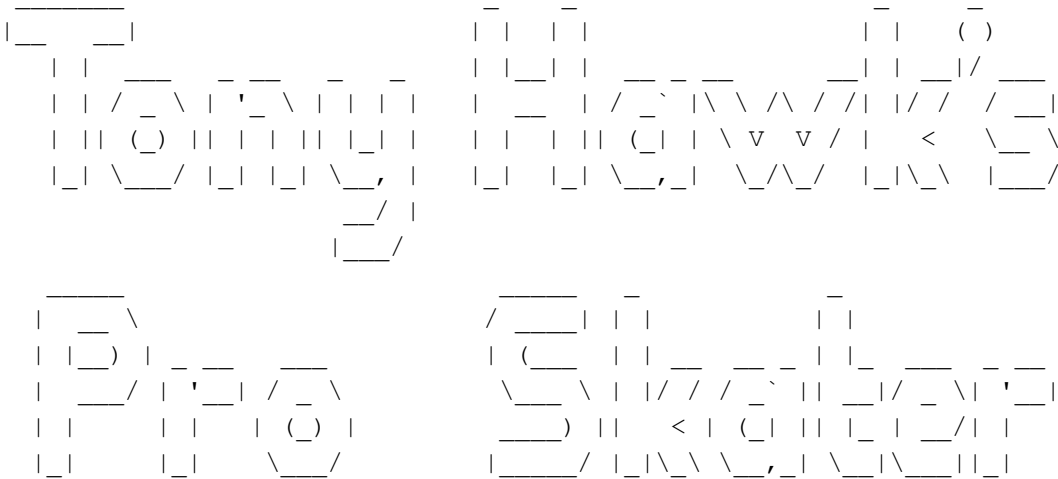


Tony Hawk's Pro Skater Gap Checklist

by mike tru

Updated to v1.0 on Apr 23, 2002



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Tony Hawk's Pro Skater
 Gap Chreklis
 Nintendo 64
 Mike Truitt
 Version 1.0

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About this FAQ

Looking through all of the Tony Hawk's Pro Skater FAQs for N64, I noticed that there was no Gap Checklist for this system, so I decided that I would write my FAQ for this one.

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Version History

1.0- Started out. Have everything completed

Last Updated - Saturday, February 23, 2002

Warehouse Woodland Hills

Kicker Gap

At the start of the level go down the left rollin, at the base of the rollin, you will see a kicker ramp with a gap in between them. Jump from one of the kicker ramps and onto the other

Kicker 2 Ledge

At the start of the level go down the rollin. You should see two kicker ramps. Jump off of either kicker ramp and land on the platform in the corner of the room.

Channel Gap

At the start of the level you go down a rollin on either side of the rollin is a quarter pipe. Jump from one quarter pipe and land on another quarter pipe

Over the Pipe

At the start of the level, go down the right rollin. In front of you should be a halfpipe with a ramp on either side of it. Jump over the top of the half pipe and land on the other side

Taxi Gap

At the start of the level go down the right rollin and make your way to the back of the room. You should see a taxi, jump off of the taxi and land inside the halfpipe.

Secret Room

At the start of the level go down the right rollin and then turn to your right. Jump off of the quarter pipe as close to the wall as possible. Then when you land jump off of the ramp and through the room that is suspended above the quarter pipe

Big Rail

At the start of the level go down the left rollin. At the bottom you should see a long rail. Grind from one end of the rail all the way to the other end.

Deck 2 Rail

Work your way around the level until you find the deck near the green rail. Get a lot of speed from the quarter-pipe, and then jump from the deck to the rail.

Face Plant

At the start of the level go down the rollin and then turn left. There should be a quarter pipe to your left. Jump from this quarter pipe and above the quarter pipe on the platform that is behind that.

High Rail

At the start of the level go down the rollin and skate to the back right corner of the room. Above the quarter pipe you should see a rail that comes out from the wall. Jump up from the quarter pipe and grind the length of the rail.

Holy Shi_t Grind

At the start of the level go down the right rollin. From there turn right and get some air off of the quarter pipe. Jump off of the ramp by the halfpipe and land in a grind on the rail on the other side. Continue to grind the quarter pipe. You must grind the whole quarter pipe to get this transfer.

