Air Bowl

First Wallows Gap

10. Awning Hop

Transfer grind the awnings of the Pink Palace

11. Banyan Tree Grind

Grind the branch of the tree in the cage by the Pink Palace.

12. Bench 2 Rail

O_O O_o O_O O_o

Nothing to see here. Its GODDAMN SIMPLE!

13. Big Tree Transfer

Spine over the Tree in the Trinket Palace

14. Branch 2 Branch

THIS IS THE HARDEST GAP AND MOST MISLEADING TITLE IN THE GAME!

Just try to grind the entire length of the branches of the Banyan tree in the Trinket plaza. If you find the correct branch, you'll get the gap.

15. Grab a Branch

Lip a branch. Try the one above the quarter next to the gypsy. Since many people don't know what a gypsy is, try the qp on the right side of the Trinket Palace.

16. Kayak Hop (grind)

Grind the volleyball net and jump onto the kayaks and complete the grind.

17. Park and Ride Pop

Grind the rail above the wavy roof hotel, and transfer it to one of the bus huts on the playground.

18. Rail 2 Bench

o_o O_O o_o O_O

!ELPMIS NMADDOG stI .ereh ees ot gnihtON

19. Surf's Up

Grind both sets of surfboards on the beach in one combo.

20. Tube Bowl

Second Wallows Gap

21. Wavy Roof Gap

Grind the ledge by the bus hut and use the kink to get a grind on the wavy roof.

22. Welcome To Wallows (Air)

Where the pickup truck is, spine the halfpipe in the deadend to get to Wallows

23. Big Surf Suicide!

On the Big Surf Roof, spine down to the ground by the Pink Palace

24. High Lip

Lip the high non-roof ledge on the Big Surf.

25. Kalakaua Ave Gap (air)

Get some speed, and use the kicker to get to the roof of the wavy-roof building

26. Nuthin' But Net

Start a grind on a ledge on the Big Surf (try 2nd level) and transfer the grind onto the volleyball net.

27. Off The Walls Manual

Manual one length of the Off The Walls area.

28. Off The Walls Manual Rewind

Go one length, get the gap, then go back in the same combo.

29. Off The Walls Transfer

R2R the concrete barrier to an Off The Walls quarter.

30. Pink Pad Manual

Manual the Pink Palace's walkway to the right of the entrance.

31. Pink Place Entrance (air)

R2R over the PP entrance.

32. Pink Roof Transfer

R2R to the roof of the entrance.

33. Planter Grind

Hold a grind around the yellow planter in front of the Big Surf.

34. Pool Drop

Acid Drop from the roof of the Big Surf into the pool below

35-38. Ludicrous Spine Transfers.

These are done in the "Hawaii Huge Spine Transfer" goal

39. High Wire

From the bowl in the Pink Palace roof, find the wire that runs to the street. Grind it. You need to grind it for the "High Lines" goal.

40. Holy Hotel Gap!

Launch from the Big Surf Roof to the Pink Place roof

41. Wallows 3 Bowl Combo

Get all 3 wallows bowl in 1 combo.

VANCOUVER

LANDMARKS:

Skate City is the stadium thing.

Hotel (Goodmount) is the hotel you're staying in. There are several levels.

1- is the lobby

2- is the hotel rooms. You can get here by just using a qp on the sides of the hotel with domes.

3- is the

roof. Use a qp in the hotel rooms to get up to here. (There are 2 sets of roofs, please note)

Hockey rink is below ground

Hawk statue is the weird statue near the bowl by the hockey rink.

Courthouse is the giant complex with all the pools. There's a walkway leading up to it.

Secret Tape: Over one of the glass domes. Skitch, and use the pagoda to gain the necessary height and speed to get it.

Note on pools. Directions from facing Court from Hotel. These ones are on the highest level of the court.

1. 1500 Georgia Banks Rail

This is the building on the opposite side of Slam City. Grind the rail locate in the waterfall.

2. Golden Rail

Grind "The Goodmount" sign that goes to the 1500 GA

3. Slam City Wire

Get to the second highest ledge on the hotel heading to Slam City and grind the wire that goes around it.

