

speed on the way. Hold down the X button just as you reach the flashing section. Then jump and you should make it easy.

JUMP OVER THE FIRST DIRT MOUND

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The easiest of all challenges, and lets just remind you, this is the first level of the game and the first lot of challenges to complete. But really, this is very simple to complete.

Lets start. From the start of the level, head up onto the cement section near where the log is. Then, just abit farther up past the log, turn to your left. You will see the flashing section and one little dirt mound, that is the one you have to jump over. Launch over it for it to be counted.

Still having some trouble, well the most common problem (Like the last challenge) is that you are probably not making it all the way over the dirt mound. This could be cause by one of these things: 1) Not enough speed, 2) Not holding down the X button. But don't hold the X button down to early.

HIT THE FOUR ELECTRIC BOXES

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Okay, the first "Get 4" challenge in the game. Trust me, there will be a few of these to come in the rest of the challenge levels. This, I guess is still quite easy, but normal difficulty for this level.

From the start of the level, turn sharply around. Straight ahead of you now will be an electric box. Basically hit the box, you can grind it if you want to, but you can simply just run into the electric box and it will count. You will probably now be going backwards, so turn around and then ride forward and hit the next electrical box. Then turn left into the next section. Once you turn, and then turn to your upper left into the creek. Hit the box there, and then head to where the train is going past. Hit the electric box by the pool over there and your done.

Remember that you don't have to get these in any order. My way that I suggested above I think is the easiest way, but you can do it your won way if you so please. Also, remember that you can just hit the electric boxes basically head on as well.

SCORE OVER 5,000 IN ONE RUN

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Basically, this is really simple. This is a dirt score, and can be obtained in about 1 combo for most people. Try to make it harder for yourself, and try and get this in one whole combo.

Okay, your first score challenge. There are many places that you can get this score. This can be obtained real quickly, and if you haven't done everything in order so far, my advice is not to take basic time out to do this challenge. What I mean is try and do other challenges while doing this challenge, like try and hit the transformer boxes but grinding them so you get some extra points and doing some bonus tricks on the way there.

Okay, if you are still having a little bit of trouble completing these challenges, here are a few good vert and grind spots to use: Vert: From the start, head up and then to the left over the dirt mound. Keep going up into that little half pipe thing and perform some massive tricks here and you can easily go up the other side of the half pipe and

continuously perform more tricks quickly. Another one is if you go up from the start, and go near the train and then turn right into the pool. Grind: The main one is probably on the roof of the house. From the start, head around to the right, and navigate over the ramps to your right and launch off the ramp onto the roof and grind the Powerline.

ALL IN ONE RUN

=====
In this section, I will tell you how to do the challenges all in one run, this means doing every challenges in under 2 minutes. Maybe you wont get it every time. I put this in here for people who just want a challenge, or are short on time and want to do the challenges quickly.

First of all, turn around from the start and you will see an electric box just by the house. Instead of hitting it this time, just simply grind it to get yourself abit of extra points. Turn around and fact the log in the road. Use your skills, and then jump from one flashing section to the other over the log without hitting it. Once that is done, head to your right abit and grind the second electric box. Keep heading up until you are near the train and to your right will be another electric box, grind it for some more points.

Get back onto the cement road section heading towards the house, and just by the log on your right now will be alittle dirt jump, jump from one flashing bit to the other, while pulling off a trick worth a few points. Next, head over to your left and then in the creek you will see another electric box, get this one by grinding and you should have done everything there is. Score some more points if you need to.

If you are still having alot of trouble with doing one of these challenges just above this paragrapgh, then please refer to the individual challenges listed above for more information and better tips, since this is just has the shortened down challenges.

:::
PRO CHALLENGES
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JUMP OVER THE CREEK GAP

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This is a fairly easy challenge to complete, and can easily be done in your very first run on this track. There are 2 ways you can do this challenge, but I prefer my way.

From the start of the level, head up past the log until you are near the train, but before the fence. From here, turn and look to your left and pedal foward over the creek. You don't have to jump this bit, but keep heading up and then do a U - Turn at the end to your right onto where the ramp is. Hold down X and try and launch yourself from one ramp to the other ramp.

Still having some trouble, the most common problem you are having is not making it over the gap. Make sure you try and release X at the very end of the jump, or just before that. If you fall down, tough luck, do it again. There is 2 routes you can do this one, but I prefer mine because you can easily do another challenge in the mean time, see the next challenge.

JUMP OVER THE TREE TRUNK

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Bah, another jump over challenge. Okay, this one is really simple. The first bike can do it easily, with no troubles at all. I guess the winds here are bad or something.

Okay, from the start of the level, head up just past the log in the road that you have to jump over in the previous challenge. Then head to your left. On the right will be the tree trunk that has fallen down, but for now, we don't need to go over there. Head all the way to the end of the level and then do a U - Turn to the right. Jump over the ramp, over the creek and land. You will easily see the log in front of you, launch off the little ramp here and over the tree trunk.

The reason I chose this path to do the challenge is because you actually can do 2 challenges in one. Because when you did the U Turn to the right at the end and went over the ramp, you most likely jumped over the creek gap and then went down to jump over the log, so there is 2 challenges done.

USE THE TRAILOR TO JUMP OVER THE FENCE

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Really simple. Really really simple, only if you know where the trailor to jump the fence is. To make this harder, how about your try to do the challenge in under about..... 20 seconds, just to make it harder.

Okay, as I said before, this is simple. From the start of the level, head up. On your right you will see an opening in the fence that before had the wires on them. Go through here and go up a little bit. Then turn around and you will see a trailor with a built up section at the end of it. That is the ramp you need to use. Go off the end of it, and then jump from it over the fence. Viola, your done.

There is a glitch in this challenge. Sometimes, when you launch over the fence and you hit the fence, it still counts as the challenge completed. But I suppose when this happened to me, I hit the edge of the fence and still went over, so... meh!

SCORE 15,000 POINTS IN ONE RUN

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Another one of these challenges. These are really simple to do, since it is the first level and all. This time what you have to get is 15,000 points.

Easy to do, really easy. Just go around and find a really good spot where you like to bust tricks at. This can be anywhere, just like the powerlines and things like that. 15,000 should be no trouble, and try to do other pro challenges if you haven't done them already while you are doing this challenge. What I mean is try to jump over the creek gap while you do some combos over it as well.

Okay, if you are still having a little bit of trouble completing these challenges, here are a few good vert and grind spots to use: Vert: From the start, head up and then to the left over the dirt mound. Keep going up into that little halfpipe thing and perform some massive tricks here and you can easily go up the other side of the halfpipe and continuously perform more tricks quickly. Another one is if you go up from the start, and go near the train and then turn right into the pool. Grind: The main one is probably on the roof of the house. From the start, head around to the right, and navigate over the ramps to your right and launch off the ramp onto the roof and grind the powerline.

ALL IN ONE RUN

=====
In this section, I will tell you how to do the challenges all in one run, this means doing every challenges in under 2 minutes. Maybe you wont get it everytime. I put this in here for people who just want a challenge, or are short on time and want to do the challenges quickly.

From the start of the level, head to the right through the open section and then keep moving up and do a U - Turn onto the trailor. Launch off the trailor, and then over the fence onto the ground below, performing a trick as you go along. Keep heading up when you land, all the way to the back end of the level.

Do a U - Turn at the end, and go over the ramp next to the creek and launch off of that ramp, over the creek while doing a trick to get you closer to 15,000 points. Once you have jumped the creek, keep heading down and then jump over the tree trunk.

If you are still having alot of trouble with doing one of these challenges just above this paragrapgh, then please refer to the individual challenges listed above for more information and better tips, since this is just has the shortened down challenges.

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HARDCORE CHALLENGES
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JUMP OVER THE FLATBED CAR OF THE FREIGHT TRAIN

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Jeez, we are now into the hardcore challenges, and they really make a bad first impression. All of these with the exclusion of maybe one challenge is really, really hard. They all involve alot of skill to complete. This one is hard.

What you have to do is jump over the flatbed car of the freight train, as the title of the challenge suggests. First, you need to know where the train is, but we'll come to that. From the start of the level, brake and stall for approximately 2 - 3 seconds. When you see a flat car come out of the tunnel to the left, then start pedaling and then keep on pedaling to the train. Hopefully, the stalling bit will give you the correct timing to jump over here. Just keep pedaling ahead of you, and the jump at the right time, and make sure you have speed when you jump, otherwise you will not make it over the flatbed car and be squashed by the train.

If my timin doesn't work, then try to find a suitable timing for yourself and never lose speed. If you do get hit by the train, it really doesn't matter, but you will get back up, but all the timin will be messed up. Also, once you are over, you have uncovered a new secret area, nothing special in here though.

GRIND THE PHONE LINE

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Another hard challenge. This involves getting to the secret area, and also doing another challenge to get here, which is the one listed above. So first, you need to jump over the flatbed car.

What you have to do is jump over the flatbed car of the freight train, as the title of the challenge suggests. First, you need to know where the train is, but we'll come to that. From the start of the level, brake

and stall for approximately 2 - 3 seconds. When you see a flat car come out of the tunnel to the left, then start pedaling and then keep on pedaling to the train. Hopefully, the stalling bit will give you the correct timing to jump over here. Just keep pedaling ahead of you, and the jump at the right time, and make sure you have speed when you jump, otherwise you will not make it over the flatbed car and be squashed by the train.

Once you are over, you are now tackled with the main part of the challenge. Head around the outside of the tracks here, and over the jumps. When you reach the next jump, jump and you will bounce off of it and then bounce onto the next. Try and hit the right section of second bouncy thingy, because it will put you on line with the phone line that you have to grind. You will be lifted way up into the air, and then grind the phone line until it says challenge completed.

Also, this is one of the only times in the game that you can pull an extreme spin. Hit the bouncy thing that will leap you up into the air, and spin while you are about to bounce up. Keep on spinning around and avoid the phoneline all together (Although sometimes it is hard to actually miss the line and you will usually hit it and fall down) but if you don't, good. Keep spinning and land and you will get an extreme spin.

JUMP TO THE ROOF OF THE HOUSE

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The simplest challenge in the hardcore mode. You will do this several times in this level, I bet ya, even after doing this once, you will need to do it many times again for a different challenge. But on with the walkthrough we go.