Monster Grind

At the start of the level go down the rollin and skate to the back right corner of the room. Above the quarter pipe you should see a rail that comes out from the wall. Jump up from the quarter pipe and grind the length of the rail from left to right. Then jump off and grind the quarter pipe. At the end of the quarter pipe grind the rail that is in front of it.

Taxi 2 Rail

At the start of the level go down the right rollin and make your way to the back of the room. You should see a taxi, jump off of the taxi and land in a grind on the long quarter pipe.

Transition Grind

At the start of the level go down the right rollin and turn right. Grind the quarter pipe towards the wall. At the end of the quarter pipe wall ride the wall, then jump off and land in a grind on the top edge of the half pipe.

School - Miami

Garbage Ollie

At the start of the level jump off of the awning to your right. Continue to skate forward until you get to the giant gym door. Enter the door and skate to the back of the gym where the garbage is. Jump over the garbage to get this gap.

Kicker Gap

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom there is a kicker ramp. Jump off of the kicker ramp and onto the one right in front of it.

Ditch Slap

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom turn to your left and skate forward. You will get to a ditch. You will need to jump completely over the ditch to get this gap.

Mini Gap

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward until you get to the rail that had the letter A on it. Use the angle of that rail as a ramp and then land on another ramp near it.

Mini Gap

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. All along the outside of the roof is a quarter pipe. In one part there is a gap in between them. Jump from the quarter pipe on one side of the gap and land on the other side.

Park Gap

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward and a little to the right until you get to a part where there are two quarter pipes with a gap between them. Jump from one quarter pipe and land on the other one.

Roof To Roof Gap

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. Go to the back left corner of the roof. You should be able to see another roof with some point bonuses on it. Jump from the roof that you are on to that roof.

Over The Air Conditioner

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. In the center of the roof is a big air conditioner with a kicker ramp on either side of it. Jump from one side of the air conditioner and land on the other side.

Roof To Awning Gap

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel up the ramp that is in front of you. You should be on a roof. Skate over to where there is a rail that comes off of the air

conditioner. Jump from the quarter pipe by that rail and onto the awning that is connected to it.

Over The Footbridge

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom turn to your left and skate forward. You will get into the ditch. On either side of the bridge going over it is a ramp. Jump from one side of the bridge and land on the other side.

Swim Team Gap

At the start of the level jump off of the rollin to the left and then turn to the left. You should come to a hill, go down the hill until you get to an area with two pools. Get into one of the pools and land in the other pools.

Dumpster Rail Gap

At the start of the level, jump off of the awning to your right. Skate to the corner of the building that is on your right. Then turn right and travel to the right of the ramp. Follow the path until you get to a spot with a dumpster. Jump from the ramp near that and land in a grind on the dumpster.

Funbox To Rail Transfer

At the start of the level jump off of the rollin to the left and then turn to the left. You should come to a hill, go down the hill until you come to a ramp on the bottom. Jump from the ramp and land in a grind on the rail that is near the ramp.

Funbox To Rail Transfer

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward and a little to the right until you get to a large funbox. Jump from the funbox and land in a grind on the quarter pipe that is connected to the wall.

Funbox To Table Transfer

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward and a little to the right until you get to a large funbox. Jump from the funbox and land in

a grind on the picnic table.

Gimme Gap

At the start of the level jump off to the left, you should see a bunch of planters. Jump from one planter and land on another.

Hall Pass Gap

At the start of the level turn around and jump into the grass planter. Turn to your right, there should be a rail coming out of the ground. Grind that rail, and then about halfway through jump off and land in a grind on the edge of the planter.

Handicap Ramp Rail

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Next to the steps is a rail. Grind the length of the rail to get this gap.

Long Ass Rail

At the start of the level turn left and then jump off of the planter. You should see a path with a planter on the right side of it, grind the whole length of the planter to get this gap.

Playground Rail

At the start of the level skate forward until the end of the awning, then jump off to the left. You should see some steps leading down. Follow the steps down, at the bottom skate forward until you get to the giant sign. Jump to the top of the sign and grind it to get this gap

Rail To Rail Transfer

At the start of the level turn left and then jump off of the planter. You should see a path with a planter on the left side of it. Grind the side of the planter, and when it turns jump off and land in a grind on the other planter.

