

Tony Hawk's Pro Skater 2 FAQ/Walkthrough

by Shotgunnova

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

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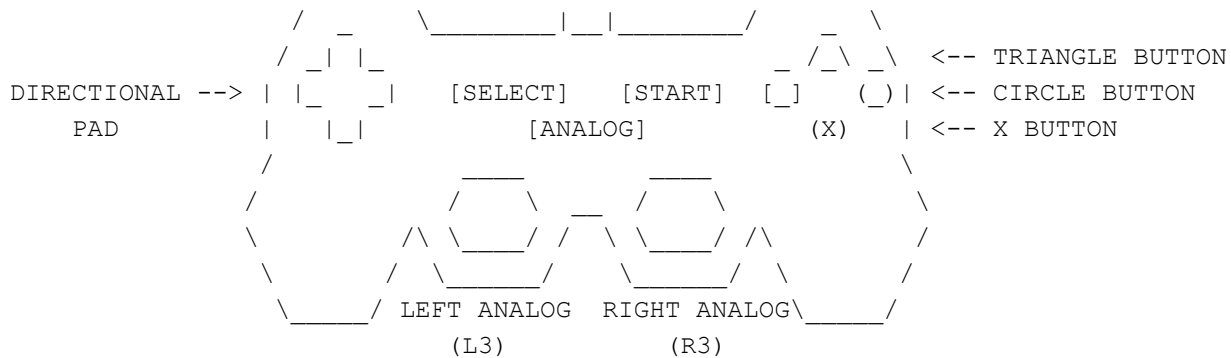
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01. CONTROL SCHEME CSHS

```

L2 BUTTON --> /___/\ | | \___\ <-- R2 BUTTON
L1 BUTTON --> /___/\ \___| | ___/ \___\ <-- R1 BUTTON

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o-----o
 | NORMAL CONTROLS |
 o-----o

- START --> Un/pause
- ANALOG --> No function
- SELECT --> Toggle with camera
- X BUTTON --> Crouch for speed / release to jump
- O BUTTON --> Grab button
- [] BUTTON --> Flip trick button
- /\ BUTTON --> Grind button
- R1 BUTTON --> Spin skater
- R2 BUTTON --> Toggle Switch/Normal mode (while skating)
- L1 BUTTON --> Spin skater
- L2 BUTTON --> Toggle Nollie/Normal mode (while skating)
- LEFT ANALOG --> No function
- RIGHT ANALOG --> No function
- D-PAD --> Maneuver skater around
- UP (D-PAD) --> Lean Forward (when skating) / Exit over lip
- DOWN (D-PAD) --> Decelerate / Balance (while grinding)
- LEFT (D-PAD) --> Turn (in midair) / Balance (while grinding)
- RIGHT (D-PAD) --> Turn (in midair) / Balance (while grinding)

o-----o
 | USEFUL SKILLS |
 o-----o

- NO COMPLY --> Tap Up once, press X
- BONELESS --> Double-tap Up, Press X
- OLLIE --> Hold X, release to jump; crouch longer to jump higher
- NOLLIE --> Use L2 to go into "Nollie" mode, crouch/jump with X to perform
- WALLRIDE --> Crouch and jump (acute angle) at vert. surface, press /\ to do
- MANUAL --> Tap Up, Down or Down, Up to Manual or Nose Manual, respectively
- BIG DROP --> When told of a big drop, hold down "X" at impact to land safely

 02. THE BASICS THBS

MENU OVERVIEW [MNVW]
 =====

On the main menu:

- CAREER MODE ----> Play the storymode with a skater
- SINGLE SESSION ----> Do a single run on locations opened up in career mode
- FREE SKATE ----> Skate in unlocked parks without time limits or hi-scores
- 2 PLAYER ----> Play HORSE, Graffiti, Tag, and Trick Attack w/ a friend
- CREATE SKATER ----> Create a skater to be used in Career Mode
- PARK EDITOR ----> Design your own park and, then, play in it! Funfun.

OPTIONS ---> Change 1 & 2 player controls and sound levels, view the movies you've unlocked, load off the memory card; view cheats, high scores, the gap list, display options; and also play a demo for Mat Hoffman's BMX.

=====
SKATERS [THSK]
=====

o TONY HAWK o-----

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

| Best In: Vert
| Posture: Goofy

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|---------------|-------------|-------------------|----------------------|
| AIR | : ooooooo | Up + [] | Pop Shove It |
| HANG TIME | : ooooo | Upper-right + [] | Heelflip Varial Lien |
| OLLIE | : oo | Right + [] | Heelflip |
| SPEED | : oooooo | Bottom-right + [] | Varial Heelflip |
| SPIN | : ooooooooo | Down + [] | FS Shove It |
| LANDING | : ooooo | Bottom-left + [] | Varial Kickflip |
| SWITCH | : ooo | Left + [] | Kickflip |
| RAIL BALANCE: | ooo | Upper-left + [] | Kickflip to Indy |
| LIP BALANCE | : oooooo | Up, Up, [] | Ollie North |
| MANUALS | : ooooo | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|---------------|---------------------|-----------------|
| Up + O | Nosegrab | Up + /\ | Gymnast Plant |
| Upper-right + O | Mute | Right + /\ | Eggplant |
| Right + O | Melon | Down + /\ | 180 Rock N Roll |
| Bottom-right + O | Judo | Left + /\ | Mute Invert |
| Down + O | Tailgrab | | |
| Bottom-left + O | Stalefish | [S P E C I A L S] | |
| Left + O | Indy Nosebone | | |
| Upper-left + O | Crossbone | Down, Left, /\ | Overturn |
| Up, Up, O | Rocket Air | Up, Down, O | Sack Tap |
| Right, Right, O | ----- | Right, Down, O | The 900 |
| Down, Down, O | Airwalk | | |
| Left, Left, O | ----- | | |

o BOB BURNQUIST o-----

|
| "At 23, Sao Paulo, Brazil's Bob Burnquist has no equal. Since his first
| moments in the professional spotlight, he's continuously amazed the world of
| skating. His innovative switch-stance skating and unmistakable style combined
| with a true passion for every aspect of the sport have set him apart."