From the start of the level, head up to where you find the log in the road. Then turn to your right through the open section here and follow the path to your left around over all of the jumps. At the very end, you will see a ramp to your right. That is the ramp you need to launch off of to get onto the roof to complete the challenge. Launch off the very end of this, onto the roof with the flashing section. Congrats, you have completed the challenge and are now on top of Dave's house.

The only problem you might have again is getting up to the roof without falling down. Try hit the middle of the ramp, and try not to hold down the X button too soon. The only reason I think they put this challenge in is because they thought people wouldn't be smart enough to find the power lines.

GRIND MORE THAN 60 METRES ON THE POWERLINES

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Hard, very hard. The hardest Hardcore challenge for this level at least, and it even beats a few of the other hardcore challenges in other levels. Here comes the walkthrough...

From the start of the level, head up to where you find the log in the road. Then turn to your right through the open section here and follow the path to your left around over all of the jumps. At the very end, you will see a ramp to your right. That is the ramp you need to launch off of to get onto the roof to complete the challenge. Launch off the very end of this, onto the roof with the flashing section. Congrats, you have completed the challenge and are now on top of Dave's house.

Now, you will see the powerlines ahead of you, those are the ones you

have to grind on for more than 60 metres. Jump up onto them early, otherwise the powerlines won't even go for 60 metres. Then, just keep your balance once you have grinded them. Stay on there until your grind meter says 60 and then you can safely jump off.

PLEASE READ: There is no way you will be able to do this challenge the first time, as you have a crap bike. Play the next level to get a better bike, one that has better grinding stats and then come back and do this hard challenge.

ALL IN ONE RUN

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In this section, I will tell you how to do the challenges all in one run, this means doing every challenge in under 2 minutes. Maybe you won't get it every time. I put this in here for people who just want a challenge, or are short on time and want to do the challenges quickly.

Okay, let's start. First, we will do the jump over the flatbed train and onto the powerlines. What you have to do is jump over the flatbed car of the freight train, as the title of the challenge suggests. First, you need to know where the train is, but we'll come to that. From the start of the level, brake and stall for approximately 2 - 3 seconds. When you see a flat car come out of the tunnel to the left, then start pedaling and then keep on pedaling to the train. Hopefully, the stalling bit will give you the correct timing to jump over here. Just keep pedaling ahead of you, and the jump at the right time, and make sure you have speed when you jump, otherwise you will not make it over the flatbed car and be squashed by the train.

Once you are over, you are now tackled with the main part of the challenge. Head around the outside of the tracks here, and over the jumps. When you reach the next jump, jump and you will bounce off of it and then bounce onto the next. Try and hit the right section of second bouncy thingy, because it will put you on line with the phone line that you have to grind. You will be lifted way up into the air, and then grind the phone line until it says challenge completed.

When you land, head back to the log and then head through the open section that is on your left. Once you are through here, head around to your left going over all the jumps and around and on your right will be a ramp, this is the one you need to use to jump to the house. Go up it, onto the house and then finally jump onto the powerlines and grind more than 60 metres before jumping off.

If you are still having a lot of trouble with doing one of these challenges just above this paragraph, then please refer to the individual challenges listed above for more information and better tips, since this is just has the shortened down challenges.

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#### GREENVALE PARK

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AMATEUR CHALLENGES

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PULL A 360 OVER THE PARK BOX JUMP

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Very easy, easy indeed. You are now back onto the Amateur challenges,

but on a different level. This objective is just to get you to know how to spin effectively. For a challenge, try to complete this objective in under about 10 seconds. Try it!

From the start of the level, just head a tad bit to your right. You will see the flashing fun box section with a platform in the middle and two ramps on either side. You have to use these ramps to jump to the other side, and do a 360 degree turn as well. So ride up it, and launch off the first part of the ramp, and you need to get back to the same riding position in the air as was when you started going over the ramp. That's a 360 turn. Land safely and you're done.

Okay, the main problem people have on this is either: 1) You cannot make it all the way over the jump. Remember not to always hold down the X button, only do it at the end of the ramp, and then let go for good air. and.. 2) You cannot perform the 360. This one may be one of two things: Either you cannot make it to the other side before finishing your 360 spin, or you go off to the side all the time. 2 is most common, and the way to fix that is to basically use L1 and R1 to spin instead of using the D - Pad.

GRIND MORE THAN 15 METRES ANYWHERE

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This one is probably the hardest objective you will face in the Amateur challenges for this level. It is quite hard, and this will build up your grinding and also your balance skills.

You can do this anywhere on the level, choose a spot where you want to do it, and go along with that. Start grinding and keep going until you get 50 metres somewhere. Make sure you always have some speed while doing it, and if you have speed, the distance will be covered very easily, and that's what you want. Also, keep your balance by using the D - Pad left and right to correct it. This might not always work, but still it can give you a few extra metres.

Still having some trouble getting the big 15? Well, here are some good places to get it. My favourite spot would have to be the flower beds. From the start of the level, head forward and keep on going past the warehouses with garages. There is a big flower bed along here to your right, grind this all the way along, going down hill if possible and you can get this done quickly.

GRIND 4 CRATES

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This is a pretty easy challenge as well, really only if you know where the crates to hit are. The crates are usually found on a crane type thing.

From the start of the level, turn to your left and you will see a fence with a vert ramp next to it. Go to this vert ramp, and press up + x at the top of it and you should fly over the fence and land in the next section. Brake, and then turn around and you will find your first crate. Grind it, and then look to the way out and head forward. On your left, by a warehouse will be another crate, grind this one, and you have done 2 out of 4. Head around the corner on your left of the warehouse, by the garden bed section with all of the flowers. Grind this one, and then keep on going around by the garden bed. You will eventually come to another warehouse part, turn right and you will see the final crate. Grind it and you're done.

A few problems you might have: Sometimes, you cannot clear the first jump over the fence that I mentioned. If you are having trouble getting over there, then you can A) Try to get the timing right, and make sure you hold X, B) Go around the long way, which is go up forward from the start and once the fence ends on your left, then do a U - Turn around and then go to the crate.

SCORE OVER 10,000 POINTS IN ONE RUN

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Bah, easy. You did something bigger than this in the pro challenges of last level, so you should get this like a piece of cake. 10,000 is nothing, lets see if you can get this in one combo, or in less than about 30 seconds.

There are many places you can get this score, but let me just say that it is not worth taking time out just to do it. In case you have no idea what I'm talking about, take this for an example: try doing the grind 50 metres challenge while doing some tricks on the way there to get some good points as well. Or do the Grind the crates one, because you have a lot of time between the crates which you can use for scoring some easy points. But it is up to you how you get it, 10,000 should really be nothing.

Still having trouble getting this low score? Well, here are some places that will help you sorry ass out. VERT: As soon as you start, this is a good place. Two vert ramps to the left and right of you, good for some easy tricks and easy points. GRIND: The place I mentioned for the grinding 50 metres thing, or the rooftop of the warehouses. I would recommend vert, because you don't have a good enough boke at the moment to get good vert skills.

ALL IN ONE RUN

=====

In this section, I will tell you how to do the challenges all in one run, this means doing every challenges in under 2 minutes. Maybe you wont get it everytime. I put this in here for people who just want a challenge, or are short on time and want to do the challenges quickly.

Lets start. We shall start with jumping over the prak ramp box thingy, and work our way from there. The challenges you want to do all in one run are: #1: Jump and 360 over the park box, #2: Get the Amatuer score, #3: Grind more than 15 metres anywhere, #4: Grind the four wooden crates.

From the start of the level, head up and to your right will be the jump. Jump over it, and use either the D - Pad or R1 and L1 to clear a full 360. Go back to the start, and use the jump and go over the fence by jumping at the top of the lip and pressing the up button as well as the jump button and you should go over with no troubles. Turn around from where you start and then grind the wooden box. Head towards the warehouse, and then go forward towards the next crate, grind that and then do a trick off of it or something to rack up a few points for your total.

Go around to the left of the warehouse to the garden bed, and grind the crate that you see on your left. Jump off of it, and perform a trick. Do not try and get the 15 metres of grind distance just yet, because going up hill is not good. Get to the end by the warehouse and then perform a grind on the wooden box to the right, and then go back to the garden bed so you are going downhill this time. Go downhill getting points,

performing tricks and all and with speed, this should be done easily.
Perform some more tricks to get the score if need be.

if you are still having trouble with one of the challenges just listed
above in this all in one run walkthrough, you can go back to the
individual walkthroughs for the challenges, and they will provide you
will greater detail, and better information to overcome your challenges.

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PRO CHALLENGES
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GRIND THE TOPS OF 4 WAREHOUSE ROOFS

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A tough challenge, really tough, especially for the pro challenges of
the second level, It can be really stressful, and mostly annoying to do.
I wouldn't be surprised if a few swear words came from your mouth.

There is two ways to get to the first lot of warehouses. The easiest way
is to jump the fence to the left of the start. Turn to your left and
press up + x at the lip of the jump! I must have typed that sentence
about 1 million times in this guide! Jump over the fence and do a jump
on the ramps to your left. Land and then use the little jump to jump up
onto the warehouse door roof. Grind it, and then jump off. Do the same
to the roof on the left, and make sure that you jump at the top of the
little jump and grind the top. Follow the garden bed on your left around
to the next warehouses, and grind the roofs of both and land.

Remember to press the X button at the top of the jump for great air,
otherwise... well, you won't make it. Never hold down X for too long
because you will slow down.

TRANSFER OVER THE FENCE

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Hah, this is a very EASY challenge to accomplish. It can probably be
done in under about 10 seconds if someone really tried. Can you do it?
Try that to make this challenge a tad bit harder.

First off, you need to know where the fence to jump is, right? Well,
this may be long description, *ahem* turn to your left at the start of
the level. Man, that was long. That is the fence that you have to jump.
Go up the vert ramp opposite it and get some air and some speed ready to
go over it. Land the trick, and then go up the other side of the vert
ramp. At nearly the top, of the lip section (NOT in the air) press up +
X and just hold it. You should jump off the top of the ramp, and go over
the fence, hopefully. Try not to hit the fence, and make sure you land
it.