Mall - New York

Planter Gap

At the start of the level skate down the ramps. When the path splits go right. After a little bit, you will come to three planters. Grind one planter then land in a grind on another one of the planters.

The Flying Leap

At the start of the level go down the ramps. When the path splits, go left. Follow the path until you get to the first escalator. Go up the escalator, and at the top, jump over the ledge that is right in front of you.

Fountain Gap

At the start of the level skate down the ramps. When the path splits go right. Follow the path down until you get to where there is a platform with a car. At the end of the platform is a ramp. Jump off of this ramp and into the fountain.

Going Down Gap

At the start of the level go down the ramps and then follow the left path until you get to the steps. Jump down the steps and then go into the area to the left. You should see an elevator on the left side. Jump from the quarter pipe on one side of the elevator and land on the quarter pipe on the other side.

Going Up Gap

At the start of the level go down the ramps and then follow the left path until you get to the steps. Jump down the steps and then go into the area to the left. You should see an elevator on the right side. Jump from the quarter pipe on one side of the elevator and land on the quarter pipe on the other side.

Over A 16 Stair Set

At the start of the level go down the ramps and then follow the left path until you get to the steps. Jump down the steps to get this gap.

Skater Escalator Gap

At the start of the level go down the ramps and then follow the left path until you get to the steps. Jump down the steps and continue to follow the path until you get to the part where there is two escalators. Jump over all of the escalator to get this gap.

Over A Huge 32 Stair Gap

At the end of the level you will have a huge set of steps. Jump from the top of the steps to the bottom of the steps without touching any of the steps.

32 Steps Off A Mezzanine

At the end of the level you will have a huge set of steps. Right before you get to the steps you will come to a ramp that leads up to another platform. Jump from the end of the platform and down all of the steps to get this gap.

Coffee Grind

At the start of the level go down the ramps and then take the left path. In the first main room you will see a long rail with a bend in it. Grind from the beginning of the rail to the end of the rail to get this gap.

For The Whole Atrium

At the start of the level go down the ramps and then take any path you want until you get outside. Once you are outside you will see two long curved quarter pipes. Grind from the beginning of either quarter pipe to the end of the quarter pipe to get this gap.

Rail Combo

At the start of the level go down the ramps and then take the escalator up to the next platform. On the left side of the circular platform is a pole sticking out. Grind that pole and then jump off and land in a grind on the long bent rail that is below it.

Skate Park, Chicago

Over The Box

At the start of the level turn a little to the left. You should see a funbox in between two quarter pipes. Jump from one end of the funbox and land on the other end without touching it.

Wall Gap

At the start of the level skate forward until you come to a ledge that has two levels. One is higher than the other. Jump over the higher end

to get this gap.

Transfer

At the start of the level skate forward and a little to the left until you get to a large quarter pipe. Jump from the quarter pipe and over the platform and land in the half pipe to get this gap.

HP Transfer

At the start of the level skate forward until you get to the wall. There should be a small quarter pipe next to the half pipe. Jump from the quarter pipe over the gap and into the half pipe.

Pool Hip

At the start of the level skate forward and to the right until you get into the pool. Get some air on the outside edge, and then jump out of the pool and over the platform and back into the pool to get this gap.

Pool 2 Walkway

At the start of the level skate into the pool. Get into the far end of the pool. You should see a platform that is by the wall. Jump from the pool and land on the platform.

Whoop Gap

At the start of the level turn right. You should see a kicker ramp and two rails that lead to another kicker ramp. Jump from one of the kicker ramps over the gap and onto the other to get this gap.

Acid Drop

All you will need to do is the "Pool 2 Walkway" gap backwards

Light Grind

At the start of the level skate forward and to the left until you get to the large quarter pipe. Jump out of the quarter pipe and land in a grind on the light that is connected to the rafters.

Over The Pipe

At the start of the level skate forward and to the left until you get to the large quarter pipe. Jump out of the quarter pipe, over the rafters and land on the other side of the half pipe to get this gap.