| Best In: All Around
| Posture: Regular

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|-----|----------|---------|--------------|
| AIR | : oooooo | Up + [] | Pop Shove It |
|-----|----------|---------|--------------|

| | | | |
|---------------|------------|-------------------|-----------------|
| HANG TIME | : 00000 | Upper-right + [] | Inward Heelflip |
| OLLIE | : 00000 | Right + [] | Heelflip |
| SPEED | : 00000 | Bottom-right + [] | Varial Heelflip |
| SPIN | : 00000 | Down + [] | FS Shove It |
| LANDING | : 000 | Bottom-left + [] | Varial Kickflip |
| SWITCH | : 00000000 | Left + [] | Kickflip |
| RAIL BALANCE: | 00 | Upper-left + [] | Hardflip |
| LIP BALANCE | : 0000000 | Up, Up, [] | Body Varial |
| MANUALS | : 0000 | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|-------------|---------------------|------------------|
| Up + O | Rocket Air | Up + /\ | Handplant |
| Upper-right + O | Japan Air | Right + /\ | Eggplant |
| Right + O | Indy | Down + /\ | Rock N Roll |
| Bottom-right + O | Indy Stiffy | Left + /\ | Disaster |
| Down + O | Tailgrab | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Method | | |
| Upper-left + O | Varial | Up, Down, /\ | Rocket Tailslide |
| Up, Up, O | ----- | Right, Down, /\ | One Foot Smith |
| Right, Right, O | ----- | Left, Down, O | Racket Air |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o STEVE CABALLERO o-----

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

| Best In: All Around
| Posture: Goofy

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|---------------|----------|-------------------|-----------------------|
| AIR | : 000000 | Up + [] | Ollie North |
| HANG TIME | : 00000 | Upper-right + [] | Body Varial |
| OLLIE | : 00000 | Right + [] | Heelflip |
| SPEED | : 000000 | Bottom-right + [] | Varial Heelflip |
| SPIN | : 000 | Down + [] | 360 Flip |
| LANDING | : 00000 | Bottom-left + [] | FS Shove It |
| SWITCH | : 00000 | Left + [] | Kickflip |
| RAIL BALANCE: | 000000 | Upper-left + [] | Kickflip to Indy |
| LIP BALANCE | : 00000 | Up, Up, [] | Front Foot Impossible |
| MANUALS | : 0000 | Down, Down, [] | Hardflip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|---------------|---------------------|-------------|
| Up + O | Stalefish | Up + /\ | Axle Stall |
| Upper-right + O | Japan Air | Right + /\ | Rock N Roll |
| Right + O | Indy | Down + /\ | Disaster |
| Bottom-right + O | Madonna | Left + /\ | Nosestall |
| Down + O | Tailgrab | | |
| Bottom-left + O | Indy Nosebone | [S P E C I A L S] | |
| Left + O | Method | | |
| Upper-left + O | Madonna | Right, Up, /\ | Hang Ten |

| | | | |
|-----------------|----------|----------------|-----------------|
| Up, Up, O | Sal Flip | Up, Left, [] | Triple Kickflip |
| Right, Right, O | ----- | Left, Right, O | FS 540 |
| Down, Down, O | Airwalk | | |
| Left, Left, O | ----- | | |

o KAREEM CAMPBELL o-----

| "Born in New York and raised in L.A., Kareem's smooth metropolitan style is
| recognized on boh coasts. When not skating, Kareem's probably overseeing one
| of his several skate companies or chilling with his son, li'l Reem. Kareem's
| advice for skaters: 'Do it for yourself and keep it honest.'

| Best In: Street
| Posture: Regular

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|---------------|------------|-------------------|-----------------|
| AIR | : ooooooo | Up + [] | Pop Shove It |
| HANG TIME | : oo | Upper-right + [] | Inward Heelflip |
| OLLIE | : oooooo | Right + [] | Heelflip |
| SPEED | : ooooo | Bottom-right + [] | Varial Heelflip |
| SPIN | : oooooooo | Down + [] | FS Shove It |
| LANDING | : oooo | Bottom-left + [] | Varial Kickflip |
| SWITCH | : ooooo | Left + [] | Kickflip |
| RAIL BALANCE: | oooooo | Upper-left + [] | Hardflip |
| LIP BALANCE : | oo | Up, Up, [] | 360 Shove It |
| MANUALS | : ooooo | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|-----------|---------------------|--------------------|
| Up + O | Nosegrab | Up + /\ | Nosestall |
| Upper-right + O | Mute | Right + /\ | Axle Stall |
| Right + O | Indy | Down + /\ | Rock N Roll |
| Bottom-right + O | Roastbeef | Left + /\ | Disaster |
| Down + O | Tailgrab | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Down, Up, /\ | Nosegrind to Pivot |
| Up, Up, O | ----- | Down, Up, [] | Ghetto Bird |
| Right, Right, O | ----- | Left, Down, O | Casper |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o RUNE GLIFBERG o-----

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

| Best In: Vert
| Posture: Regular

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|-----------|-----------|------------------|-----------------|
| AIR | : ooooooo | Up + [] | Pop Shove It |
| HANG TIME | : ooooooo | Upper-right + [] | Inward Heelflip |
| OLLIE | : ooooo | Right + [] | Heelflip |

| | | | |
|---------------|----------|-------------------|-----------------|
| SPEED | : 000000 | Bottom-right + [] | Varial Heelflip |
| SPIN | : 00000 | Down + [] | FS Shove It |
| LANDING | : 000 | Bottom-left + [] | Varial Kickflip |
| SWITCH | : 0000 | Left + [] | Kickflip |
| RAIL BALANCE: | 0000 | Upper-left + [] | Hardflip |
| LIP BALANCE : | 000000 | Up, Up, [] | Ollie North |
| MANUALS | : 000 | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|---------------|---------------------|----------------------|
| Up + O | Nosegrab | Up + /\ | Handplant |
| Upper-right + O | Mute | Right + /\ | Eggplant |
| Right + O | Indy Nosebone | Down + /\ | Rock N Roll |
| Bottom-right + O | Indy Stiffy | Left + /\ | Disaster |
| Down + O | Tailgrab | | |
| Bottom-left + O | Judo | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Left, Up, /\ | One Foot Bluntslide |
| Up, Up, O | ----- | Left, Down, [] | Kickflip 1 Foot Tail |
| Right, Right, O | ----- | Left, Right, O | Christ Air |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o ERIC KOSTON o-----

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

| Best In: Street
| Posture: Goofy

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|---------------|-----------|-------------------|-----------------|
| AIR | : 0000 | Up + [] | Pop Shove It |
| HANG TIME | : 000 | Upper-right + [] | Inward Heelflip |
| OLLIE | : 0000000 | Right + [] | Heelflip |
| SPEED | : 00000 | Bottom-right + [] | Varial Heelflip |
| SPIN | : 0000 | Down + [] | FS Shove It |
| LANDING | : 0000 | Bottom-left + [] | Varial Kickflip |
| SWITCH | : 0000000 | Left + [] | Kickflip |
| RAIL BALANCE: | 0000000 | Upper-left + [] | Hardflip |