4. Top Loop

Grind around the second level of the hotel. DO NOT use the kickers. Instead grind out the other way w/ the tables. When you enter a new room, ollie right and catch the tables again.

5. Offwire

Grind The Slam City Wire and jump to the handrail that goes around the second level.

6-9. SJ 2 (something)

Grind the handrail and ollie and grind on whichever object it calls for on the street.

10. SJ Rail 2 Rail

Grind the curb next to the building on the second floor. Jump to the handrail.

11-12. Out Of Hotel Across Street 2 Truck

Grind the pagoda's right side. Jump into the hotel, and ollie right onto the curved rail.

Land in a grind, ollie out window and grind on the truck by Slam City.

13. Beak Rail

Grind the hawk's beak near the hockey rink

14. Claw Rail

Grind the hawk statue base.

15. Court Pool (grind)

Grind the middle pool by the courthouse

16. Hawkbowl Rail

Grind the blue rail behind the Hawk Statue

17. Hawkbowl Transfer

Use the diagram below. | | is the statue. are the planters. Use the quarters

to Hip transfer into the bowl.



18. Hawkwing Transfer (air)

By the Hawk statue, use the quarters that border it and land in a grind on the wings.

Use the left or right and transfer to the middle (and grind)

19. Hotel Goodmount Front.

Grind the big awning. Easiest to get up, then Caveman grind the sign.

20. IN (grind)

Grind the dome from the outer-most ledge. Ollie through the doors into grind on the black ledge.

21. Judge Pool

Leftmost pool

22. Ledge Hop (grind)

Grind jump and grind both ledges on the Museum.

23. Museum Drop (air)

Get to the roof of the museum. Head to the front, and spine the quarter to the ground.

24. OUT

Reverse "IN"

25. Over The Dome (air)

Using the concrete kickers and air over the dome to the otherside.

26. Pagoda Transfer (air)

Spine the glass pagodas, and jump off the higher level.

27. Plaza Pool

Grind the lowest level pool.

28. Rail Hop (grind)

On the pedestrian bridge byt the court, grind one rail and jump to the other.

29. Round Fountain (air)

Jump over the fountain by hawkbowl.

30. Superior Pool

Rightmost pool

31. Superior Small Rail

Grind the court pool, ollie, grind the small edge of the planter.

32. Superior Staircase rail

As above, but aim for the longer edge.

33. Then Up To Slam City (grind)

This is continued from "Out Of Hotel Accross Street 2 Truck"
Simply ollie off the truck onto the handrail.

34. Triple Transfer

Behind the Hawkowl, there are 3 quarters. R2R over the middle one.

35. Walkway Rail

Grind the entire ledge from the courthouse to Slam City. It goes under the purple flags.

36. Wing Rail

Grind the wings of the Hawk Staute

37-39. BC Transfers

Gotta get done for the "Vnacouver Spine Transfer Challenge" Goal

40. Front Desk Manual

Jump through a window by the front desk, manual, and jump out on the otherside.

41. High Hotel Drop (grind)

Using the kickers in the second floor, grind out the windows, and land in a grind on the dome.

42. Hotel 2 Dome

43. Hotel 2 Superior Court

Well, I'll eliminate my overly complex explanation.

Get to the top floor of the Hotel on either side. Grind the balcony off the black rail.

For Dome land on the pagoda

For Court land on the bank by the court area.

44-46. Superior Spines

Spine between all the bowls. Also, if you want Adio shoe deal, you gotta do these

47. THROUGH

If you do "IN" and "OUT" on the same combo, you'll get THROUGH.

48. Through Hotel High (grind)

Like "Out The Hotel" except hold the grind and jump on the otger pagoda.
h

49. 2nd Floor Spine

In one of the second floor rooms, using the quarter, jump out the roof and spine to the ground.

50. Garden Spine

Spine one of the planters near the courthouse to the hill below.

51. Goodmount Transfer(air)

R2R over the Goodmount box sign.

52. High Lip

Lip the quarterpipes you needed to hawkwing transfer

53. Plaza Spine

Reverse of Garden Spine

54. Ramp Transfer

"Triple Transfer" but you only need to R2R adjacent ones.