Over The Rafters

At the start of the level skate forward and to the left until you get to the large quarter pipe. Jump out of the quarter pipe and over the rafters to get this gap.

Pipe 2 Box Grind

At the start of the level skate forward and into the half pipe. Get some air on the back end of the half pipe and then land in a grind on the rail that is on the funbox in the middle of the level.

Pool Rail Transfer

At the start of the level skate into the pool. Get some air on the near side of the hip. Then jump out of the pool and land in a grind on one of the two rails between the kicker ramps where you get the "Whoop Gap"

Rafter Rail

At the start of the level skate forward and to the left until you get to the large quarter pipe. Jump out of the quarter pipe and land in a grind on the rafters.

Walkway Rail Transfer

At the start of the level turn to your right. Keep on skating until you get to a small quarter pipe. Jump off of the right quarter pipe and land on the platform. Skate on the platform for a bit, then jump off to the right and land in a grind on one of the two rails.

Downtown - Minneapolis

Cheesy Deck Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a quarter pipe. Jump off of the far end of the quarter pipe, and over the platform to get this gap.

Car Ollie

Scattered throughout the level are a bunch of cars. All you have to do is jump over the large end of the car to get this gap.

Kicker 2 Ledge

At the start of the level there should be a kicker ramp in front of you. Jump off of the kicker ramp and land on the platform that is to your right.

Kicker Gap

At the start of the level there should be a kicker ramp in front of you. Jump off of the kicker ramp and over the gap and land on the kicker ramp in front of you.

Transfer

At the start of the level skate forward until you get to where the street splits, go right and follow the street until it turns. To your right is a long curved quarter pipe. Jump off of the end that is perpendicular to the street and land on the other side by that long curved quarter pipe.

Deck Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a quarter pipe. Jump off of the middle of the quarter pipe, and over the platform and on the quarter pipe to get this gap.

Truck Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a quarter pipe. When the street splits go to your right. To your left should be a truck with a kicker ramp before it. Jump from the kicker ramp and over the truck to get this gap.

Wimpy Gap

At the start of the level skate down the street and follow the path where the first sign is. In the center area you will see two paths. On either side of the path is two large ramps. Jump from the ramp and land on the path.

BS Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until there is a bus stop to your right. On either side of the bus stop is a kicker ramp. Jump from one of the kickr ramps over the stop and land on the other one.

Secret Tunnel Entrance

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a large ramp and a walkway. Jump off of the ramp and onto the walkway to get this gap.

T 2 T Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway to get this gap.

Glass Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. Keep following the street until you get to an area with two platforms and an office building. Jump from the second platform and land in the office building.

Tunnel Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a large ramp and a walkway. Jump off of the ramp and over the walkway to get this gap.

Big Ass Glass Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. Keep following the street until you get to an area with two platforms and an office building. Jump from the first platform and land in the office building.

Sucky Room Gap

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway. Follow the hallway until you get onto the roof. When

you are on the roof turn to the left and you should see a kicker ramp. Jump from the kicker ramp and land inside the crevace in the building across the street.

Roof 2 Roof

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway. Follow the hallway until you get onto the roof. On the back end of this roof are a bunch of quarter pipes. Jump from one of the quarter pipes and land on the roof where the pool is.

Burly Deck Gap

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a quarter pipe. Jump off of the beginning of the quarter pipe, and over the platform and on the quarter pipe to get this gap.

Billboard Grind

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway. Follow the hallway until you get onto the roof. On the back end of this roof are a bunch of quarter pipes. Jump from one of the quarter pipes on the back of the roof and land in a grind the rail that is below the screen.

BS Grind

At the start of the level skate forward and when the path splits, go to the left. Keep skating until there is a bus stop to your right. On either side of the bus stop is a kicker ramp. Jump from one of the kicker ramps and land in a grind on the bus stop.