| LIP BALANCE : | 000 | Up, Up, [] | 360 Shove It |
| MANUALS | : 000000 | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|-----------|---------------------|-----------------|
| Up + O | Nosegrab | Up + /\ | Nosestall |
| Upper-right + O | Mute | Right + /\ | Disaster |
| Right + O | Indy | Down + /\ | 180 Rock N Roll |
| Bottom-right + O | Stalefish | Left + /\ | Rock N Roll |
| Down + O | Tailgrab | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Right, Down, /\ | The Fandangle |
| Up, Up, O | ----- | Down, Up, O | Indy Frontflip |
| Right, Right, O | ----- | Down, Left, O | Pizza Guy |
| Down, Down, O | ----- | | |

| Left, Left, O -----

o BUCKY LASEK o-----

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

| Best In: Vert
| Posture: Regular

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|---------------|-----------|-------------------|-----------------------|
| AIR | : ooooooo | Up + [] | Ollie North |
| HANG TIME | : ooooooo | Upper-right + [] | Heelflip Varial Lien |
| OLLIE | : ooo | Right + [] | Heelflip |
| SPEED | : oooooo | Bottom-right + [] | Varial Heelflip |
| SPIN | : ooooooo | Down + [] | FS Shove It |
| LANDING | : ooo | Bottom-left + [] | Varial Kickflip |
| SWITCH | : ooooo | Left + [] | Kickflip |
| RAIL BALANCE: | ooo | Upper-left + [] | Kickflip to Indy |
| LIP BALANCE | : ooooooo | Up, Up, [] | Front Foot Impossible |
| MANUALS | : oo | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|---------------|---------------------|--------------------|
| Up + O | Nosegrab | Up + /\ | Handplant |
| Upper-right + O | Japan Air | Right + /\ | Eggplant |
| Right + O | Indy Nosebone | Down + /\ | 180 Rock N Roll |
| Bottom-right + O | Judo | Left + /\ | Mute Invert |
| Down + O | Indy Stiffy | | |
| Bottom-left + O | Stalefish | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Left, Down, /\ | The Big Hitter |
| Up, Up, O | ----- | Up, Right, O | One Foot Japan |
| Right, Right, O | ----- | Left, Right, O | Fingerflip Airwalk |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o RODNEY MULLEN o-----

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

| Best In: Street
| Posture: Regular

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|-----------|------------|-------------------|-----------------|
| AIR | : oo | Up + [] | Pop Shove It |
| HANG TIME | : oo | Upper-right + [] | Inward Heelflip |
| OLLIE | : oooooo | Right + [] | Heelflip |
| SPEED | : ooooo | Bottom-right + [] | Varial Heelflip |
| SPIN | : oooooooo | Down + [] | Impossible |

| | | | |
|-------------------------|-------------|-----------------------|----------------------|
| LANDING | : oo | Bottom-left + [] | Varial Kickflip |
| SWITCH | : oooooooo | Left + [] | Kickflip |
| RAIL BALANCE: | ooooooo | Upper-left + [] | Hardflip |
| LIP BALANCE : | oo | Up, Up, [] | 360 Shove It |
| MANUALS | : oooooooo | Down, Down, [] | 360 Flip |
| | | | |
| [G R A B T R I C K S] | | [L I P T R I C K S] | |
| | | | |
| Up + O | Airwalk | Up + /\ | Nosestall |
| Upper-right + O | Mute | Right + /\ | Axle Stall |
| Right + O | Indy | Down + /\ | Rock N Roll |
| Bottom-right + O | Stalefish | Left + /\ | Disaster |
| Down + O | Tailgrab | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Body Varial | Right, Left, /\ | Heelflip Darkslide |
| Up, Up, O | ----- | Down, Left, [] | Nollieflip Underflip |
| Right, Right, O | ----- | Down, Right, O | Casper to 360 Flip |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o CHAD MUSKA o-----

|

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

| Best In: Street
| Posture: Regular
|

| | | | |
|-------------------------|------------|-------------------------|-------------------|
| [O V E R V I E W] | | [F L I P T R I C K S] | |
| | | | |
| AIR | : oooo | Up + [] | Pop Shove It |
| HANG TIME | : ooo | Upper-right + [] | Inward Heelflip |
| OLLIE | : oooooooo | Right + [] | Heelflip |
| SPEED | : oooooo | Bottom-right + [] | Varial Heelflip |
| SPIN | : oooo | Down + [] | FS Shove It |
| LANDING | : ooooooo | Bottom-left + [] | Varial Kickflip |
| SWITCH | : ooooo | Left + [] | Kickflip |
| RAIL BALANCE: | ooooooo | Upper-left + [] | Hardflip |
| LIP BALANCE : | ooo | Up, Up, [] | Sal Flip |
| MANUALS | : oo | Down, Down, [] | 360 Flip |
| | | | |
| [G R A B T R I C K S] | | [L I P T R I C K S] | |
| | | | |
| Up + O | Nosegrab | Up + /\ | Nosestall |
| Upper-right + O | Mute | Right + /\ | Disaster |
| Right + O | Indy | Down + /\ | 180 Rock N Roll |
| Bottom-right + O | Roastbeef | Left + /\ | Rock N Roll |
| Down + O | Tailgrab | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Down, Right, /\ | Hurricane |
| Up, Up, O | ----- | Up, Down, O | Mute Backflip |
| Right, Right, O | ----- | Right, Up, O | Muska Nose Manual |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o ANDREW REYNOLDS o-----

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

| Best In: Street
| Posture: Regular
|

| [O V E R V I E W] [F L I P T R I C K S]
|

| | | | |
|---------------|------------|-------------------|-----------------|
| AIR | : 0000 | Up + [] | Pop Shove It |
| HANG TIME | : 00 | Upper-right + [] | Inward Heelflip |
| OLLIE | : 00000000 | Right + [] | Heelflip |
| SPEED | : 0000 | Bottom-right + [] | Varial Heelflip |
| SPIN | : 00000 | Down + [] | FS Shove It |
| LANDING | : 0000000 | Bottom-left + [] | Varial Kickflip |
| SWITCH | : 00000 | Left + [] | Kickflip |
| RAIL BALANCE: | 00000000 | Upper-left + [] | Hardflip |
| LIP BALANCE | : 0000 | Up, Up, [] | 360 Shove It |
| MANUALS | : 000 | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]
|

| | | | |
|------------------|-----------|---------------------|--------------------|
| Up + O | Nosegrab | Up + /\ | Nosestall |
| Upper-right + O | Mute | Right + /\ | Axle Stall |
| Right + O | Indy | Down + /\ | Rock N Roll |
| Bottom-right + O | Roastbeef | Left + /\ | Disaster |
| Down + O | Tailgrab | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Up, Down, /\ | Nosegrab Tailslide |
| Up, Up, O | ----- | Up, Right, [] | Triple Heelflip |
| Right, Right, O | ----- | Up, Down, [] | Hardflip Late Flip |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o GEOFF ROWLEY o-----

|
| "Called the one-man English invasion, Geoff Rowley went from the streets of
| Liverpool to the top of the skating world. Currently living in Huntington
| Beach, CA., a few run-ins with the law haven't dampened his passion for long
| handrails and huge staircases."