55-56. Hockey Scores

Knock the puck into a goal and grind while it says "GOAL!"

Do it for both goals.

SLAM CITY

LANDMARKS:

No real landmarks, the level's pretty small. However there are 2 comp areas: street and vert.

Vert is the halfpipe, street is pretty much everything else. I may refer to each area as that way.

SECTION "" is just a way to check where you are. You can get to the top of most of the sections through doors, though not all.

Secret Tape: Grind the light rig and break through the monitor.

1. Billboard Hip

Hip Transfer by the Slam City Billboard

2. Brick Wall

Grind the brick wall in street.

3. Ho Brah! Dass DJ Qbert!!

Grind the DJ's table. He's by the street judges. It also changes the track you play.

4. Ledge Hop

In street, grind ollie and grind the blue boxes.

5. Rail Hop

If you skate from the Billboard, there is a rail on a funbox. Grind it and the one right ahead of it. (ollie)

6-10. Sections A-E (grind)

Grind down the rails after you go through the doors leading upstairs.

11. Section F (grind)

You gotta hop off in the right place, b/c no door leads here. Its two sections to the right of D.

12. Side Jump'n (grind)

Grind one of the funboxes that has a few ledges and transfer b/t the ledges once.

13. Sponsored

Grind the rail behind the billboard and ollie and grind on the green fence

14. Tall Hip

Hip the Quarter that has the "VANS" logo. The really tall one (duh).

15. Turntable Hip

Hip over DJ Qbert

16. Double Side Jump

Do "Side Jump'n" and do it one more time. Best to be going slow.

17. Drop Manual

Grind one of the red rails, drop and manual over the big funbox that leads by sections A and B.

18. Glass Hop (grind)

Carry a grind on the glass barrier, and hop over any gaps in it. (try by Section C)

19. Glass On The Side (grind)

When the glass makes a sharp turn, ollie the way you need to continue it.

20. Into The Big Halfpipe

Reverse of Outta the Halfpipe

21. Jesse's Grind

Grind the Stretchers behind the rollin for the Vert Pipe.

22. Light Rig Lip

Lip the light rig. Best done in half pipe

23. Outta Big Halfpipe

Build up some speed, and SPine out of the Vert Pipe. If you're in the right place you'll transfer to a quarter in the street area.

24. Across The Floor Manual

Manual down the bumpy floor, all the way to the white rails on the other side of the street area.

25. Impressn' The Judges Transfer (air)

R2R over the bumpy/wavy floor that you go down for #24

26. Impress'n The Judges Manual

Manual in front of the street judges table

27. Speaker Lip

Lip one of the speakers over the Vert Pipe

MOSCOW

Glad I'm a nice guy. This level has the most gaps and the most vaguely named.

Hidden Level: Near Lenin's Tomb, jump through the left-center window of the building near the dome.

(Where it bulges out. Jump through the one just left of center.) Its the 5th formthe left.

Secret Tape: Its floating around St. Basil's (The Pointy thing.) Jump around for a little while. You'll get it.

GUM Building-This is the building you start near (the one with the security cameras

Lenin's Statue is in Red Square. It's the guy on the horse.

Lenin's tomb is the giant cyclopean structure made of black and white stone.

St. Basil is the church with the domed multi-colored spires.

1. Elisey's Tour

Lenin's Statue, grind the U-shaped bench onto the planter.

2. Arch Transfer

Spine over the arch b/t the GUM building and Statue Plaza.

3. Ledge Hop

Grind transfer between 2 ledges.

4. Middle Level Lip

Grind the second level lip of the GUM.

5. Necropolis Grind

Grind the black ledge behind Lenin's tomb.

6. Over The Stairs

R2R over the steps by Lenin's tomb.

7. Planter 2 Stairs

In the Statue plaza, grind from a Planter 2 stairs.

8. Rail Hop

Transfer a grind b/t 2 rails. Its evil, but you have to jump from the solitary spire in the plaza to the fence outside of it. (The one you have to grin the upper levels of GUM to launch into Basil)

9. Andrew's Photo Op

Lip the pipe by the armory.

10. Anton's Transfer

Transfer over the staircase leading down to the armory.