Still having some trouble? Well, the only trouble you could be having is
actually clearing the damn thing. It can be frustrating sometimes. If
you are still having a bit of trouble, then go forward from the start and
then do a U - Turn when the fence ends and try it from the other side,
it can do it both ways.

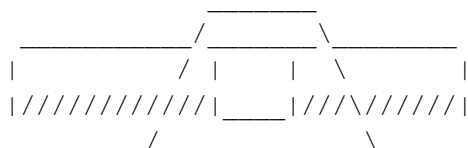
TRANSFER OVER THE CARGO BOX

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Meh, meh, for the difficulty. What I mean, is 50/50. Some people can
have some trouble clearing the big cargo box, but over people can do it
really fast, without no hassle.

Lets start. There is 2 ways to get to the Cargo box. There is way 1) The short way, or 2) The long way. If your lasy, of course Way number 1 will be the choice for you. Being the easy way, choose this way. You must first clear the fence. See the objective above this one for some information on how to clear it, but basically just press X + Up at the top of the lip and you should go flying over. When you have landed, you will see the crago box just to your left. That is what you have to transfer over, without touching it. Get speed and a run up to the left or the right side of the cargo box, where the vert ramp are, and then transfer the way it is from you in the air. If you come from the left, then transfer over it to the right. Cleanly clear it, and your done.

Still having rouble? You could be hitting it, or just not clearing it. Look at this diagram for abit of info. The square lock is the Crago block, and the silly drawing on top is the path you should take over it. What I am saying is that try to turn shraply over it, so you just miss the top.

STRAIGHT ON VIEW:



SCORE OVER 25,000 IN ONE RUN

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Bah, easy as eating pie, unless you don't like it. This should be very easy to do, and SHOULD cause no problems, unless you are crap at this game.

There are many spots you can do this. But try not to waste a whole run just doing this, be speedy and do something else while doing this challenge. For example, try to jump over the fence while performing some tricks on your run up. Thus, you will probably do two challenges in one go. Or you can transfer over the cargo box and do some tricks, or any other objective in the Pro challenges, well, actually, I listed all bar 2, and one you are doing now.

Still having trouble getting this low score? Well, here are some places that will help you sorry ass out. VERT: As soon as you start, this is a good place. Two vert ramps to the left and right of you, good for some easy tricks and easy points. GRIND: The place I mentioned for the grinding 50 metres thing, or the rooftop of the warehouses. I would reccomend vert, because you don't have a good enough boke at the moment to get good vert skills.

ALL IN ONE RUN

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In this section, I will tell you how to do the challenges all in one run, this means doing every chalenges in under 2 minutes. Maybe you wont get it everytime. I put this in here for people who just want a challenge, or are short on time and want to do the challenges quickly.

We first start with the challenge labelled: "Jump over the Fence", then we go to "Transfer over the Cargo box" then the grinding of the warehouse roofs" and you will likely get the score on your way.

From the start of the level, turn to your left and you will see the

fence you need to jump over. I have listed this so many times, but once more wont hurt. Press Up + X at the lip and you should go flying over no troubles at all. Hopefully, you transferred over the fence, and you have done challenge one. There, you will see the cargo box. Transfer over this, and try not to hit the top of it. Get speed and air if need be at the start, and then try.

Land, and then use the jump to the left of when you land and grind the warehouse roof. You see by pressing the X button just off the jump. Grind the top, and then jump down and do the same to the other side while performing some tricks off the top of it to rack up some points. Follow the garden bed around on your left and then you will come to the next warehouses. Jump and grind then both, while doing tricks off the top and you can do this easily.

If you are still having trouble with one of the challenges just listed above in this all in one run walkthrough, you can go back to the individual walkthroughs for the challenges, and they will provide you will greater detail, and better information to overcome your challenges.

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HARDCORE CHALLENGES
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GRIND THE WAREHOUSE ROOF

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Meh, I guess this is easy, since it is fairly simple to do. This is the easiest thing to do in Hardcore mode, so if you can't do this, then, to put it nastily, you suck.

From the start of the level, heaf foward and abit to the left. You will see a little roof with jumps to the left and to the right of it. Go to this warehouse roof or whatever, and use these jumps and grind the top of the roof and then land to your left so you are actually on top of the waerhouse. Go back abit and use the airconditioning ducts to get a little run up and jump from this side onto the middle section, and you will bounce across. The side you have to grind is on your left. Grind the left side of the two, and then land it simply.

There is another way you can do this, but I forgot to write it down, so your stuck with doing it this way unless you can think of another way to do it yourself. The most common problem you will enounter will probably be getting to the roof. Release X near the top, and grind to catch on to the roof.

BREAK 4 WAREHOUSE WINDOWS

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This challenge can really be a pain to some, but quite easy to others. The first time I played around, it was very hard, but since I have now become a pro at this game, I can do it really quickly.

From the start of the level, turn to your left and jump over the fence. Press up + x near the vert top of the ramps lip and you should go flying over the fence and land on the other side. From the "Grind the roofs of 4 warehouse doors" in the pro challenges, you will unlock inside the warehouse. Go inside the first warehouse and go to the vert ramp and press up + x at the lip and smash through the window. Do the same to the next one in here. Go out to the left and follow the garden bed along and go inside the next warehouse and do the same. Jump through the window, and then go back inside and do the same to the other one. Each of the

warehouses I mentioned has 2 windowns, for a total of 4.

Still having some trouble? Well, try this: Approach the windowns paralell to you, and then jump up towards the window and the stall the ledge. Move the controller over the way the window is, and you shall fall off in that direction, thus, knocking and breaking the window.

JUMP BETWEEN THE WAREHOUSE ROOFS

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A pretty hard challenges, it needs it's skill to complete. Also, it is possible to get a big "Extreme" spin here, if you want to get one.

From the start of the level, head foward and to the left abit and find the garage looking section with little jumps to the right and to the left going paralell to the wall. Use either one of these jumps, and use it to launch up onto the roof of the warehouse. Grind the top and then fall off in the way of the warehouse roof and then land safely. You will see the flashing indicators of where to jump. Go opposite from this, by the vent. Turn around, and then roll over the vent peddaling by pressing the up button and jump at the end onto the middle bit. If you had enough power and speed, you will go all the way across. Land on the other side, and your done.

You might have some trouble clearing the gap, remember to get the run up going over the vent or the skylight of the warehouse roof. You can get an extreme spin by spinning all the time, but don't land on the roof for more time and air.

GRIND ALL 4 SECTIONS OF THE ROOFTOP CABLE

=====

Bloody hard. For several reasons coming up. The dnagle out in the middle of no where, so if you fall off, your pretty much stuffed. Very hard at times, and needs some sort of skill to complete.

From the start of the level, head foward and to the left abit and find the garage looking section with little jumps to the right and to the left going paralell to the wall. Use either one of these jumps, and use it to launch up onto the roof of the warehouse. Grind the top and then fall off in the way of the warehouse roof and then land safely. From where you land. You should be by the part where the gap between the warehouse roofs are. head to your right abit, and, stil on the roof, to your left will be the rooftop cable wire. Go back and get a massive run up and then jump onto the first section, and keep your balance all the way along and grind all 4.

You do not have to grind the whole way along, only all 4 sections. When you get all 4, you are done. And to get all four, you only need to grind the end or start of each. Use this to your advantage if possible.

ALL IN ONE RUN

=====

In this section, I will tell you how to do the challenges all in one run, this means doing every challenges in under 2 minutes. Maybe you wont get it everytime. I put this in here for people who just want a challenge, or are short on time and want to do the challenges quickly.

From the start of the level, head foward and to the left abit and find the garage looking section with little jumps to the right and to the left going paralell to the wall. Use either one of these jumps, and use it to launch up onto the roof of the warehouse. Grind the top and then

fall off in the way of the warehouse roof and then land safely. From here, turn around and then go to where the vents are so you have a run up going over to the next warehouse.

Get your run up like this, pedal along the skylight / vent and then jump across to the middle section and onto the next warehouse, thus clearing the gap. Grind the left of this warehouse roof to do the next challenge and then turn around and find the wire cable and then grind all four sections. Jump down and then go to the warehouses and jump through all of the four windows. Do it quickly, since all those previous challenges were time consuming.

If you are still having trouble with one of the challenges just listed above in this all in one run walkthrough, you can go back to the individual walkthroughs for the challenges, and they will provide you with greater detail, and better information to overcome your challenges.

~~~~~  
BACKYARD POOLS  
~~~~~

:::
AMATEUR CHALLENGES
:::

KNOCK OVER 4 BLUE, LONG DECK CHAIRS

=====
Not terribly that hard to do, but collecting four can have it's hardness as one really spoils the whole difficulty for the rest by making it hard to get. You will know which one I'm talking about.

From the start, head straight forward around the back of the house section and you will no doubt see the first blue deck chair. Just go up and run into the thing and it will count as one. Keep riding up and when you get to the corner, turn yourself left and go left. On top of one of those vert ramps will be the second deck chair, hit it and then jump down. Head around the corner to your left and then nip back in to your left and you will see a massively big halfpipe, use the little ramp and then jump up to the top and hit the 3rd deck chair. Jump down and head to your upper right, just by the pools. Then go up into the raised up section and hit the last deck chair.

I really don't need this last paragraph, since there is no extra help needed. The only real main problem with this challenge may be that you can't get the one on the roof, remember to try and get onto the top at the shortest point possible, so you don't have farther to go.

CLEAR OVER 10 METRES OF AIR

=====
A real bitch to do sometimes, but other times it can be really easy, it really depends on how you go about the objective, for me it's easy though, I don't know about you.

There are many places to do this, and you can choose your own favourite place, you may not get it done, but it's worth a go at your favourite spot. My favourite spot, and the easiest place to do it I think is: From the start of the level, head to your left through the first pool and into the second. Go to your left inside it and go from this angle back to the other side of the pool and do tricks here so you won't go offline.

IMPORTANT NOTE: This here is the best way to do it: Do tricks in the air, but don't spin around. Never use L1 or R1 in the air, or LEFT or RIGHT for spinning in this challenge. It will put you offline, and if you spin in the air, you will be put back crooked because you wont have the right line and lose air. Never spin. Go up each side of the bowl, busting osme massive tricks and get good air.