|

| Best In: Street
| Posture: Regular
|

| [O V E R V I E W] [F L I P T R I C K S]
|

| | | | |
|---------------|----------|-------------------|-----------------|
| AIR | : 000000 | Up + [] | Pop Shove It |
| HANG TIME | : 00 | Upper-right + [] | Inward Heelflip |
| OLLIE | : 000000 | Right + [] | Heelflip |
| SPEED | : 0000 | Bottom-right + [] | Varial Heelflip |
| SPIN | : 00000 | Down + [] | FS Shove It |
| LANDING | : 00000 | Bottom-left + [] | Varial Kickflip |
| SWITCH | : 0000 | Left + [] | Kickflip |
| RAIL BALANCE: | 00000000 | Upper-left + [] | Hardflip |

| | | | |
|-------------------------|-----------|-----------------------|------------------|
| LIP BALANCE : ooooooo | | Up, Up, [] | 360 Shove It |
| MANUALS : ooo | | Down, Down, [] | 360 Flip |
| | | | |
| [G R A B T R I C K S] | | [L I P T R I C K S] | |
| | | | |
| Up + O | Nosegrab | Up + /\ | Nosestall |
| Upper-right + O | Mute | Right + /\ | Disaster |
| Right + O | Indy | Down + /\ | 180 Rock N Roll |
| Bottom-right + O | Japan Air | Left + /\ | Rock N Roll |
| Down + O | Tailgrab | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Left, Right, /\ | Rowley Darkslide |
| Up, Up, O | ----- | Right, Down, [] | Double Hardflip |
| Right, Right, O | ----- | Right, Left, O | Half Flip Casper |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o ELISSA STEAMER o-----

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

| Best In: Street
| Posture: Regular

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|----------------------|--|-------------------|-----------------|
| AIR : oooooo | | Up + [] | Pop Shove It |
| HANG TIME : oooo | | Upper-right + [] | Impossible |
| OLLIE : ooooo | | Right + [] | Heelflip |
| SPEED : ooooo | | Bottom-right + [] | Varial Heelflip |
| SPIN : ooooo | | Down + [] | FS Shove It |
| LANDING : oooo | | Bottom-left + [] | Varial Kickflip |
| SWITCH : ooooo | | Left + [] | Kickflip |
| RAIL BALANCE: oooooo | | Upper-left + [] | Hardflip |
| LIP BALANCE : ooooo | | Up, Up, [] | 360 Shove It |
| MANUALS : ooooo | | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|-------------|---------------------|-------------------|
| Up + O | Nosegrab | Up + /\ | Nosestall |
| Upper-right + O | Mute | Right + /\ | Axle Stall |
| Right + O | Indy | Down + /\ | Rock N Roll |
| Bottom-right + O | Body Varial | Left + /\ | Disaster |
| Down + O | Tailgrab | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Up, Left, /\ | Madonna Tailslide |
| Up, Up, O | ----- | Left, Right, [] | Hospital Flip |
| Right, Right, O | ----- | Up, Down, O | Indy Backflip |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

o JAMIE THOMAS o-----

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

| Best In: Street
 | Posture: Regular

| [O V E R V I E W] [F L I P T R I C K S]

| | | | |
|---------------|------------|-------------------|-----------------|
| AIR | : 0000 | Up + [] | Pop Shove It |
| HANG TIME | : 000 | Upper-right + [] | Inward Heelflip |
| OLLIE | : 0000000 | Right + [] | Heelflip |
| SPEED | : 000000 | Bottom-right + [] | Varial Heelflip |
| SPIN | : 0000 | Down + [] | FS Shove It |
| LANDING | : 00000000 | Bottom-left + [] | Varial Kickflip |
| SWITCH | : 0000 | Left + [] | Kickflip |
| RAIL BALANCE: | 0000000 | Upper-left + [] | Hardflip |
| LIP BALANCE : | 0000 | Up, Up, [] | Sal Flip |
| MANUALS | : 000 | Down, Down, [] | 360 Flip |

| [G R A B T R I C K S] [L I P T R I C K S]

| | | | |
|------------------|---------------|---------------------|----------------------|
| Up + O | Airwalk | Up + /\ | Nosepick |
| Upper-right + O | Japan Air | Right + /\ | Disaster |
| Right + O | Indy Nosebone | Down + /\ | 180 Rock N Roll |
| Bottom-right + O | Stalefish | Left + /\ | Rock N Roll |
| Down + O | Ollie North | | |
| Bottom-left + O | Benihaha | [S P E C I A L S] | |
| Left + O | Melon | | |
| Upper-left + O | Crossbone | Down, Up, /\ | Beni F-Flip. Crooks |
| Up, Up, O | ----- | Down, Right, [] | Laser Flip |
| Right, Right, O | ----- | Left, Up, O | One Foot Nose Manual |
| Down, Down, O | ----- | | |
| Left, Left, O | ----- | | |

03. MAIN WALKTHROUGH MNWK

o-----o
 | THE HANGAR - MULLET FALLS, MT | [LVL1]
 o-----o

| GOALS | REWARDS |
|-------------------------|---------|
| High Score - 10,000 | \$100 |
| Pro Score - 25,000 | \$200 |
| SICK Score! - 75,000 | \$500 |
| Collect S-K-A-T-E | \$150 |
| Barrel Hunt | \$150 |
| Collect 5 Pilot Wings | \$250 |
| Nosegrind Over the Pipe | \$150 |
| Hit 3 Hangtime Gaps | \$150 |
| Find the Secret Tape | \$150 |
| 100% Goals and Cash | \$200 |
| Total Cash Available: | \$2500 |

o-----o
| HIGH SCORE - 10,000 PTS. |
o-----o

There's really no method to causing mayhem here. Just laze around and do any tricks you feel like doing, and make sure to grind every once in awhile. You should have no problem getting ten grand, even if it's just short trick after trick.

o-----o
| PRO SCORE - 25,000 PTS. |
o-----o

There are a few main lines you can skate over and over to great effect here, but to get 25,000, you don't have to do much. Skate down the roll-in and trick over the halfpipe, landing in a manual. When you get to the far wall, veer to the side and grind (so you don't stall instead) and keep grinding. Jump down from the bar to the lip and you'll get the Raildrop gap for free. Repeat as much as necessary.

o-----o
| SICK Score! - 75,000 PTS. |
o-----o

Just like the 25,000-point goal, you can repeat it three or four times and spam yourself to victory. The main lip that goes all around the room perimeter is a great way to to build up your grind multipliers, and make sure to drop down from the bars above them (main room mostly) to get the Raildrop gap. An easy way to abuse the easiness of the level is to get the same fixed gap over and over, such as the Hangtime gaps, while doing different tricks and landing in manuals. There's really no way to go wrong here.

o-----o
| COLLECT S-K-A-T-E |
o-----o

The five letters will be floating around the room at different heights. Complete the task by "bumping" into them and spelling the word.

S - Above the halfpipe near the entrance ramp
K - On rail above lip, past the halfpipe (on side opposite entrance ramp)
A - Above the WWII-era plane
T - By the glass partition, above the long quarterpipe (entrance-ramp-side)
E - In helicopter section, flush up the quarterpipe facing garage door

o-----o
| BARREL HUNT |
o-----o

As the name suggests, you'll be looking for some barrel clusters as the level spreads out. The locations:

1. Inside the main halfpipe
2. Next to the halfpipe, on the side opposite where the entrance ramp is
3. By the WWII-era plane and quarterpipe, on the side where entrance ramp is
4. By helicopter behind glass partition
5. By garage door that leads to secret area

Knock 'em all over to snag the cash.

o-----o
| COLLECT 5 PILOT WINGS |
o-----o

Like the "SKATE" letters, pilot wing icons will be floating around the level.

- #1 - In halfpipe by entrance ramp, where it touches the wall
- #2 - In helicopter area, above quarterpipe backed against the glass partition
- #3 - Above the roll-in ramp; get it by vaulting off the quarterpipes
- #4 - At the glass partition, side of room opposite roll-in ramp
- #5 - On short rail parallel to glass partition, next to the WWII-era plane

o-----o
| NOSEGRIND OVER THE PIPE |
o-----o

This is the easiest goal on the level. If you go down the entrance ramp to the half pipe, there will be an overarching rail straight in front of you. Hold "up" on the D-pad as you grind it and momentum will carry you over, completing the objective.