Death Grind

At the start of the level use the kicker ramp that you are on to jump to the street behind you. Once you are there turn left. In front of you is a truck that can be doubled as a ramp. Jump off of the truck and land into the hallway. Follow the hallway until you get onto the roof. On the back end of this roof are a bunch of quarter pipes. Jump from one of the quarter pipes and land on the roof where the pool is. On this roof is a kicker ramp. Jump off of the kicker ramp and land in a grind on the rail that is by the first sign

Dirty Rail

At the start of the level skate down the street and then turn right. In front of you should be a large ramp. Jump off of this large ramp and land in a grind on the rail left of the first sign

Rail 2 Rail Transfer

At the start of the level skate forward and when the path splits, go to the left. Keep skating until you get to a part where there is a rail on your left side. Grind this rail and then jump off and land in a grind on the rail on the other side of the platform.

Downhill Jam

Huge Water Hazard Gap

At the start of the level skate down the path until you get to a part where there is a river on your right. Jump over the whole river without landing on the rails.

25 - 50 - 75 - 100 - 125 - 150 Feet

At the start of level skate forward until you get to a part where there is a ramp that leads to a platform with a ramp on the other side. Jump onto the platform then follow the ramp down. You will go underground and then hit a ramp. Jump as far as you can to get this gap

Neversoft Elec Co Gap

Keep skating until you get to the end of the level. On either side of the level is a quarter pipe. Jump off of the right side and land in a grind on the high rail. Grind the length of the rail to get this gap.

Burnside, Portland

Vert Wall Gap

At the start of the level go down the ramp and into the pool. On one end of the pool is a large vert ramp. Jump out of the pool and over the ramp to get this gap.

Over Da Pool

At the start of the level go down the ramp. There should be a few ramps

surrounding the pool. Jump off of one of these ramps and completely over the pool.

Bridge Gap

At the start of the level go down the ramp and then turn left. There should be a quarter pipe on the outside of the bowl. Get some air off of that, then when you land use the funbox to jump up and over the brige.

Bridge Grind

At the start of the level go down the ramp and then turn left. There should be a quarter pipe on the outside of the bowl. Get some air off of that, then when you land use the funbox to jump up and grind on the brige.

Twinkie Transfer

At the start of the level go down the ramp and skate forward and to the right. You should come to a spot with a large bump in the ground. Jump from this bump and land in the bowl.

Streets, San Francisco

Over The Seven

At the start of the level go down the street until you get to the street. Make your way into the main area with the redish ground. Skate over by the Poganda. Turn and face the fountain. On the right side of the screen you should see seven steps. Jump up all of the seven steps to get this gap.

Planter Gap

At the start of the level go down the street until you get to the street. Make your way into the main area with the redish ground. Skate over by the Poganda. Turn and face across the street. You should see two small planters. Jump over the length of either one of the planters to get this gap.

C Block Gap

At the start of the level go down the street until you get to the street. Make your way into the main area with the redish ground. Skate over by the Poganda turn and face the fountain. You should see an odd shaped structure with a kicker ramp near it. Jump over the block using

the kicker ramp.

Oversized 8 Set

At the start of the level go down the street and turn to the right. You should come to a spot with two ramps with a quarter pipe in between them. Go up one of the ramps and then turn to the left. There should be a set of steps to your left. Jump down all of the steps with out landing on any of the steps to get this transfer.

Ramp 2 Ramp

At the start of the level go down the ramp and turn left. After the street turns right there should be a set of quarter pipes with a gap between them to your left. Jump off of one of the quarter pipes and land on the quarter pipes.

The Gonz Gap

At the start of the level go down the street until you get to the street. Make your way into the main area with the redish ground. Skate over by the Poganda. Turn and face the fountain. On the right side of the screen you should see a wall. Grind the wall to your left. When the wall turns to the right, jump off to the left and land on the platform above the two set.

Fountain Gap

At the start of the level, go down the street and take a left at the bottom. When the street turns right for the second time, skate into the main area. There is a path in front of thr ramp leading to that area. Jump onto that path, at the end of the path jump off of it and land on the platform above the sidewalk.

Hubba Gap

At the start of the level go down the street and then turn left. You should see a structure with a quarter pipe on its left. Jump out of that quarter pipe, over the platform and land on the other side.

Acid Drop-In

At the start of the level go down the street and then turn left. You should see a structure with a quarter pipe on its left. Jump out of that quarter pipe, over the platform and land on the platform

Handi Gap

At the start of the level go down the street and turn to the right. You should come to a spot with two ramps with a quarter pipe in between them. Jump off of the quarter pipe to your right, over the path and land on a quarter pipe that is on the other side of the path.