PULL A 540

=====

Really simple, really, really easy as well. This is just to get you used to pulling some spin omves, that you might need later on in the game, otherwise, meh!

This can be done anywhere, choose for yourself on where you want to do this. You choose, and you can do this anywhere and almost everywhere because it is so easy. Go up a halfpipe, vert ramp or just a basic ramp and then spin around. You must do a full 360, and then half turn around, so you will probably land backwards. Simple enough.

If you are still having some trouble, then use the L1 and the R1 button to spin in the air, it will help alot. Although I don't use the L1 and R1 thing, it has helped many other people that have trouble with landing straight and all that.

SCORE OVER 15,000 POINTS IN A RUN

=====

Easy, simple, and very basic. The Pro score for the last level was like more than this, and with more vert spaces in this level, it should be easy and done quickly.

There are many places to do this, and you can choose your own favourite place, you will defenetly get it done, so it's worth a go at your favourite spot. My favourite spot, and the easiest place to do it I think is: From the start of the level, head to your left through the first pool and into the second. Go to your left inside it and go from this angle back to the other side of the pool and do tricks here so you wont go offline.

Variate your tricks up. This is a very easy challenge, so lest make it abt harder. Try to do this challenge in 1 whole combo. 1 combo, and thats it. So, see if you can get 15 thousand in one combo. Theres a challenge for ya, I can do it, but can you? -no Cheats-

ALL IN ONE RUN

=====

This section describes how you can do all of the amatuer challenges above, in... you guessed it, one whole run, which is 2 minutes. this is just for people who don't like to go slow, or what a challenge. You might not do it every time, but it's just a challenge.

Lets start with doing the blue deck chairs first, because it is the only one of these four challenges that invlove actually going around the level and collecting all of these things. From the start, head straight foward around the back of the house section and you will no doubt see the first blue deck chair. Just go up and run into the thing and it will count as one. Keep riding up and when you get to the corner, turn yourself left and go left. On top of one of those vert ramps will be the second deck chair, hit it and then jump down. Head around the corner to your left and then nip back in to your left and you will see a massively big halfpipe, use the little ramp and then jump up to the top and hit

the 3rd deck chair. Jump down and head to your upper right, just by the pools. Then go up into the raised up section and hit the last deck chair.

Turn around, and launch off of the big ramp, and then into the pool nearly below you now. Jump in and use the two vert ramps, and we are now trying to get the 540 air, the score, and also the 10 metres of air. Go up one side of the pool, and then start spinning around and try to land a 540, which is a whole spin, plus another half. Land it, and then go up another side of the vert ramp and perform tricks, but nothing spinning. You are now going for the air and the score as one. Keep soing tricks, but don't spin so you will land straight, with speed and air. Get the score, and also the metres of air.

.....
PRO CHALLENGES
.....

TRANSFER FROM POOL TO POOL

=====
This challenge just gets you ready for some massive jumps you are going to undertake during your big journey as a pro BMX rider, you need to transfer from one pool to the other, whcih is really, really easy.

From the start of the level, turn to your left. Jump down into the first pool and you will see a bar just ahead of you. To the right of that is the jump you need to use to get into the other pool. Go up the first side of the pool, and then do a trick and do not spin it around, or you will be put off balance. Instead, do trick if you want to, and don't spin it and it will get to a steady position without no trouble. When you land, jump off the top of the end of the jump, and don't hold down X, instead, jump at the very end. Land on the other pool without doing anything wrong on the way over, and your done.

Still having some trouble? If so, remember to not hold down the X button for very long, and jump at near the very end of the jump. Also, try to go from the jump the other way.

GRIND THE GREEN LAWNMOVER

=====
Really, really easy. I'm not sure what this is doing as a pro challenge, it seems to fit in nicely with the Amatuer challenges. I think that the 10 metres of air is harder than this challenge, so maybe they should of swapped them around, ah hell, no one listens to me.

From the start of the level, head up behind the house and also to where the deck chair was for the amatuer challenges. Keep heading up, and thrn turn the corner to the left. Keep going by the house, and then turn inti the little section to the left. You will see the green lawnmover just there. Jump onto it and then grind the side and your done the challenge.

Heh, you can get crushed by the lawnmover if you really want to, it really means nothing, but it's just for fun. Grind the lawnmover coming the other way, and then jump off and let it plow into you and you will fall off.

TRANSFER FROM THE POOL TO THE ROOF

=====
It can be easy, it can be hard, it really just depends on how you are doing the challenge that makes the difficulty bigger.

First of all, you need to know where the pool is. From the start of the level, head forward and just before those gigantic halfpipes, turn to your left and stay looking. You will see 2 pools, one on your left and one on your right. Go into the one on the right. You will see a little ramp here, pointing towards the house. That is what you have to jump off of and land on the roof for it to count. Just basically press up + x at the lip, and then launch high and onto the roof. Land safely, and your done.

If you are still having some trouble getting up there, then go to where that ramp is, and then turn around to face the vert ramp opposite. Go up this ramp, and then land without spinning in the air, and now do the jump with better speed. Also, if you think you wont make it, grind, and get up there. It wont count, but then you can go from the roof to the pool. Sneaky.

SCORE 35,000 POINTS IN ONE RUN

=====

Another one of these. This is the hardest "Score" challenge so far, so it could prove a tad bit difficult for you to do. It depends if you are good at scoring, or just plain crap.

You can do this anywhere in the level, so choose your own preferred location and spot to do it. If you can't get that amount of score at your place, here are a few of my spots that I like to go to to easily get this score: VERT: Trun left from the start of the level, and go into the second pool. Here can give you lots of air, speed and all that stuff. The level is filled with pools, so choose one of your own.

STILL having some trouble? Well, you might be crashin too much. The camera angle of this game isn't that good when you are in the air, because it shows it side on, which can be a pain for landing. Try to do a stall trick to save yourself, this can give you extra points, and also stop you from stacking.

ALL IN ONE RUN

=====Y

ou should know what this section is about by now, if not, then I will describe it to you: This section describes how you can do all of the amateur challenges above, in... you guessed it, one whole run, which is 2 minutes. this is just for people who don't like to go slow, or what a challenge. You might not do it every time, but it's just a challenge.

This challenge is quite easy to do, because nothing is out of the way really. Everything is near each other, and this should be no problem at all. From the start of the level, head into that pool on your left. Get some speed and go from the ramp and jump into the opposite pool and do a trick just to get some points, and you will do the first challenge.

Then when you land, turn into the pool on your right, and use the ramp at the end of it to jump up onto the roof of the house. Get some more speed if you really need to, and then launch up. Land on the roof, but do not fall down yet. Turn to your right and then jump down to the ground, by where the clothesline is. You shall see the Green Lawnmover, grind it, and you have done 3 out of 4 challenges. Find yourself a nice spot to get the rest of the points, and your done.

If you are still having abit of trouble doing any one of those challenges, parts from here were took out of the individual challenges

which you can find above this challenge. That will give you more information on how to do it better than ever.

.....
HARDCORE CHALLENGES
.....

GRIND THE CLOTHSLINE

=====
Yeah, this challenge is knid of hard. You need to be positioned perfectly to do it, which can sometimes be a pain in the ass.

First of all, you need to know where the pool is. From the start of the level, head foward and just before those gigantic halfpipes, turn to your left and stay looking. You will see 2 pools, one on your left and one on your right. Go into the one on the right. You will see a little ramp here, pointing towards the house. That is what you have to jump to get up to the roof, and to the clothsline. Jump up to the roof, and then break once you are up there so you will stay still. Up there? Good! Turn to your right on the roof and you will see a jump, go to nearely the left side of this, but not too far and then try and grind the clothsline all the way along.

Still having trouble? Maybe not getting up to the roof? Well then turn around from the ramp and use the vert ramp as a run up, and then launch yourself up onto the roof. That will help alot. If you are still having trouble getting the clothsline, then just rapidly press triangle in the air and you might just catch on to the wire.

TRANSFER FROM ONE RAIL TO THE OTHER BETWEEN POOLS

=====
Ahh, quite hard this is. On the last pro challenges, you got a new bike. I suggest before doing this challenge, equip that new bike, it will help alot. Once you got it, continue on:

From the start of the level, head to your left into the first pool. Stop in here, and then turn around so you are facing a vert section of the pool, and also looking towards the start nearly. Go up this side of the vert ramp, and land safely. Do not spin in the air, and then pedal really fast up to the rail and grind it up and then jump off to your right and try to get the next rail. If you didn't get it, then try it with more speed by going up more vert ramps. You should get it soon enough though, it aint that hard.

Still having some trouble? Just remember that you don't have to do it from a certain way, you can go from bar number 1 to bar number 2, or back from bar number 2 to bar number 1, choose which way you are comfortable with.

GET INTO THE SECRET POOL

=====
I once again suggest that you equip your better bike, and just keep it equipped, because you will need it for harder challenges, not just on this challenge, but harder levels and challenges coming up in the game.

First of all, you need to know where the pool is. From the start of the level, head foward and just before those gigantic halfpipes, turn to your left and stay looking. You will see 2 pools, one on your left and one on your right. Go into the one on the right. You will see a little ramp here, pointing towards the house. That is what you have to jump to

get up to the roof, and get to the clothesline, to get to the secret pool. Jump up to the roof, and then break once you are up there so you will stay still. Up there? Good! Turn to your right on the roof and you will see a jump, go to nearely the left side of this, but not too far and then try and grind the clothesline all the way along. Stay on the other side of the roof, and keep going along and then use the jump to get into the secret pool. Go to where the flashing section is, and then jump in here from outside of the pool to the inside.

If you are still having trouble getting into the secret pool, it could be because of that stupid jump at the end. Try to jump right at the edge over it. If you don't think you will make it, grind and you will stall. Press the directional pad the way of the pool, and then he will fall off that way.

GRIND THE RED LAWNMOVER

=====

Pretty easy, easy enough, although getting to where the lawnmower is located can be a bitch.