11. Basil 2 Stairs

Transfer a grind from St. Basil to the semi circle steps around the spire.

12. Big Red Lip

Lip the big red wall.

13. Bleachers to Lenin

Transfer a grind b/t the bleachers to Lenin's tomb. Doing this on the highest level yields "Gettin' High On Lenin"

14. Blind Drop

Spine transfer b/t the dome on the roofs to the alleyway near the Statue. Use the statue as a guide to line yourself up.

15. Blocked Alley

R2R over the alley that is blocked by barriers. Its by the GUM building.

16. Break On Through

Get ready? Get set go. Break the window by Lenin's tomb that leads by the Secret Level. Next thing to do is simple. Wallride Lenin's tomb, jump into a grind on the ledge, and grind down the staircase out of the building.

17. Bridge Cross Over

Transfer b/t the 2 edges of the bridge by Statue plaza.

18. Cannon Air

R2R over a cannon.

19. Catherine The Grind

I need to do a diagram.

w=walkway, h=halfpipe, x=transfer grind here.

```

|w| | _      _ | |w|
|w| | / \    / \ | |w|
|w| |_| |__| |_| |w| <----St. Basil's Cathedral/Pointy Thing
|w| x          |w|
|w|_|          |_|w|

```

```

|hhhhh||hhhh|
|hhhhh||hhhh| <-----Halfpipe that you did all the lip tricks in.
|hhhhh||hhhh|

```

Grind from the left pipe's left lip, and transfer a grind to the roof, and then hop onto the ledge right in front of you.

20. Christ's Air

Yay. Christ Air this one for kudos. Grind from the graysih hotel, w/o gold spires and Launch to the roof of the other church. Take theRight rail if you want to initiate NO F&%ING WAY!

21. Church 2 Church

Where the cracked bell is. Use the ledge above to transfer to the other church. In grind of course.

22. Church Lip

Lip the church that is in the center of the plaza with the churches, communications and Parliament buildings.

23. Communication Lip

Lip the communications building.

24. Confounded Bridge

R2R over the bridge near the armory.

25. Control The Media Control The Minds

Spine over the booth on the communications building.

26. Crazy Ivan

Instead of hopping to a grind right in front of you in Catherine the grind, aim for the part of Basil's that looks like this:

w=walkway, h=halfpipe, ^=transfer grind here.

```

|w| | _      _ | |w|
|w| | / \    / \ | |w|
|w| |_| |__| |_| |w| <----St. Basil's Cathedral/Pointy Thing
|w| ^          |w|
|w|_|          |_|w|

```

```

|hhhhh||hhhh|
|hhhhh||hhhh| <-----Halfpipe that you did all the lip tricks in.
|hhhhh||hhhh|

```

27. Criss-Cross Crash

Get "Towering" and as you come around, jump over the gap in b/t the roofs on that church. Land in a grind on the rails.

28. Domed

Spine into the Parliament dome.

29. Double Drainage

By the GUM building, transfer a grind between the two pipes over the arch.

30. F&%KING

After NO, grind the next set of scaffolding on the adjacent building.

31. For The Mother Land

Grind the 3 tanks near Lenin's tomb in a combo.

32. Govt. Bomb

Grind the Parliament building's roof so you head for the center church, and use the kink at the end to land a grind on the planter next to the stairs.

33. GUM Dropped

Get to the top of the GUM building, grinding toward the statue plaza. Ollie off at the end and grind the highest planter. This is a toughie.

34. GUMed Up

Use the little arches on the ledges of the GUM building to go up a level.

35. Illumination Grind

Grind the Christmas lights starting on the wall and heading towards Lenin's tomb.

36. Kick Me 2 Church

Transfer a grind between the rails of one of the L churches to the one in the center. Get to the roof and hopefully you're in a combo by now. Use the kinks to air up.

37. Ledge 2 Rail

Transfer a grind b/t a ledge and a rail.

38. Lenin 2 Bleachers

Reverse Bleachers 2 Lenin.

39. NO

Do Christ's Air and jump to grind on the scaffolding on the nearby tower.

40. Oktober High

Use the bikeracks as a kink to grind the base of Lenin's statue.