o-----o
| HIT 3 HANGTIME GAPS |
o-----o

There are three special gaps you need to do here. Get the first by jumping the halfpipe in the main section, then jump over the WWII-era plane beside it. The last is gotten by jumping the helicopter, although you can destroy it first and still get the gap.

o-----o
| FIND THE SECRET TAPE |
o-----o

Grind the helicopter's top blades to make it operable. When it crashes into the ceiling, the garage door in that same area (by long quarterpipe lining the room) opens. Enter the garage and go up the quarterpipe facing you and the secret tape can be gotten with a short hop. No huge speed build-up required.

o-----o
| 100% GOALS AND CASH |
o-----o

- \$50 - Where helicopter was, after it rises into the ceiling
- \$50 - In the secret halfpipe, floating above the entrance/exit
- \$50 - On the wall opposite roll-in ramp, by where the letter "K" is found
- \$50 - In the secret halfpipe, opened by grinding the propeller in main pipe
- \$50 - In the secret halfpipe, opened by grinding the propeller in main pipe
- \$50 - In the secret halfpipe, opened by grinding the propeller in main pipe
- \$100 - On one of the high-up, lengthy ceiling lights
- \$100 - In the secret halfpipe, opened by grinding the propeller in main pipe

o-----o
| SCHOOL II - SOUTHERN CALIFORNIA | [LVL2]
o-----o

| | |
|-----------------------|-------|
| High Score - 15,000 | \$200 |
| Pro Score - 40,000 | \$350 |
| SICK Score! - 100,000 | \$500 |

| | |
|-------------------------|-------|
| Collect S-K-A-T-E | \$400 |
| Wallride 5 Bells | \$500 |
| Collect 5 Hall Passes | \$400 |
| Kickflip TC's Roof Gap | \$400 |
| Grind 3 Roll Call Rails | \$500 |
| Find the Secret Tape | \$500 |
| 100% Goals and Cash | \$500 |

Total Cash Available: \$5000

o-----o
 | HIGH SCORE - 15,000 |
 o-----o

A nice-'n'-easy short run is threading a few tricks and manuals together at the start of the level, while heading for the tree planter. Grind it in a few different ways, jump off in a manual, and go the entire length of the Nightmare Rail; or, at the Nightmare Rail, jump off to the picnic tables below and land in a grind. Actually, if you can factor the Leap of Faith Gap into the run at all, your multiplier will get a large boost.

o-----o
 | PRO SCORE - 40,000 |
 o-----o

Do the run listed in the high score help part to get at headstart on this one. As long as you manual between transfers and switch skills while you're grinding, the rest isn't that hard. Consider this: use the kicker to get on the roof where TC's Roof Gap is, but manual before and after the gap to get a new one (2 Wheelin' TC's Roof). Since you land in a manual, jump down to the ground in a manual and grind Bendy's Curb in the usual fashion. This should give a huge boost to your points.

o-----o
 | SICK! SCORE - 100,000 |
 o-----o

If the Pro Score run didn't give you 100,000, here's one o' mine that gave me about 75,000 points. Start the level and wallride up by the bell to the ledge. Jump through the window to the roof below, and jump to the pipe. Do a combo in the air and land in a grind, then manual off when the pipe ends. If you have enough speed, you can jump the roof gap in a manual, in which case, grind the metal duct and trick off it to the ground below. Try the 40,000-point run tip for the rest of the points, since it's nearby.

o-----o
 | COLLECT S-K-A-T-E |
 o-----o

- S - At the start of the level, inside the right rail tunnel
- K - Start the level, take right rail tunnel; "K" is on a quarterpipe in area
- A - On the downward rail from the bricks area, on the "Opunsezme Rail" gap
- T - Above a small ramp near the bike racks and one of the wall-ride bells
- E - Above a quarter backed against the gym exterior, by TC's Roof Gap house

o-----o
 | WALLRIDE 5 BELLS |
 o-----o

There are five bells you have to wallride here.

- #1 - At the start of the level, by the right kicker
- #2 - Proceed from picnic tables to gymnasium; bell's on far right wall
- #3 - At the wall perpendicular to the bike racks
- #4 - Over dumpster at Bendy's Curb; kittie-corner to TC's Roof Gap
- #5 - In locker portion of the level, planter-side, ground-level skatepath

o-----o
 | COLLECT 5 HALL PASSES |
 o-----o

There are five you need to collect:

- #1 - At start of the level, on downsloping handrail in front of skater
- #2 - Floating by some propped-up picnic tables by the Leap of Faith gap
- #3 - By gymnasium entrance, where you jump to rail transfer
- #4 - On quarter backed to gym exterior, by Gonz Rail
- #5 - By a brick ledge near TC's Roof Gap

o-----o
 | KICKFLIP TC'S ROOF GAP |
 o-----o

Past the gymnasium will be a few small buildings, and by one of them is a kicker. Go up it to land on one of the roofs. Jumping over gets you the "TC's Roof Gap" feat, but you'll need to kickflip it to get the goal. Just a Left + [] in mid-air, which is the default combo for all of the skaters.

o-----o
 | GRIND 3 ROLL CALL RAILS |
 o-----o

There are three special rails you can grind here. The Nightmare Rail is near the start of the level, being the long, curvy stair rail straight in front of you and after the large tree planter. The second (Gonz Rail) is coming off of the gym exterior, by Bendy's Curb and TC's Roof. Use the small kicker to get up to it and grind all the way down. The third is a long hand rail in the locker portion of the level, that leads down to the bike racks. Grind it (Opunsezme Rail) and that'll be all.

o-----o
 | FIND THE SECRET TAPE |
 o-----o

Take the right rail tunnel at the start of the level and head to the bricks area. Use the quarterpipe to get some speed and head down the length to where the skidmarked pavement is. Use the planter ramp to jump onto the roof, and the secret tape is just floating in the air above the roofs. If you crash, it is still easy to get as it's nearer to you than it is the flags.

o-----o
 | 100% GOALS AND CASH |
 o-----o

\$50 - Begin the level and take the straight rail down to where the Nightmare Rail ends. Take an immediate right to find a quarterpipe with the cash on it. For as easy as this is, it's the LAST one I found. :x

\$50 - Start the level and look left to the doorway arch. There's a bill on top, but it's in a hard-to-reach spot. You'll need to use the rounded

ramps between the doorway and the wall to get up there through a grind or jumping over it -- the latter is harder. My advice is to go up the incline where the top of the arch meets the wall and grind, where you will hopefully bail. Then, it's just a short skate to the money.

- \$50 - In the locker portion of the level, by the wall nearest the platform's quarterpipe, the bill is at ground level. It's kind of tucked away due to it being under a brick overhang, but it's easy-peasy.
- \$50 - Start the level, and go down the right rail tunnel. Use the quarter on the platform to get some air and head down the length. You'll see some skid marks on the ground -- follow 'em. You'll come to a ramp that can vault you up to the bill floating in the air.