First of all, you need to know where the pool is. From the start of the level, head foward and just before those gigantic halfpipes, turn to your left and stay looking. You will see 2 pools, one on your left and one on your right. Go into the one on the right. You will see a little ramp here, pointing towards the house. That is what you have to jump to get up to the roof, and get to the clothesline, to get to the secret pool, to get to the lawnmower. Jump up to the roof, and then break once you are up there so you will stay still. Up there? Good! Turn to your right on the roof and you will see a jump, go to nearely the left side of this, but not too far and then try and grind the clothesline all the way along. Stay on the other side of the roof, and keep going along and then use the jump to get into the secret pool. Once you have landed in the pool, then head to the upper right and you will see the red lawnmower in the corner.

The lawnmower will now knock down the fence, and now you can easily acces the secret pools without going that way. Viola, you have done the hardcore challenges.

ALL IN ONE RUN

=====

You should know what this section is about by now, if not, then I will describe it to you: This section describes how you can do all of the amatuer challenges above, in... you guessed it, one whole run, which is 2 minutes. this is just for people who don't like to go slow, or what a challenge. You might not do it every time, but it's just a challenge.

Lets start. 1 is out of the way of all the others, so I suggest we do that challenge first. From the start of the level, turn left into the first pool and you will see the first bar. Grind this and try to transfer all the way over to the other bar in the other pool. Get some speed by using the pool behind you for some speed and air and then grind and transfer over the pool and to your right and then grind the other side.

Once you land, then turn to your right. Go to the pool along side you here, which is the one that can be used to jump up onto the roof of the house so you can do the other challenges. Once again get a run up ifneeded and then launch off of the ramp onto the roof and then brake. Turn to your right and then go up the ramp- and grind the clothesline all

the way across. 2 challenges done. Try to land on the roof again, but if you can't, it's no big deal, just do the jump again and then go back up here.

Use the ramp at the end, and jump into the secret pools area. Jump in the flashing part near the lawnmower for it to be counted, and then jump back out. You will see the Red Lawnmower ahead of you, grind that and you have done all challenges in one whole run.

If you are still having abit of trouble doing any one of those challenges, parts from here were took out of the individual challenges which you can find above this challenge. That will give you more information on how to do it better than ever.

WOODWARD


~~~~~  
WOODWARD CAMP  
~~~~~

::
AMATUER CHALLENGES
::

CLEAR EACH JUMP IN THE SIX PACK
=====

Pretty easy for anyone to complete. Landing can be a problem though, but I really think everyone can do this challenge first time, or maybe even second time.

The six pack is staright ahead of you. There are really six jumps, but if you jump one side and then land on the other, it classify's it as 2 jumps done. So, ride foward from the start, and then just basically jump over the first jump and land facing the direction of the next jump. Go over the next jump now, and then land on the other side and then do the same to the last jump. If you do accidently miss the last jump or one of the ones in between, start again from the start of the level (Ride back up there) because you will not have the speed to execute the jump now.

Still having some trouble? Well, the most common problem is clearing all of the jumps, many people go off sideward and all over the place. You CAN land slightly sideways, but not too far. You do not have to land perfectly, so you can aim so that when you land, you willbe aiming at the next jump. This should help extremely much.

JUMP OVER THE MUDDY CREEK
=====

Fairly simple challenge to do, does require a tad bit of skill to do, but satill hard none the less.

From the start of the level, just roll over all of the jumps in the six pack you see. Keep going foward past them, and keep going past all of those wooden vert ramp things, and follow the path around as it goes to the right. Keep following around the path, and you will eventually find the creek just ahead of you, near the woodward sign, but just before. Launch over this, and hold X before it, but not for too long or you will

lose too much speed. Jump from one part of the flashing section to the other, and if you cleared it, then you are done.

Still having trouble? Well, why not try it from a different way. Go to where the Woodward sign is on that vert ramp by the creek, and then do a trick and land it and go over the creek from this way. You do not necessarily have to go over the creel from one specific way.

SCORE OVER 20,000 POINTS IN ONE RUN

=====

Simple, really simple. You already got more than this in the pro score from the last level, so doing this challenge will be a piece of cake. Although, it is a new level for getting scores, so it can have it's tough section.

You can do this challenge anywhere you want. The level is vast, so you can choose your own place to do the challenge. I will also mention a few spots as well: VERT: From the start of the level, just head past the six pack, and to your left will be all of these vert ramps, use these for some big scores GRIND: On the top of the houses are great for some grinding, and there are other good grind places around the level. MY preferred spot to get this challenge is probably the first first one.

Still having trouble doing this? I don't understand why, but if you are, the reason could be that you are crashing too much so you can't get the score. Try and use grind tricks and plants to stop you falling, and then also they can be used for bigger combos and such.

BREAK OFF 4 CABIN DOORS

=====

Easy enough, although the doors are scattered around the cabin and they could need some finding to get to them. All 4 cabin doors are located to the left of the level, as you start.

From the start of the level, turn to your left and hit the first door you will see. Come into it from the left, otherwise you will crash for some mysterious reason. Hit down the first door, and then go around the house to your left and then turn right and hit the second door which is located on the porch or whatever of the house. Ride to your left now and hit the next door, and go around the houses, and when you are near the golf cart, turn back into the houses, on your right. Turn the first left, and you will see the very last cabin door. Hit it, and your done.

There is a glitch in this level, well, maybe not a glitch, but just the way the game puts it. From the start of the level, try and hit the cabin side on, you will likely fall off and it will say awkward landing, yet all you did was hit the door, and the door usually breaks off.

ALL IN ONE RUN

=====

This section basically describes how you can do all of the challenges listed above in one big run, 2 minutes. This is just to provide a challenge for you, the reader. You may not get it done every time, but it's still worth ago.

We will start with going over the stupid six pack jumps which are really easy. Just go tralla lalalala over them, and land perfectly over each one. Then head back to the start, to where you were facing out, and we will now do the cabin doors challenge. turn to your left and hit the first door you will see. Come into it from the left, otherwise you will

crash for some mysterious reason. Hit down the first door, and then go around the house to your left and then turn right and hit the second door which is located on the porch or whatever of the house. Ride to your left now and hit the next door, and go around the houses, and when you are near the golf cart, turn back into the houses, on your right. Turn the first left, and you will see the very last cabin door. Hit it, and your done for the cabin doors challenge.

Then head up to where all the vert wooden ramps are, perfeorm some tricks as well, and then go around the path, and use the ramps on your way and do some tricks over them for some extra points which will bring you closer to the point objective. Go around to where the creek is, and then jump over it, and do some more tricks now and get the amatuer score.

If you are still having alot of trouble with doing one of these challenges just above this paragrapgh, then please refer to the individual challenges listed above for more information and better tips, since this is just has the shortened down challenges.

:::
PRO CHALLENGES
:::

PULL A BKAFLIP OVER EACH JUMP IN THE SIX PACK

=====
Easy enough to do, still hard for the person with no skills at this game, because it needs some skill to complete.

The six pack is staright ahead of you from the start. Go over the vert first jump, and then clear it, and do a Backflip in the process over it. You need to clear the jump AND do the backflip for it to be counted. Do not spin around in the air or anything, because it will put you severely offline, and you wont have any time to correct it. Jump, clear and perform a backflip over the next jump, and then do the same to the very last jump and land it. If you do bung up the challenge at any time, it's best to either go to end run, or ride back to the start because you will have speed before, and you need to gain some if you did stuff up.

Still having some trouble? Well, the most common problem is clearing all of the jumps, many people go off sideward and all over the place. You CAN land slightly sideways, but not too far. You do not have to land perfectly, so you can aim so that when you land, you willbe aiming at the next jump. This should help extremely much.

FASTPLANT ON THE WOODWARD SIGN

=====
Pretty easy to accomplsih, although I can often get the Falsplant mixed up with the stupid walltap. Oh well, I will get it right, some day.

From the start of the level, head foward past the six pack. Keep going past the golf cart on your left and also all the wooden vert ramps you see. At the end of that section, you will see a path, take it around and then keep going, and go over the creek. Just past the creek you will see a big shed thing, and the woodward sign is on that. To do a Fastplant, press left? plus the X button and get the sign. Make sure you have enough air, if not, get some more somehow by doing tricks.

Still having some trouble? Make sure you are doing a Fastplant, not a walltap. I sometimes get the two mised around, so I could be wrong. If

you still can get it, then make sure you are actually doing it to the Woodward sign, it is up high, and you need to fastplant that, not the wall.

SCORE OVER 45,000 POINTS IN ONE RUN

=====
This, my friend is the hardest challenge involving scores you have done so far, that is, if you have been reading from the very top of the file. 45,000 points can prove hard to get, for some.

You can do this challenge anywhere you want. The level is vast, so you can choose your own place to do the challenge. I will also mention a few spots as well: VERT: From the start of the level, just head past the six pack, and to your left will be all of these vert ramps, use these for some big scores GRIND: On the top of the houses are great for some grinding, and there are other good grind places around the level. MY preferred spot to get this challenge is probably the first first one.

Still having trouble doing this? I don't understand why, but if you are, the reason could be that you are crashing too much so you can't get the score. Try and use grind tricks and plants to stop you falling, and then also they can be used for bigger combos and such.

JUMP OVER 4 GOLF CARTS

=====
THE Hardest challenge for this level, I even think it beats all of the hardcore challenges. This challenge took be AGES to do with some riders, but I did it first go with others.

From the start of the level, ride up a tad bit to the first jump of the six pack. Do not go over it. Brake, and then turn around so you are facing towards where you started. Ride forward to that same platform, and then grind the railing to your left. Then at the end, be ready to jump off. Jump off, and you will go over the golf cart. That's 1 done. Turn around, and then go to your left into the cabins. Turn tight onto one of the porches and then use the porch to jump off of, and you will go over another golf cart 2 done. Head to the right now, and then come back, and use the dirt jumps and jump over the next golf cart. The last golf cart is if you go right and it's by the wooden ramps. Either use the wooden parts and press Up + X to jump all the way over, or go from the other way. Make sure you clear it fully, or it will not be counted.

I think this is definitely one of the hardest challenges for the pro set, in the game. The last golf cart can be a real big bitch to get, and is very annoying.

ALL IN ONE RUN

=====
This section basically describes how you can do all of the challenges listed above in one big run, 2 minutes. This is just to provide a challenge for you, the reader. You may not get it done every time, but it's still worth a go.