41. Oktober Shuffle

Transfer a grind sideways b/t the 2 ledges near Lenin's statue.

42. Oleg's Transfer

R2R over the subway by the Armory.

43. Parliment Pole Vault

Boneless over the flagpole above the Parliament flag. It's the building where you do the doubles session with Eric. You do not have to air completely over. You can grind on the flagpole too. (Credit to Chocoburger for pointing that out)

44. Peter The Gap

w=walkway, h=halfpipe, x=transfer grind here.

```
|w| | _      _ | |w|
|w| | / \    / \ | |w|
|w| |_| |__| |_| |w| <----St. Basil's Cathedral/Pointy Thing
|w|           x |w|
```

|w|_| | |w|

```
|hhhhh||hhhh|
|hhhhh||hhhh| <-----Halfpipe that you did all the lip tricks in.
|hhhhh||hhhh|
```

Basically the same as "Catherine The Grind"

45. Pipe Stall

Lip a pipe.

46. Rail 2 Ledge

Transfer a grind b/t a rail and a ledge.

47. Rasputin Returns

w=walkway, h=halfpipe, ^=transfer grind here.

```
|w| | _ _ | |w|
|w| | / \ / \ | |w|
|w| |_| |__| |_| |w| <----St. Basil's Cathedral/Pointy Thing
|w| | | |w|
|w|_| | |w|
      ^
```

```
|hhhhh||hhhh|
|hhhhh||hhhh| <-----Halfpipe that you did all the lip tricks in.
|hhhhh||hhhh|
```

Almost the same as "Crazy Ivan".

48. Rep Spired Lip

Behind Lenin's Tomb there is a set of quarters. Use them to lip on the Red Building. It'll take a try or two to find the right spot.

49. Stairs 2 Planter

Transfer a grind from stairs to a planter.

50. Threading Basil

Grind the middle ledge of the GUM Building towards St. Basil's, use the final kink to land in a grind so the grind snakes through Basil.

51. To The Other Side

Continuing the song by The Doors, after "Break On Through" grind the rail surrounding the dome in the statue plaza.

52. Top Level Lip

Lip the top level of the GUM.

53. Towering

On The gray church with all the domes, get on the roof. Locate the end of the rail that aims for a cross. Now Follow the rail as it snakes through, and start a grind on its end. There's a wire behind that cross, that wraps around the tower. Grind the wire.

54. WAY!

Finish "NO F&%ING" by grinding on the railing on St. Basil's. Holding this grind will let you get the Secret Tape.

55. WWWEEEEEEEEEE! (grind)

In the plaza where Lenin's statue is, grind the railing around the dome.

56. Eternal Propaganda

Lip the higher satellite dish on the Communications building.

57. Gettin' High On Lenin

Bleachers 2 Lenin, except go from the highest bleacher.

58. High Lip

Using the quarters by the cannon, lip the Parliament building.

59. MiG27 Bombing Run

This is fun. Ok climb up the tower, like you had to go ring the bell. Instead, grind the right ledge so you head back towards the GUM building/Lenin/St. Basil. After doing so acid drop into the halfpipe.

60. Over The Wall

Spine over the wall. You gotta go it for chapter 1 of Russia.

61. Parapet Stall

Lip one of the parapets (vertical extensions to the wall)

HOTTER THAN HELL

Secret Tape: Its floating above one of the catwalks.

1. Lethargic

Grind the counters of the closed concession stands.

2. Speaker Gap

Backstage, transfer a grind b/t the 2 sets of speakers.

3. Bench Hop

Grind transfer b/t 2 picnic tables

4. High Line

Grind the wire going through the rings of fire backstage. Use the funbox below as a kicker.

5. Ledge Hop

Grind b/t the curved quarters backstage to get this.

6. Pyro

Break all 4 glass windows on the elevated pipe in the beginning.

7. Rail Hop

Grind from where you got Lethargic and grind the fence. Hop the rail where it breaks to get this.

8. Raise Up

Grind the tracks that run under the stage. This unlocks the catwalks doors. Use a catwalk door to get this gap.

9. What's That Smell?

Transfer a grind onto the Port-A-Johns.