- \$50 - Start the level and go left around the tree planter. Instead of jumping off to the ground below at the railing, jump over it and to the left by the wall to find a small platform and slope. Grind/skate to the end and jump to get the bill, and maybe even make a sweet awning transfer.
- \$50 - At the start of the level, veer right and wallride by the bell up to a ledge. The cash is floating right on it.
- \$50 - At the start of the level, wallride by the first bell up to the ledge above it. On that platform, jump through the window to a lower building and use the upslope to jump over a metal unit and onto a pipe. When the pipe ends, you'll be on another roof. Boneless to the next roof and at the edge (facing TC's Roof Gap) will be a bill high in the air. Might have to Boneless into that one if your skater's ollie power sucks.
- \$50 - In the locker portion, there are two main sections flanking the large middle platform. The first is the brick ledges, the second is the fat, length planters. Go to the planters portion and you'll find two shrubs. Use the planter there to wallride up onto the awning (the one nearest the wallride bell close by) and the dollarz are right there for the taking.
- \$50 - The fifty-dollar bill is found in the secret area. Don't know how to get there? 'Kay. Start the level and head to the right, to the locker portion of the level. Use the platform quarterpipe to get up some speed and head down the length. Follow to the skidmarked portion of the pavement and use the planter to get onto the roof. Jump to the roof with the flags by either Boneless-ing or grinding the flags. In this closed-off portion, the moolah is on a small rail at the top of the stair.
- \$100 - READ THE ABOVE IF YOU DO NOT KNOW HOW TO GET INTO THE SECRET AREA!!! Once you're in the secret area, jump down the stairset and head to the right. There'll be a quarter with the prize right above it.
- \$100 - Wallride by the first bell at the start of the level, up to the ledge above it. Jump off on the platform and out the window, down to the building below. There will be a large metal pipe running to the next roof, but you won't be able to see it in your view. Use the upslope to jump over the AC unit (?) and land in a grind. The golden bill will be right there.
- \$100 - This one can be tricky, so listen carefully. Start the level and take the right rail to the school portion. Slow down when the left wall turns to brick. Wallride up into a grind and then jump off. From there you can use the small upslope to get onto the awning and snag the dough.

o-----o
| MARSEILLE, FRANCE - COMPETITION #1 |
o-----o

[LVL3]

Find All Cash Icons to 100% the Level

This is a competition level and, as such, there isn't a zillion different goals to fill here. How these work is each skater does three runs and the best two are taken to be ranked with everyone else's. If you place in the top three, you get a medal and can open up the next level. However, to 100% this location, all of the cash icons have to be found. Some are found in the secret area, which is accessible by breaking the stick holding up telephone pole in the foliage planter. The locations are as follows:

- \$50 - In secret area, right behind where you fall in (ground-level)
- \$50 - In secret area, on the railing by where you fall in.
- \$50 - In secret area, straight ahead from where you start, but past fountain. It's on the long, sloping ramp.
- \$50 - In secret area, on the railing right of the fountain.
- \$50 - In secret area, on the railing left of the fountain.
- \$50 - Start and turn 90 degrees to the right, where the two funboxes and the boomboxes are by the fence. The cash icon is floating high above the spectator booth, so you'll need to vault off a funbox and wallride to a grind to get it.
- \$100 - In the secret area, floating above the fountain
- \$100 - Start and go left a little, down into the skatepark. Use the rounded edge (right of the boombox) to jump up onto the crossbar, where the 100 bucks awaits.

If you want a good run to do, start the level and turn left towards the funbox duo by the fence. Boneless off one into a wallride, then grind the top of the spectator booth. Switch to a different grind and jump to the dumpster below, then manual to one of the arcing rails and grind those. If you can factor any special grinds in, now'd be a good time. Feel free to abuse this each and every run 'cause the points don't decrease per run (although they do during each run)

o-----o
| NEW YORK CITY, NEW YORK |
o-----o

[LVL4]

| | |
|------------------------|--------|
| High Score - 20,000 | \$750 |
| Pro Score - 50,000 | \$1000 |
| SICK! Score - 150,000 | \$1250 |
| Collect S-K-A-T-E | \$800 |
| Ollie the Hydrants | \$700 |
| 5 Subway Tokens | \$800 |
| 50-50 Joey's Sculpture | \$900 |
| Grind the Subway Rails | \$1100 |

Find the Secret Tape \$1200
100% Goals and Cash \$500

Total Cash Available: \$10000

o-----o
| HIGH SCORE - 20,000 |
o-----o

The easiest way I can think of is to use the rail set by the waterfront vendor. Grind the rail on either side towards the vendor's counter, grind the counter, and continue to the other side. One side has an extra bench, but that's only more points for you. Of course, you should be a seasoned pro now and twenty grand is easy enough for you to do with just manuals...I hope. :p

o-----o
| PRO SCORE - 50,000 |
o-----o

Just abuse the rail combos by the waterfront vendor a few times, it's seriously as easy as that. Manual off if you want to meander.

o-----o
| SICK! Score - 150,000 |
o-----o

Keep abusing the vendor line in the park, 'cause that's the easiest one you'll get. Seriously.

o-----o
| COLLECT S-K-A-T-E |
o-----o

S - From where you start, grind the left brick railing to get it
K - In the park area, vault up the graffiti brick wall to the high "K"
A - Vault off the statue's plinth in the park to get the floating "A"
T - In the park area, on a railing by the waterfront vendor
E - in the park area, on a rounded wall ramp by the huge waterfront rock

o-----o
| OLLIE THE HYDRANTS |
o-----o

There are only three of these, luckily.

#1 - Start the level and head down the street, taking the first right.
By the dead end is a hydrant.

#2 - Start the level and head down the street to the end, taking the 1st left you encounter. By the ramp that leads into the park will be a hydrant, just on the other side of the street.

#3 - Start the level and turn around, following the street. At the dead end you'll find the last hydrant.

o-----o
| 5 SUBWAY TOKENS |
o-----o

- #1 - Start level and take first left path; token is on the bridge railing
- #2 - From where the bridge railing ends in #1, it leads right to another
- #3 - From where #2 ends, it leads right to #3, on a rounded street ramp
- #4 - In the park area, jump off the huge waterfront rock to get the token
- #5 - By the street ramps, use the plywood one to vault into the park area, where the token is floating above the park lawn

o-----o
 | 50-50 JOEY'S SCULPTURE |
 o-----o

Start the level and head to the right sidewalk overlooking a plaza. There is a large spikey statue that sticks up by the railing. Do any form of a 50-50 grind all the way down and the objective is complete.

o-----o
 | GRIND THE SUBWAY RAILS |
 o-----o

Once you have all five subway tokens, the escalator to the subway opens up. Enter the top platform and grind one of the rails down, and jump off when you get to the area below. Make sure you don't jump off too soon, or you won't get it.

o-----o
 | FIND THE SECRET TAPE |
 o-----o

In the secret Banks area, follow the half-finished path up to some rebar that sticks out. Grind the longest piece and jump to the parallel piece that goes even further. Jump off at the end to get the tape.