Let's start with the six pack jumps: From the start of the level, just go over all of the six pack jumps and also perform a backflip over them on your way as well, because that is part of the challenge. Go over all three, and then head back to the start.

Ride forward to that same platform, and then grind the railing to your left. Then at the end, be ready to jump off. Jump off, and you will go

over the golf cart. Thats 1 done. Turn around, and then go to your left into the cabins. Turn tight onto one of the porces and then use the porch to jump off of, and you will go over another golf cart 2 done. Head to the right now, and then come back, and use the dirt jumps and jump over the next golf cart. The last golf cart is if you go right and it's byt the wooden ramps. Either use the wodden parts and press Up + X to jump all the way over, or go from the other way. Make sure you clear it fully, or it will not be counted.

Score points on your way to all of these challenges you have been doing, just to make it quicker. From where the last challenge ended, then go around the path by the wooden halfpipe sections and then take it around, all the way to the woodward sign. Do some tricks on the way, and then fastplant the sign and perform some more tricks and your done. yay for you.

If you are still having alot of trouble with doing one of these challenges just above this paragrapgh, then please refer to the individual challenges listed above for more information and better tips, since this is just has the shortened down challenges.

.....
HARDCORE CHALLENGES
.....

GRIND 2 BULLDOZERS TO OPEN THE TENT AREA

=====
Pretty simple, I guess. It's not to hard to grind two bulldozers, now is it? :P Should have zilch of a problem with this challenge.

From the start of the level, head to the right of all the jumps in the six pack. Ride down to near the building, which is where you have to jump up to the roof from. Turn right and you will be near the fence and also you shall see the very first bulldozer. Grind the top or side of it, and it will then move and plow into the fence and unlock the tent area. Thats one gone. The other bulldozer is to the left, but is a tad more hard to get ahn that. Head into the vert ramps section and then go to the left and hop out. Trun back towards the bulldozer, and then jump from here onto the bulldozer, and grind it and your done.

Once you do this challenge, then you have unlocked a secret area. yay for you. This is open in all modes, except for Proquest when using another character.

JUMP UP TO THE WAREHOUSE ROOF

=====
Hmm, this challenge is really simlar to alot of other challenges in a few other levels, especially the wording, such as: "Jump uo to the roof of the house" and "Grind the Warehouse roof."

From the start of the level, just keep on going foward., Roll over every single jump you see in the six pack and then you will see the warehouse just in front of you. it is near where the bulldozer is / was for the last challenge, and is the same building that the woodward sign is on, although the makers make it so you have to get up there a certain way in order for it to count, damn you! Ah, anyway, use the little dirt mount you find, and get a run up before it, rolling over the dirt mounds was for that speed, and hopefully you have enough. Jump up to the top, on the flshing part, and make sure you didn't touch the edge when you went up. Otherwise, you should be clear.

Still having trouble? Well, if you can't get up there, try to rapidly press triangle so you might stall onto the edge. Then move the way of the roof and then jump from the roof down to the ground and it will usually count. Also sometimes if you just stack it by hitting the edge of the roof, you will be put back on the roof, so you can jump down.

DO A 360 SPIN OVER ALL THE JUMPS IN THE SIX PACK

=====

Easy enough to do, but the odd n00b will stuff it up, because they suck at the game, lets try to fix that problem and do this challenge easily.

Ride foward from the start, and then launch off of the first jump. Spin around, so you do one whole spin and get back to the same position you are now, which is classified as a 360 spin. Land the spin trick, and get in line with the next jump, and jump off of it and do another 360 spin, and then land it again. Go over the last jump and then also do another 360 flip, and land it, and your basically done. If you do stack or fail to go over one of the jumps, then it is probably best to either start again, or ride back up to the start because you will not have enough speed to do the next jump, unless your using cheats :P

if you are still having some trouble, then try and use the top buttons to spin, this means L1 and also R1 to spin. They can be more useful than the directional buttons. Also, try to land in line with the other jumps if need.

GRIND FOUR WIRES BETWEEN CABINS

=====

A HARD challenge to do. Every wire has it's little challenge, and it can sometimes be a pain if you miss one wire, and then find yourself trying to get back up onto the cabin roofs.

From the start of the level, pead to your left and use the little dirt jump and launch up onto the roof of the first cabin. Hopefully you will make it up there, if not, keep on trying. If need be, stall on the egde and then move the way of the roof and then you might stack it, but you will still be on the roof none the less. Go to the left of the first cabin roof, and grind the very first wire you see. Then go across to the next cabin and in between will be the next wire. The next one is once again in the middle of the cabins, so grind that and you will see the next cabin wire to your right.

Try not to fall off during the holw grinding process, or you are basically stuffed, unless you have a big amount of time left. Always stop and look at where you have to grind next, because if you don't you will probably not make it and fall down.

ALL IN ONE RUN

=====

This section basically describes how you can do all of the challenges listed above in one big run, 2 minutes. This is just to provide a challenge for you, the reader. You may not get it done every time, but it's still worth ago.

Lets start with the 360 spins over the jumps. Go over the first jump and do a 360 spin, and do the same over the next two, and you have done that challenge. Lets move on to the next two, which are jumping up to the warehouse roof, and opening the tent area. When you land, do a big leap using the dirt mound, and get onto the roof of the warehouse. Land it,

and then come down and grind the bulldozer you see, and then go in the newly opened tent area, and then go up the side of the tent and grind the next bulldozer. Once that is done, return to the start of the level, facing forward, towards the warehouse and tents.

From the start of the level, head to your left and use the little dirt jump and launch up onto the roof of the first cabin. Hopefully you will make it up there, if not, keep on trying. If need be, stall on the edge and then move the way of the roof and then you might stack it, but you will still be on the roof none the less. Go to the left of the first cabin roof, and grind the very first wire you see. Then go across to the next cabin and in between will be the next wire. The next one is once again in the middle of the cabins, so grind that and you will see the next cabin wire to your right.

If you are still having a lot of trouble with doing one of these challenges just above this paragraph, then please refer to the individual challenges listed above for more information and better tips, since this is just has the shortened down challenges.

~~~~~  
LOT 8  
~~~~~

DO A FLAIR IN THE BOWL
=====

Bah, very, very simple to do. Anyone can do this challenge. To make it harder, see if you can do this challenge in under 20 seconds, say.

First of all, as the title in the game suggests, a Flair, is a backflip spin around once, so you will actually land forward. All types of backflips look pretty cool, in my opinion. From the start of the level, head down the hill you see in front of you, and to your right will be a little gap under the bridge. Go under this and over the ramp and the bowl will be just to your right. Go in here, and then go up one of the sides of the vert ramp and perform a backflip (down + square) and spin it around.

Still having some trouble doing this challenge, well, try using L1 and the R1 buttons to spin around. If you are having trouble using the left and right button, then try this. It may help, it may not. If you are still having trouble, maybe it won't count the backflip as a flair? Then try not to do a "Can-can" or whatever over trick, and just do the plain backflip with the spin.

SCORE OVER 25,000 IN ONE RUN
=====

Easy enough to do, you had to get a score that was more than this in the pro challenges in the last level, and this is less than that score, you this challenge should be very easy to do.

My advice is to not waste any time doing this challenge. If you are confused about what I just said, then this is what I mean: Getting 25,000 is piss weak, and can only take 30 seconds. Try to do another challenge and do tricks on the way to it. Try grinding the fences around lot 8, and perform tricks as you go, and do the grinds on the fences. This is easier than wasting ages just doing this simple objective.

Still having some trouble? Well, here are some places you can use for getting your score: VERT: The bowl is a good place, from the start of

the level, head down the hill and under the bridge into the bowl. Perform alot of tricks here. Also there are some vert ramps by the wall near the 2 fences, back from the start. GRIND: Where you start you can transfer from the ramp up to the bridge, and then grind up here. That goes on for awhile, and there are also some other fences around lot 8 that are just begging to be grinded.

TRANSFER ACROSS THE FUNBOX

=====
Easy enough to do, but like all other challenges, it needs some skills to complete it, not much though.

From the start of the level, turn yourself around and ride down the hill and over the mount everest fence (I'm not sure why the hell it's called that, maybe it's the highest place you can get to in the level, not being in the air) When you land, turn to your left, and you will see the funbox. Turn to your left, and get a little run up, and then use the ramp and transfer over to the other side. Make sure you have the speed, and do not touch the middle section of the fun box, otherwise you will fail the challenge, and will have to keep on doing it. It can't be done from the other side.

Still having some trouble, well, try not to hold down the X button for too long when you are jumping, otherwise you will lose alot of speed and not make it over the middle of the funbox. You can hold down X, but not for too long, or the above will happen.

GRIND 4 FENCES AROUND LOT 8

=====
Simple enough challenge, that really anyone can do pretty fast. and without too much hassle.

From the start of the level, turn around. Roll down the hill, and over the next until you come to the quarter pipe section. Roll over the quarter pipe, or use the ramp to go on top of the raised up section. Keep riding long, on on your left will be two fences, grind one, and then grind the other one. Then, thats 2 done. Jump off to the left of the second one, and head towards the bowl. To the right of the tower, just by the bowl is another fence to grind, and the last one is just by the tower.

Most people say that "I have come across a fence, but it isn't flashing, and I grinded it, but It wasn't counted, why not?" It's beause you are grinding the wrong fence. Grind the correct fences listed above.

.....
PRO CHALLENGES
.....

WALLTAP 4 FIRE ALARMS

=====
Defently THE hardest challenge in the whole of Woodward camp, and about nearly the hardest challenge in the whole game, in fact, I think it is the hardest challenge in the game. This took be ages to do, and I still have trouble doing it now.

From the start of the level, head foward. When you see the vert ramps, press up + x and go over them. Go up the corner vert ramp for some speed, but make sure you land on it and not fall down. When you land, head foward and use the ramp and then press left or right + X and do the

walltap on the alarm number 1. Now from here, turn around and then go back up the hull near where you started. You will see the second alarm just ahead of you. Use the hill section as a ramp, and walltap the next alarm. Land and keep heading up so you are on the raised up sections near the vert ramps. Go along and use the little incline for a ramp, and then get the next fire alarm. Keep riding along to the end, and then walltap the next fire alarm at the end, which is always a bitch to get. I usually get that one but just jumping and then oressing the button for walltap, and then it just like magically flies to the fire alarm.