Pagoda Gap

At the start of the level, go down the street and take a left at the bottom. When the street turns right for the second time, skate into the main area. There is a path in front of the ramp leading to that area. Jump onto that path and then jump onto the level that is above the sidewalk. Follow the level and then jump off to the next one. From there follow the path to the top of the roof. You should see a giant ramp. Jump off of the ramp and into the giant pagoda in the middle of the level.

Spine Gap

At the start of the level go down the ramp and turn left. After the street turns right there should be a set of quarter pipes with a gap between them to your left. Jump off of the furthest quarter pipe, when you land there should be a kicker ramp across the street. Jump off of that kicker ramp and clear the platform to get this gap.

Lombard Gap

At the start of the level there is a street with a ramp in front of it. Jump off of the ramp, down the hill and make it to the main street without touching Lombard Street

Backwoods Ledge

At the start of the level go down the street and then turn right. When that street plits, turn left. On your right will be a planter. Use the planter to launch up to the platform by the wall. Grind the edge of the platform from one end to the other to get this gap.

Bendy's Lip

At the start of the level go down the street and then go left. When the street turns right, turn left and you should see a curved quarter pipe. Grind from one end of the quarter pipe all the way to the other end.

Down The Spiral

At the start of the level go down the street and then turn right. When

that street plits, turn left. On your right will be a planter. Use the planter to launch up to the platform by the wall. Follow the platform inside. You should then go outside using the door. Grind the left edge of the path. Keep on grinding this until you get to the bottom of the platform to get this gap.

Hook Rail

At the start of the level go down the street and then turn left. You should see a structure with a quarter pipe on its left. Follow the path past the quarter pipe and up the ramp. Grind the rail that was to your right, and around the bend to get this gap.

Hubba Ledge

At the start of the level go down the street and then turn left. You should see a structure with a quarter pipe on its left. Follow the path past the quarter pipe and up the ramp. Then turn to your right and there should be a ledge on either side of a path. Grind either ledge to the end of the ledge.

Lombard Ledge

At the start of the level there will be a curved street with a ledge on either side. Grind the ledge from beginning to end to get the gap.

Rail 2 Rail

At the start of the level go down the street and then turn left. Follow the street down until you get to the spot where you get the letter S. On either side of the ramp there is a rail. Grind one of the rails and then transfer over to the other one to get this gap.

Roswell - New Mexico

Channel Gap

At the start of the level go down the rollin and then turn left. You should see a door leading to the pool area. Leading to that area is a path with a quarter pipe on either side. Jump from one side of the path and land on the other side of the path.

Low Deck Gap

At the start of the level turn to your right. There should be a smaller quarter pipe on one side. Use the quarter pipe in the middle to jump out

of the quarter pipe and completely over the middle area.

High Deck Gap

At the start of the level go down the rollin. Jump off of the quarter pipe in front of you and go completely over the middle area.

Rollin Channel Gap

At the start of the level go down the rollin and turn slightly. When you come back from the other side jump off of the quarter pipe, over the rollin and land on the quarter pipe on the other side.

Deck Gap

At the start of the level go down the rollin and then jump onto the middle area. There should be a quarter pipe on the left and a rail on your right. Grind the rail, and then jump off of it and land in a grind on the rail in front of it.

BHouse Rail

At the start of the level turn left and get on top of the platform. Keep on skating until you get to a rail. Grind the rail from beginning to end to get this gap.

ET Grind

At the start of the level go down the rollin and turn left. Keep following the path until you get into the room with the alien. Then go out the other door. You should be a rail in front of you. Grind that rail and then jump off and grind the next rail, and then the next to get this gap.

MB Emerson Grind

At the start of the level go down the rollin and then jump onto the middle area. There should be a quarter pipe on the left. Jump from this quarter pipe and land in a grind on the top of the quarter pipe on the outside of the level.

Pool Grind

At the start of the level go down the rollin and go left. Follow the path, and go inside the room with the pool. Grind from one end of the pool all the way to the other end of the pool to get this gap

Notes & Thanks

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