10. Banner Lip

Lip one of the banners by the K or I.

11. Catwalk Lip

Where Pyro is, use one of the lower quarters to lip the catwalk. A higher one won't count.

12. Don't Turn on

Grind the back of the concession stands used for "Lethargic". Then grind the fence. Grind the blade of the first helicopter.

13. Freak Hop

High Line->Metal bar above Freak show.

14. Freak!

Lip the metal bar above freak show.

15. Get To The Copter!

Rail Hop, then grind on the busted copter.

16. Going Up!

Continue the "Get TO The Copter" and nail the grind on the freak show.

17. Light Stall

Lip the light rig to the left of the Freak Show.

18. Over Peter Criss

Spine over the drums on stage. Do it as KISS is playing for extra kudos.

19. Quickie Huh

There are 3 quarters left of the Freakshow. Nail them all in one grind (Including the offset one)

20. Staying Up There

Grind Transfer b/t the two catwalks.

21. Around The Tracks

Carry a grind along the tracks around for more than 1 lap.

22. Over The Speakers

Skitch the cart, and launch yourself over the off the quarters in the back to spine over the speakerss

23. Tabletop Manual

Manual one of the picnic tables in the area where there are 3 sets.

24. Ramp Transfer

R2R the quarters all the way in the far back near the freak show. (Not all the weird curved ones, just the straight 3) Carry past the offset one.

25. Rooftop Manual

Manual the rooftop of the vendors who are open.

26. Got Skill

Transfer a grind from the outer catwalk to the tracks on the ground.

27. Secret Tape Gap

On top of the giant speaker wall. Grind the sign, use the kink to air over both catwalks and land back in a grind.

28. KISS Concert

Hit all 4 letters in KISS.

You should get this when you get the video. If not, you're screwed. Sorry.

29. Over The Copters

Use the dune Buggy to launch over the helicopter on the dirt course.

30. Above All

Launch above the entire concert using the dune buggy using the kickers. This is the largest gap score in the game @10k

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THPS2 LEVELS

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FOR ADDITIONAL HELP ON ANY OF THESE LEVELS

IGN HAS A FREE* GUIDE. ITS FOUND AT:

<http://guides.ign.com/guides/14304/index.html>

*-yes thats an oxymoron with IGN</cheap shot>

SCHOOL 2

LANDMARKS

Rancho-Area that has all the lockers

Carlsbad-Area that you gotta climb the wall to get o.

Gym- Grind Opunsezumee rail.

1. Gym Rail 2 Rail

Transfer a grind b/t the 2 rails in front of the gym.

2. Over The Wall...

Use the lower kicker in Carlsbad to go over the wall.

3. Overhang Stomp!

Gym Rail 2 Rail, but jump and grind on the overhang instead.

4. Planter On Edge

Manual the planter in front of where you start.

5. Pole Stomp

Down by Bendy's and TC's, ollie into the lightpost by the planter. Then grind off Bendy's curb ollie and grin the downed pole.

6. Rack 'Em Up

Transfer a grind b/t the bike racks by the wall b/t the stage and Carlsbad.

7. Roll Call! Gonz Rail!

All the way in the back of the level, use the kicker to launch on the rail and grind to the bottom.

8. Roll Call! Opunsezumee Rail

Going from Rancho to the classroom area, grind the kinked rail. Doing it opens the Gym.

9. Table Transfer

Grind and grind on the other picnic tables near Nightmare Rail

10. TC's Roof Gap (air)

Its the little gap b/t the twp temporary classrooms/trailers. Use the kicker to

get on it, and get the gap.

11. ...And Down The Bank!!! (air)

Go over the wall and land in the yellow striped area

12. 2 Wheelin' TC's Roof (Manual)

Manual, jump over TC's, another manual

13. 3 Points!

R2R over the backboard in the gym.

14. Arch Extension

Lip the arch to the left of where you start.

15. Awning Hop

On the far side of Rancho, grind the planters, and use the kink to launch to the awnings

16. Bank 2 Ledge

The Bank is the one for...And Down The Bank!!! Launch off of it and grind the ledge that's on the wall.