o-----o
 | 100% GOALS AND CASH |
 o-----o

\$50 - In the escalator to the subway

\$50 - On the subway rails, right by the loading platform

\$50 - In the secret Banks area, a fifty-dollar bill floats on the half-done footpath. Skate up past it, turn around, and skate down. You can jump off it and snag it easier this way.

\$50 - Head up the escalator to the subway, but instead of taking the subway rails down, do a blind jump over the ledge straight from where you come in. You'll fall down to an awning (and probably crash) where a fifty is waiting for you.

\$50 - In the secret Banks area, follow the half-finished path up to some rebar sticking out. Grind the long one and in mid-air, jump to the other rebar parallel to get the item.

\$50 - Floating in plain sight by the waterfront vendor. Boneless up to it.

\$50 - In the secret Banks area, on the left wall there is a small niche with a quarter. Guess what's above it.

\$100 - Start the level, turn around and follow the street to the dead end. By the sitting area overlooking the plaza is a wall ramp that leads to the

cash.

\$100 - In the secret Banks area, by the waterside, there is a high fence with a bill on it. Use one of the lower quarters to get enough speed and Boneless off the natural rise to the fence, landing in a grind. From there you can simply roll your skater into the cash.

\$100 - There is a golden bill floating right above the entrance to the Banks area...unfortunately, it's placed incredibly badly so you can't wallride or use the fallen pole to get up to it. Well, I'm sure you can with a lot of luck, but those ways are all pretty horrible. Here's what you do: go up to the escalator and skate down one of the subway rails, but do not grind unless you need speed. When the rails turn, jump off and you can just barely get the bill.

\$100 - This can be hard to do. Start the level and skate down the street to the juncture. Take a right and you'll come to a dead end. Take another right to come to a sitting area high above the plaza with the statue. There is a ledge that runs all the way across the plaza, and you can jump to it by vaulting over the railing and landing in a grind. The bill is sitting on that.

\$250 - A fifty floats above the statue in the park. Use the rounded plinth as a kicker to get up to it. This takes a little speed, so go up and down the graffiti wall a few times to have a chance.

o-----o
| VENICE BEACH, CALIFORNIA | [LVL5]
o-----o

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

Total Cash Available: \$14800

o-----o
| HIGH SCORE - 40,000 |
o-----o

There are plenty of long, long rails here, so use your skater's special grind to really abuse 'em. There is the long chainlink fence behind where you start, the one in front of you that leads to the white-topped platform, and the one by the three quarterpipes (very right of where you start) that runs parallel to the beach.

If your skater's rail balance sucks horribly, abuse the VB! gaps' point giveaways by chaining quick specials (540 Flip, Hospital Flip, Hardflip Late Flip, etc.) with various rotations.

o-----o
| PRO SCORE - 100,000 |

o-----o

Pretty much what the same strategy as getting the 40,000 High Score. Although for this one, you'll probably want to really repeat your rail runs. The first one that starts out behind you can lead to the one by the beach, then you can use the transfer to get back and line the roofs towards the Seaside Handrail. Repeat as necessary.

o-----o

| SICK! SCORE - 200,000 |

o-----o

Same strat as the Pro Score. Factor in special grinds more, and if you happen to have two special grinds, back-and-forth 'em with rotations to really burn up the score. There's really no way to go wrong here, except by wasting the two minutes with simple vert tricks.

o-----o

| COLLECT S-K-A-T-E |

o-----o

- S - Start the level and head right towards the three quarterpipes. On the way, you'll pass a white-roofed platform where the "S" is. Wallride up onto the roof and get it.
- K - In the middle of the level is a table with a bunch of plywood boards set up on it. Follow it right and you'll see a "K" floating above a wall gap. Use the quarterpipe in the niche to get up there, and grind-jump to get it once on the roof.
- A - Start the level and head straight ahead, curving around the octagonal stairs. You'll come to a brown-colored ramp with a flat top. Use it to get onto the roof, where the letter is on a long set of windows.
- T - The letter is on a gray, rounded quarter on top of the highest roof. In order to get up there, you'll need to head into the table section of the level and use the brown, flat-topped quarter to get onto the roof right below it. From there, use the ramp to get onto the higher of the two and the letter is yours.
- E - Start the level and head left down to the curving quarterpipe. Use it to get onto the roof (grind the edge and jump off), and the letter "E" is on the gray liner at the edge.

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| OLLIE THE MAGIC BUM 5X |

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There is a "magic bum" around the level that, when ollied, vanishes and then reappears somewhere else. There is a method to his respanws, though:

- #1 - By the small halfpipe used in the Fatty Transfer/VB! Skinny Transfer
- #2 - On papers by the Seaside Handrail (gap)
- #3 - From start of level, go right to the white-roofed platform; he's there
- #4 - From #3, head down the left footpath and find him under the banner between buildings.
- #5 - By the start of the level, near the left stair/

o-----o

| COLLECT 5 SPRAY CANS |

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- #1 - One is on the only quarterpipe by the Seaside Handrail.
- #2 - Start the level and head right, all the way to a quarter. It's above it.

- #3 - Start and head left down the stairs. The can floats above the long quarter
- #4 - Start and head straight past the fence, then head right to find it on a brown ledge.
- #5 - Start the level and head right towards the three quarterpipes. When a footpath opens to the left, go down it and head left. You'll eventually come to a quarter transfer with a spray can in between.

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o-----o
| TAISLIDE VENICE LEDGE |
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Start the level by going straight and heading left, directing yourself to the downward handrail. Use the quarterpipe at the end to launch yourself over a wall into a closed-off area. There is one ledge that has graffiti on it (it's by a stairway) that says "The Ledge ->". Start at the beginning and taislide it all the way to complete the goal.

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| HIT 4 VB TRANSFERS |
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There are four scattered throughout the level.

Ledge Transfer: By the Venice Ledge, on level height and below it, are two quarterpipes. Use one to get to the other.

Pit Transfer: From the middle of the level, if you follow the tables with the plywood on top of them, you'll come to a quarterpipe near where you got the "K" letter. Use the quarterpipe to jump to a quarterpipe on the opposite (blind) side of the building to get the transfer.

Skinny Transfer: From the start, head through the table section and keep a straight/leftish course. Go into the area where the magic bum snoozes, and get into the small halfpipe there. There is another halfpipe that is enclosed a ways away -- one part is close, the other is far away. Jump from the enclosed halfpipe and make the small hop to the other, getting the gap in the process.

Huge Transfer!!!: Start the level and head right. There are three quarters here: two huge with a smaller one wedged in between. You need to go from the big one, over the small one, and land on the other big one. You'll need to get a lot of speed here, so use the railing beside it to get some. Do a "fat" jump (off the edge of the large quarter, but not out into the beach) and land on the lower quarter to get this. Increase your speed and hang time stats if you can't make this. It's hard.

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| FIND THE SECRET TAPE |
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The secret tape is propped up high above the level, right by the telephone lines. In order to get it, you'll need to get onto the highest roof available. There are many means to do this, but the most simplistic is to start the level and head for the table section. Turn left towards the Seaside Handrail but go up the brown, flat-topped ramp instead, landing on the roof there. From that roof, use the gray ramp to get onto the next highest roof.