On the last one, going up the vert ramp by it doesn't always work, and I don't think I have ever gotten it to work actually. If you are still having some trouble, try going for the hardest fire alarm first (Which is the last one I mentioned, of course) because if you did get all the other ones before the last one and you can't get it, all that work and time has gone to waste.

GET THE PRO SCORE

=====

Easy enough to do. This is the highest score you have had to encounter during your challenge mode, but hey, what do you expect, it is a 'pro' challenge.

This may take some time out of your run to do, and this is why I suggest give a whole 2 minutes to do, because this challenge is slightly harder, and is a bigger score than all of the rest of the challenges you have done. Choose one of your favourite spots you like for getting scores done in the level, and then perform some tricks. If you are about to fall, then you can use grinds, stalls, and plants/taps to save your trick from being 0. Also, they add some more to the combo.

Still having some trouble? Well, here are some places you can use for getting your score: VERT: The bowl is a good place, from the start of the level, head down the hill and under the bridge into the bowl. Perform alot of tricks here. Also there are some vert ramps by the wall near the 2 fences, back from the start. GRIND: Where you start you can transfer from the ramp up to the bridge, and then grind up here. That goes on for awhile, and there are also some other fences around lot 8 that are just begging to be grinded.

TRANSFER BETWEEN THE QUARTER PIPE AND THE CORNER QUARTER PIPE

=====

Long bloody title. This is very easily, but everyone goes about it the wrong way, which makes it looks very hard, which, of course, it isn't.

From the start of the level, head down the hill. Roll over all the ramps you see and go over on the way, and on your left will be the quarter pipe you need to transfer from, to the top quarter pipe. Most people try to do it by just going left, and they will go at the wrong angle, and usually stuff it up. Instead, head to your right and go up abit. Then trun around and go under the bridge and then come back into the quarter pipe. Transfer from where you are, to the right and into the corner.

Still having some trouble? Well, make aure you actually transfer, and not go around the outside of the quarter pipes next to it. Make it a sharp turn to the right, so you go up, and not around. Try it from the other way if need be.

GRIND THE TOWER

=====

Easy enough to do, it's not that hard, even though the tower (as it suggests) is up high, you can get to it easily.

Okay, lets start. From the start of the level, keep on headingn foward, down the hill. When you reach the end by the bridge, and the quarter pipes, turn to your right, and go under the bridge. Stop when you come out of it, and then turn to your right. You should see the tower in your sights, it's that big tall thing, and you have to grind it. So, get a run up, and then pedal. Keep pedalling and by the tower will be a ramp. Use the ramp to launch up onto the tower section, and then grind the tower.

Alot of people have trouble with this challenge, due to they can't get up onto the tower. Remember not to hold down the X button for too long, otherwise you will lose alot of speed, thus not having enough.

ALL IN ONE RUN

=====
This section basically describes how you can do all of the challenges listed above in one big run, 2 minutes. This is just to provide a challenge for you, the reader. You may not get it done every time, but it's still worth ago.

The score can easily be obtained. What you can do is look at the other challenges below, and while trying to do then, score some points on the way by doing afew tricks, like the Walltapping the fire alarms gives you some points.

From the start of the level, head foward. When you see the vert ramps, transfer from the quarter pipe to the corner one. Go up the corner vert ramp for some speed, but make sure you land on it and not fall down. When you land, head foward and use the ramp and then press left or right + X and do the walltap on the alarm number 1. Now from here, turn around and then go back up the hull near where you started. You will see the second alarm just ahead of you. Use the hill section as a ramp, and walltap the next alarm. Do some tricks on the way to all of these fire alarms, remember. Land and keep heading up so you are on the raised up sections near the vert ramps. Go along and use the little incline for a ramp, and then get the next fire alarm. Keep riding along to the end, and then walltap the next fire alarm at the end, which is always a bitch to get. I usually get that one but just jumping and then oressing the button for walltap, and then it just like magically flies to the fire alarm.

The only thing left now is to grind the tower. From where you land in the vert ramp, head to your upper left, towards the tower. Go to the left side of it, and go past it to the end, by the guard railo and wall. Then turn around, and come back towards the tower and use the ramp to jump off and the grind the tower.

If you are still having alot of trouble with doing one of these challenges just above this paragrapgh, then please refer to the individual challenges listed above for more information and better tips, since this is just has the shortened down challenges.

.....
HARDCORE
.....

JUMP FROM THE RAMP UP TO THE GUARD RAIL

=====
Tricky? No, not really. This is a really simple Hardcore challenge, and a Pro challenge is harder than this goal.

This one is really easy to explain as well. From the start of the level, roll down the hill, and you will see the guard rail above you, maybe to the right abit. You have to get up to that. There will be a ramp just by it, to the left side of it. Pedal down the hill, and then use the ramp and transfer to the right abit, and grind the guard rail. Thats it, you have done this challenge.

Still having some trouble? Well, try not to hold down the X button. I know people often forget, as well as me. If you do hold down the button for long, you will lose speed, and wont have enough to make it up to the guard rail. Oh, and make sure that you grind the rail.

MANUAL THE TOWER

=====
Hard, very hard. This is probably the hardest Hardcore challenge in this level. There is one major glitch here, thus making the tower sometimes impossible to manual.

Okay, lets start. From the start of the level, keep on headingn foward, down the hill. When you reach the end by the bridge, and the quarter pipes, turn to your right, and go under the bridge. Stop when you come out of it, and then turn to your right. You should see the tower in sights right now, it's that really big thing. pedal towards it, and by the tower will be a ramp, use the ramp to launch ontop of the tower, and when you are on top of the tower and are about to land, press down down, this will manual. Just manual the tower and your done, you don't even have to land it if you don't want to, and it will still count it.

The glitch is that sometimes it doesn't even manual. Even if you press the manual combination, it doesn't manual the tower. Remember to not hold down the X button for too long while jumping up, also.

BACKFLIP OFF THE FUNBOX RAIL

=====
Oh, an easy challenge. So easy, it should have been included in the previous challenges. Come on, this is the (SPOILER) second to last challenge level in the game, they could have at least made these challenges harder.

From the start of the level, head backwards. Roll down the hill, and then up the next hill, by the everest fence. Go to the right of it, and do bascially a U - Turn to the left, and you should be facing towards the guard rail. Just to your right will be the funbox. And there is a rail on it, which you have to jump off of, and then perform a backflip in the air. Keep headsing foward from where you are, and then do a U - Turn and come back. Pedal foward and then approach the rail, and then grind it, jump off, and then perform a backflip, and land it.

If you don't have enough time to pull off the backflip, try going the other way. You really need to approach the railfrom where it is short, and then goes up (The rail) because you need to jump off at the end of the rail, and perform the backflip.

FRONTFLIP OVER THE MOUNT EVEREST FENCE

=====
Pretty easy, most people only have trouble locating the Mount Everest

Fence, or just doing a frontflip.

From the start of the level, stay with your brakes on, and then turn around and start pedalling. Stick to the left side of the hill when you go down. Ride up the next hill, and then you will see the mount everest fence just ahead of you. You need to jump over that, and perform a frontflip. So pedal up, get a good run up and then launch from the edge of the ramp, and go over the Mount Everest Fence (I have no idea why they call the fence "Mount Everest") and perform the frontflip. The combination for a frontflip is up, up square. Use that combination and land safely and your done.

Well, I think everything to do with trouble was covered in the above paragrpah, although maybe you are 1) Not jumping over the fence fully, you may be hitting it along the way or something. 2) Not jumping over the right fence. There are alot of fencs around lot 8, so you could be getting mixed up, I guess.

ALL IN ONE RUN

=====
This section basically describes how you can do all of the challenges listed above in one big run, 2 minutes. This is just to provide a challenge for you, the reader. You may not get it done every time, but it's still worth ago.

Ohh, this one can easily be done, no doubt about it. So, I classify this as a "All in one run" friendly challenge, because it is so easy to do. Lets start with the Guard Rail grind, and doing the manual the tower, because that is abit out the way as well as the backflip off the funbox rail.

From the start of the level, head down the hill, and on your right will be the guard rail thingy. Use the ramp, and launch yourself up onto the rail, and then grind it. Remember not to hold down X for too long, or you will not make the guard rail and lose some precious time. land and then keep going up and under the bridge.

Turn to your right, and you will see the tower, and the ramp by it. Use the tower, and then transfer from the ramp you see, up to the tower. To do a manual, then press down, down. You will know if you pressed the correct combination because of the thing in the top left hnd corner. Manual the tower, and then jump down and if you have the speed, go to your right and grind the funbox rail and then jump off and perform a backflip.

~~~~~  
TITANIC  
~~~~~

:::
AMATUER CHALLENGES
:::

TRANSFER OVER THE CHANNEL GAP

=====
This challenge is really simple also. Transfer and jumping over things are different, just so you know. Transferring is doing it in the air, and jumping, is well, using a ramp and jumping and landing.

For this challenge, you have to transfer over the channel gap. And if

you were reading what I just said above, then you will know what a transfer is. If you didn't, and were too lazy, then it is doing the jump in the air, launching off from a quarter pipe. From the start of the level, roll down the start, and make sure you start pedalling. You will see a gap between the two quarterpipes, that is the gap you need to clear. Hit the right side of the ramp, with the speed you gained, and then transfer to your left and land on the other side of the little gap, and you are done.

Air and speed are required here, and remember to fully clear the gap. Try not to go too far in the air, but instead try and cut across, just missing the ground, look for the little map I mentioned for jumping over the cargo box in the second level.

JUMP OVER THE CHALLNEL GAP

=====
This challenge is really simple also. Transfer and jumping over things are different, just so you know. Transferring is doing it in the air, and jumping, is well, using a ramp and jumping and landing.

From the start of the level, just roll down the first hill, pedalling or not, it really doesn't matter. Unlike some other challenges around, this challenge does not require really much speed, skill, or air to do. It is quite simple to do it normally. Anyway, after rolling down the hill, roll over the quarter pipe just ahead of you, by pressing X + up at the top of the lip. Once you are up on the platform, halt yourself. So brake up here, and then turn to your left. You will see two little ramps, you have to launch off of one, onto the other one. No speed is really required to jump over it, so no run up is required. Jump off of one, land on the other, it's that simple.