17. Bendy's Curb

Grind the bent curb by Gonz! Rail

18. Bendy's Flat

Now manual it.

19. Big Rancho Bench Gap

Grind and transfer the gring b't the brick benches in the rnacho area on the close side.

20. Carlsbad 11 Set

Ollie the Carlsbad 11 set.

21. Drop Out Roof Gap

Wallie the bell where you start. Get up to the overhang and jump out the window.

22. Leap Of Faith!!!

Don't go down the Nigtmare rail. Jump over the fence onto the area with the picnic tables.

23. Ledge on Edge

Manual the ledge in Bank 2 Ledge.

24. Overhang Air

Jump over the gym overhang.

25. Pole 2 Brix

Do as it says.

26. Rock The Bells

Wallride the bells

27. Roll Call! Nightmare Rail!

That imposing kinked rail in front of where you start.

28. Starting Block Extension

In the pool in the gym, lip the starting blocks.

29. 2 The Roof (air)

In rancho, gain speed off the quarter, and follow the tire tracks. Jump off the roof.

30. Carlsbad Gap

Ollie the grass next to the 11 set.

31. Crazy Roof Gap!

After Drop Out, make the grind and ollie to the next roof to get this.

32. Flyin' The Flag

From "2 The Roof" use a kicker to grind on the flagpoles to get to Carlsbad.

33. Huge Transfer!!!

Its R2R with the quarters by the Gonz Rail. Hope you like hitting the ground. A lot.

34. Mad Skeelz Roof Gap (air)

Get to Carlsbad, without getting "Flyin' The Flag" IE no grind, just air.

35. Stage Rail 2 Rail

Transfer grind Rail 2 Rail in the Rancho area.

36. Backboard Dance

Grind the other backboard in the gym by using the kicker.

37. Balcony 2 Awning!

Roll over to the fence where you get "Leap Of Faith!!!" Now see the ledge on the left? Grind it. Transfer the grind to the awning below.

38. Lil' Guppy Extension

Lip the lower diving board.

39. Suicidal Roof Gap!

After Crazy Roof Gap, continue until you get to the one with the air conditioner. Ollie for the building where you can get TC's.

40. Are You Serious!?

Using the higher kicker in Carlsbad, go over the wall and land on the building with AC ducts. Turn on moon gravity.

41. High Dive Extension

Lip the highest diving board.

42. Mid Squide Extension

Lip the middle diving board.

VENICE BEACH

The Venice Ledge is in a tucked away area. Jump over the pool behind where you start, and walk around the sidewalk. tht's where it is.

1. Up! (air)

Remember this? In the pit area, its in one of the little alcoves. Launch yourself into the air using a the quarter by where the S was in THPS2.

2. Seaside Rail

Grind the rail by the 20 set.

3. Shorty Planter Pop

Jump over the short side of any planter.

4. Tabletop

Jump over a table

5. Cake Transfer

Turn right from start, skate forward and R2R the two adjacent quarters.

6. Canyon Jump

This is the roof gap over the Seaside Rail. Jump from high to low.

7. He Could Go... (Manual)

Manual the tables that are connected by plywood.

8. Ledge 9 Set

Jump the stair by The Venice Ledge

9. The Venice Ledge

The ledge itself is the ledge by the staircase. Tailslide it for old time's sake.

10. Up!!

Go higher than Up!

11. Wee Lil' Roof Gap

On the seashell roof, jump from the area with the rails over the corner to the other roof. Just gotta be a short corner cut.

12. West Side Transfer

Roll straight from the start and turn left and head all the way to the back. R2R the two far ramps.

13. 10 Point Landing! (grind)

Jump from the roof onto the Seaside Rail

14. All The Way...

continue the manual from "He Could..."

15. And Away!!!

Lets say it "Up! UP!! AND AWAY!!!". Get an insane hangtime in the air.

16. Bench Trippin'

Grind 2 benches in the bit area in succession.

17. Big Double 5 Set (air)

Ollie the set that's to the left of where you start.

18. Ledge 2 Ledge

Transfer a grind on the two ledges at the edge of the pit.

19. Lil' Vent Gap

Muska's Gap, but use the AC vent.

20. Muska's Gap

This is hard to find. On the roof by VB! Pit, ollie over the entrance of the alcove that hides the ramp in the pit.

21. Nice Mid Size Roof Gap

same as Wee Lil', but lets make things interesting and cut a bigger corner.

22. Planter Pop

Ollie over the long side of a planter.

23. Roof 2 Ramp

Reverse of Ramp 2 Roof

24. VB! Ledge Transfer

R2R over the Venice Ledge

25. VB! Pit Transfer

By West Side Transfer, there is another quarter that forms a small half with the left of the WST ramps. R2R into the pit using it.

26. Candy Cane Manual

Manual the Candy Cane shaped indentation on the roof by VB! Pit Transfer.

27. Ramp 2 Roof

By the entrance to the seaside rail, there's a quarter. Trasfer to the seashell roof.

28. Uphill Canyon Jump

Jump up the canyon, not down it. THis can be hard, and can take several tries. Try moon gravity if you must.

29. Vent 2 Roof Gap

Use the AC vent to jump the canyon.

30. Big Vent Gap

Use the Vent to jump over the Halfpipe where you get Skinny and Fatty transfers.

31. Fatty Transfer

Skate all the way to the other end of the pit, and make your way to a few quarters. R2R over a huge section of roof.

32. High Wire!

Grind on the wire that runs over the pit. Try using a table to get at it.

33-34. Huge Ramp 2 Roof (and Roof 2 Ramp)

By The Fatty Transfer/Skinny Transfer, use the ramp for skinny but R2R to the roof on the left. And then back down. Use moon gravity if you must.

35. Massive 20 Set

Ollie the 20 set.

36. Sick Roof Gap!

Ok, same as Nice Mid Size, but if you miss this large one, you're going in traction.

37. TOUCHDOWN!

Finish the "He could go...All the way..." manual

38. VB! Skinny Transfer

Same as Fatty, but just go over the skinny portion.

39. VB! Huge Transfer!!!

Sorry 'bout this...

Its The same as cake transfer, but you have to R2R to the second lower qp.

40. Round The Horn!!!

If you've emailed me, and I've confused this with Seashell roof, sorry.

Turn around and grind the pool behind where you start. YES THIS IS CORRECT!

THE HANGAR

1. Chopper Hop (air)

Jump over the divider separating the room.

2. Downwind Lip

Lip one of the ramps in the windtunnel.

3. High Steppin'

Lip one the raised rails.

4. One Halfpipe Lip

Self Explanatory

5. Rail Drop

Grind from a high rail, and drop to a lower one.

6. Rail Guided Missile

Grind the little ridge near the plane, and jump to the divider

7. Rollin Gap (air)

R2R the rollin.

8. The Other Halfpipe Lip

Self Explanatory.

9. Upwind Lip

Lip the other ramp in the windtunnel.

10. Flyin' High (air)

R2R the windtunnel entrance IN the windtunnel.

11. Halfpipe Grind

Grind one of the rails over the pipe.

12. It's Cold Up Here (air)

Get big air off the quarter thats outside.

13. Lil' Light Hopper (grind)

Use the halfpipe to launch ot one of the hanging lights.

14. Air Over The Door

R2R the door going outside. Use Moon Gravity if you must.

15. Big Light Hopper (air)

Trigger the Helicopter. Use the previously unaccessible quarter to launch to the light

bank hanging over the center of the pipe.

16. Halfpipe Hangtime (air)

Jump over the halfpipe

17. Instrument Landing (manual)

Get Wingtip Hangtime gap, and land in a manual.

18. Light Corner (Grind)

Cut the corner b/t light banks.

19. Skycrane Hangtime
Ollie over the chopper.

20. Wingtip hangtime
Ollie over the airplane

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| 3.FINAL NOTES |
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WHat do you get for all of this?

The models of the Pedstrians, with Max Stats.

Thanks to Neversoft, CJayC and whoever else.

email: gvalko.faq.help@gmail.com
include THUG in the subject line

TOTAL GAPS: 488
COMPLETED: 488
Last date of revision: 01.16.03
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12.28.03-488
11.07.03-486
11.04.03-144
11.05.03-426

Ziggy played guitar.

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