If you are still having abit of trouble (I'm not sure why though) the problem will likely be you haven't changed bikes, and you are still using that crap bike you first get, so change bikes if you haven't already.

GET THE AMATUER SCORE

=====
Pretty easy, really. The Pro score in the last level was higher than this you know, so getting this will be really really easy to do, no doubt about it. Although it is a new level, and may take some time to work out the good spots.

You can do this anywhere you want in the level, it is simple enough that you can get your own spot to do this challenge. Alright, I will now do what I always do with these score challenges. I will now list afew VERT / GRIND places I use for getting the score: VERT: Anywhere around the level, it is called titanic, and that means it's meant to be like a ship or something, and has big trenches with halfpipes all around, so you can land, and then go up the other side of the halfpipe, and just keep scoring points like this. It's very easy. All the halfpipes are to the left of the level, and all around there. there is plenty around there, so choose a spot, and score..... points. GRIND: From the start of the level,, head to the right. There are some stuff over this section that can get you some good grind points, and basic street points.

Still having a trouble, well maybe it is because you are crashing all the time because you cannot judge where to land, because of the stupid camera view. Well, you can use stall tricks to get yourself some good points, and also stop you from falling and crashing. 2 extra bonuses.

CLEAR 12 METRES OF AIR

=====
Ack, this one can be very hard to do, for most people. The problem is that everyone goes about the challenge wrong, and, I will teach you how to do it right, and you should do this one very easily.

Okay, here is my favourite spot to do this challenge. From the start of the level, roll down, and then turn to your left. There are halfpipes all around here, which will not ruin your run up trying to find another vert ramp to go up because one is just ahead of you when you start, thus, you will never go offline. But, this is what everyone does, they always spin the trick in the air. If you do spin in the air, you will not land perfectly, and you will go offline, and ruin your speed and also your air, which is essential in this challenge. So, go up a vert ramp, and then do a trick, but do not press either left, right, L1 or R1 to spin the trick in the air. If you do not spin the trick, then the computer will put you back perfectly online and not ruin your air, and speed. Keep doing this, and you will in no time short get 12 metres of air. NEVER go offline, and try to stick in the halfpipe area. Never move out.

Still having some trouble, well, if you haven't already, change bikes to the newest one. If you are still using your crappy frist one you got, then go to gear up on the end run menu, and select the good bike. Also remember that speed and air are everything, never hold down X for too long, and I can never stress enough to never spin your trick in the air.

ALL IN ONE RUN

=====
:.....:
 PRO CHALLENGES
:.....:

GET THE PRO SCORE

=====
Ohh, the hardest challenge score you will ever have to get in a challenge level, and if you didn't know already, this is the last challenge level in the game. So, the pro score is the highest challenge score you will ever have to do in the game.

You can do this anywhere you want in the level, it is simple enough that you can get your own spot to do this challenge. Alright, I will now do what I always do with these score challenges. I will now list a few VERT / GRIND places I use for getting the score: VERT: Anywhere around the level, it is called titanic, and that means it's meant to be like a ship or something, and has big trenches with halfpipes all around, so you can land, and then go up the other side of the halfpipe, and just keep scoring points like this. It's very easy. All the halfpipes are to the left of the level, and all around there. there is plenty around there, so choose a spot, and score..... points. GRIND: From the start of the level,, head to the right. There are some stuff over this section that can get you some good grind points, and basic street points.

Still having a trouble, well maybe it is because you are crashing all the time because you cannot judge where to land, because of the stupid camera view. Well, you can use stall tricks to get yourself some good points, and also stop you from falling and crashing. 2 extra bonuses.

=====
Oh, another real hard challenge to do. It involves alot of skill to pull off, and got be abit frustrated alot of the times I was doing this challenge. It can be hard, and one of the hardest challenges in the game, in my opinion though.

I have done this several place, and I will name afew. But before I do, I will just explain what a 900 is. It is 2 whole spins, and then a half a spin. One spin is 360 degrees, so 2 spins are 620, and then add half of 360 again, and you get 900, if my maths is right. Okay, these are afew places to do the challenge. 1) From the start of the level, pedal down the starting ramp, and launch from the top of the ramp you see dead in front of you. Press up + x at the very top of the lip, and you will be launched into the air. I prefer to use the l1 and the R1 buttons when doing this challenge without any trick involved, which si what you are doing. Just hold down the button, and you will spin all the way around. Hold it down,. and do not let go of the button, it doesn't matter if you think you are going to stack, just keep it held down, sometimes you can just scrape in a 900 without getting all the way around. 2) From the start of the level, you can go to the left by all of the quarter pipes, and then launch off any one of them to do the 900.

Afew more Frequently Asked Questions here, remember to change bikes if you haven't done so already from completing the first 3 levels. If you are still having trouble, try everywhere in the level and see if you can do it. Speed and air is probably the key to this challenge.

GRIND TWO 'THINGS' TO OPEN UP "THE CAGE"

=====
Sorry, I just couldn't remember what the two things are called, oh well, if you are playing it in game, then you will know what those things are called for sure. This challenge is really easy also.

From the start of the level, head to your left. Try not to be in the ditch area when turning left, because you want to go up on the top part, to the left of thje big titanic trence going around it. Keep following the path around the outside and you will see the first thing you have to grind. Grind it, and you have done 1 / 2 of the challenge. Then, from where you are, turn back around and head back towards the start. Jump over the gap of the start and keep heading foward, so if it was from the start, you would turn to your right. Go around the outside and you will see the second thing you have to grind. Jump up onto it, and ya, your done.

I'm pretty sure that this breaks down the fence so that you can get in it from the outside. There is a way that you can get in the cage before opening it from this challenge, but you are stuck in there, and cannot get out.

JUMP OVER THE MINI TITANIC GAP

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Not terribly hard to do, you should really have no problems at all doing this challenge, defenetly another easy Pro Challenge.

From the start of the level, roll down the ramp, and then roll up and over the quarter pipe staright in front of you. Remember to press up + x at the very top of the lip to launch over, otherwise it sometimes doesn't count it as a roll over, and will go up in the air and land on the halfpipe. Anyway, when you land, turn to your right, and you will

see a big sign, as well as a vert ramp. Roll/ jump over the vert ramp by pressing up + x again, and you will fly over it. You will see the mini titanic gap just ahead of you. Jump from one of the ramps to the other, land without touching anything on the way, and your done.

If you are still having some trouble, well, try to get speed before jumping over the gap, if you have none, you will probably not make it. Another porblem can be that you are hitting something (Just like the edge of the ramp, but then land safely), refer to the answer to the last question. Also, try going from the other way going over the jump.

ALL IN ONE RUN

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HARDCORE CHALLENGES
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GRIND THE SIGN ABOVE THE BIG QUARTERPIPE

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Ohh, this is the last hardcore challenges you are faced with in the challenge seesions, so of course these are porbably going to be the hardest lot of Hardcore challenges you face. Some of the challenges are fairly hard, so I agree with what I just said. This challenge in itself can be a real pain to complete.

From the start of the level, roll down the ramp, and then roll up and over the quarter pipe staright in front of you. Remember to press up + x at the very top of the lip to launch over, otherwise it sometimes doesn't count it as a roll over, and will go up in the air and land on the halfpipe. Anyway, when you land, turn to your right, and you will see a big quarter pipe, as well as a sign above it. That is the sign that you have to grind. Thereis usually no way you can grind it by just launching off of the quarterpipe, it must be done a special way. Even if you do get on the sign above from the quarterpipe here, it will probably stall, but even if you do catch onto a grind, it will not count it. Hah. Anyway, launch off of the left side of the quarterpipe, and try to land at the left side of the sign, where a platfrom in mid air is. Land there, and quickly brake. Turn right towards the sign, and then jump and grind the sign. Keep on grinding along the sign, and when it says you have done the challenge, then you can drop down. Not before that, though.

Most people have trouble braking when you are on the platfrom. Well, try to get the big landing abit sideways (Not too much) when you land, so when you do land, you will be riding in the direction of the sign, and then you can grind it without having to brake.

TRANSFER FROM THE BIG SIGN TO THE ONE BELOW

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Ohh, this challenge can be a real pain to do also. Timing is essential here, and also maybe speed. This challenge can prove hard for some people, like me.

Okay, from the start of the level, roll down the very first ramp, and you will see another halfpipe just foward of you. Either 1) Just roll over the halfpipe, by pressing up + x at the very top of the lip, and then turn left and jump over the gap and you will see the sign, or 2) From the start, roll down the ramp, and turn left, and once you are past the gap you see, then turn right and up the halfpipe and over it by

more of your full marks, so every mark counts, so try to mix up your tricks.

LEVEL USAGE

Now, this here is very important. Judges always like you to use all of the level, and not just the same place all over. I first noticed this one in the second to last street level. Judges, hate you to just use the same place over and over, they like to see you explore, and it also gives the crowds in real life to see more of the person. How would you like it if you were in the crowd in real life, and then you couldn't see the biker, because he is hogging one spot in the level. The only reason they put this in is to stop you just scoring thousands and thousands just off the halfpipe.

DONT SCORE TOO BIG

This really only goes for the main score at the end. The judges do not like scores that are way too big. Anything over about 80,000 in the first tour is too much, and over about 90,000 in the second lot of competitions is way too much, and the judges do not like that because they think you have been cheating, and using the infamous stall trick. the stall trick is used for not crashing, and can be used to get heaps more points as well. The judges don't take to kind to this kind of thing, and will penalise about 10 - 15% of your total score for this.

DONT BAIL

Again, this really speaks for itself. There are many tips for avoiding this, and the main one is finishing your trick before you land. Bailing can take your score down alot if you do it too many times. But of course, sometimes you cannot help stacking your bike, so if you do stack it once, then it is okay, and you may not lose any points. But when you start to crash bigger, larger, tricks and get too many stacks, then that will kill your score down. So, don't bail. Use stalls to keep yourself steady.

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BASIC GUIDE STUFF  
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Email

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Email in my inbox is becoming abit crowded, I'm getting too much. Please, DONT email me about anything. The guide covers all of the challenges in the game, so you should not need anything about them.

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Information

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