You can jump to the tape from here, but you'll need some speed. There are two ramps here -- one out of the way and the other in line with the jump you'll make. Go up it straight (it has rounded edges so you can fall off), come down

straight, and Boneless off the launching ramp to get the tape. If your skater has poor stats in Hang Time, you may have to build up their proficiency.

o-----o
| 100% GOALS AND CASH |
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- \$50 - On the fence behind where you start
- \$50 - Head right at the start of the level, past the palms. Eventually you will see a bill on the chainlink fence at your side.
- \$50 - Start the level and head right towards the three quarterpipes. When the left footpath opens up just before then, head down it and go left. A beach-side fence will hold a bill up high.
- \$50 - Start the level and head right. When the fence comes to a white-roofed platform, wallride up onto it. Slowly go to the edge nearest the three quarterpipes by the beach and turn around -- you'll see a vent that points out over a weird statue...with a dollar above it. Careen off it and get the cash.
- \$100 - On a roof vent by the Westside Transfer
- \$100 - Sitting right on The Venice Ledge
- \$100 - One is gotten by doing a VB! Pit Transfer
- \$100 - One is gotten by doing a Fatty Transfer [See Gap section for details]
- \$100 - Start the level and go straight, around the curving octagonal stairs. The bill is on the long downward rail, where you get the Seaside Handrail gap.
- \$100 - Start the level and head right, going to the white-roofed platform. Get onto it and there will be a banner stretched out nearby, with the bill on it.
- \$250 - Start the level and head towards the middle, keeping a straight/leftish course. Enter the area where the magic bum lies to find a small halfpipe one uses for the Fatty Transfer/VB! Skinny Transfers. Instead of doing either of those, use the halfpipe to jump towards the roof in the other direction, snaggin' the big bucks en route.
- \$250 - Start the level and head left down the stairs. Use the long quarter on the peremeter to vault up onto the roof with all the telephone wires connecting to the ground. There is a dollar bill above there, and you'll want to use one of the two wires (on either side) that go straight for it. Skate up, get it, skate down.

o-----o
| SKATESTREET, VENTURA - COMPETITION #2 | [LVL6]
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Find All Cash Icons to 100% the Level

Skatestreet is a venerable jungle of funboxes, roll-ins, gaps and pits. This Plywood Paradise truly makes for a great second tournament, and you can win 20,000 in all. Again, you'll have to find the cash icons to 100% this place,

but it's a lot more fun than Marseille, no? A good line to pull repeatedly is to grind the top of the wavy-shaped, massive quarterpipe down the side towards the rail the goes towards the Van Secret Area. Pull out rotated grinds and a few specials to make this competition in the bag. Just remember: you don't have to have a really high score, just a really tight run with minimal bailing.

\$50 - From where you start, turn around and enter the halfpipe. Go up the side opposite where you start and jump out onto the little bridge. Hang right towards a stairway and you'll find the silver bill floating on ledge.

\$50 - From where you start, turn around and face the halfpipe. You can see a rail that runs out of the halfpipe and connects both lips together. The bill is on there. Doing this gets you the "Van Secret Area Key" gap, which opens a blocked door to the right of the wavy-topped quarterpipe.

\$100 - From where you start, turn around and enter the halfpipe. Go up the side opposite the one you just went down and jump out. The bill is floating right by the little bridge.

\$100 - In the Van Secret Area, it floats above the hippie van.

\$100 - Get on the wavy-topped quarterpipe and face the side nearest the roll-in (not by the Van Secret Area). There is a hanging pipe there with a bill on it. You can get the bill without getting on the pipe, although you should as it gets you the "Rail Secret Area Key" that opens the second secret area.

\$100 - Start the level and continue straight, where you'll end up by a MASSIVE, wavy-topped quarterpipe. There is a bill at its right side, floating in what seems to be midair...but it's not. There's actually a rail under it that is your ticket to getting the bill.

\$250 - Go down the roll-in and head right, towards the closed-off area (or the door outside if you opened it). There is a dollar high above a deep skate pit. Roll up the side with the stickers and go down the other side, where you can vault straight up into the bill.

\$250 - In the Rail Secret Area, there are two quarterpipes with a bill high above them. Boneless for more height and snag it.

o-----o
| PHILADELPHIA, PENNSYLVANIA | [LVL7]
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| | |
|---------------------------|---------|
| High Score - 50,000 | \$2500 |
| Pro Score, 125,000 | \$3000 |
| SICK! Score - 250,000 | \$4000 |
| Collect S-K-A-T-E | \$2000 |
| Drain the Fountain | \$2500 |
| Collect 5 Bells | \$2000 |
| Bluntslide the Awning | \$2000 |
| Liptrick 4 Skatepark Lips | \$2500 |
| Find the Secret Tape | \$2000 |
| 100% Goals and Cash | \$500 |
| Total Cash Available: | \$23000 |

o-----o
| HIGH SCORE - 50,000 |

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Grind the planters and the long wire from the fountain-valve building to really use this level to your advantage. As you can figure out, the way to victory is through grinding. If you can get up to the telephone polls, you'll can abuse those, too.

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| PRO SCORE - 125,000 |

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Use the same strategy in the 50,000 high score, and manual yourself around. If you're in Phillyside, reuse all the gaps but don't bother with lip-tricks since they'll break your combos. There are two long rail lines in Phillyside you can use, and just remember not to go for 100,000-point runs each time; do them in easy sections of 25,000 or so (if you want).

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| SICK! SCORE - 250,000 |

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A large combo may be needed here. Start the level and grind the planter/bench sets, landing in a manual. Head for Phillyside across the road and grind on the long rail to the halfpipe, where you can end your trick with a nice vert trick. It helps to have two special grinds here so you can alternate.

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| COLLECT S-K-A-T-E |

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S - Jump off the tree planter not connected to the fountain-valve-bldg. wire to get it

K - On the blue awning near the fountain

A - By the blue awning and fountain, on a small ledge by a stairset

T - Use the ramp that leads to the breakable telephone pole to jump to it

E - Above the highway near the breakable telephone pole; wall-ride on the white planter platform to get up to it

o-----o

| DRAIN THE FOUNTAIN |

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Start the level and head right, towards the green kickers. Skate past 'em to the small handrail. Grind down and use the stone edge of the lawn to vault up towards the balcony. You can do this with pure air or catch it in a grind. Once up there, skate into the valves to complete the goal.

o-----o

| COLLECT 5 BELLS |

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#1 - By the blue awning near the fountain

#2 - In midair by the two green kickers (right of where you start)

#3 - From where you start, go left a little and find the bell by the small stairs.

#4 - Start the level and go down the stairset to the right. Take a left and you'll see a bell by the corner of the structure. Wallride up and claim it.

#5 - From where you begin, head left a little so the large tree planter is on your right. Jump onto it and you can find the bell, fountain-side.

o-----o
| BLUNTSLIDE THE AWNING |
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Down by the fountain is a large blue awning, where a bell and the letter "K" are. Use one of the stone ramps there to get onto it and bluntslide it to get the gap.

o-----o
| LIPTRICK 4 SKATEPARK LIPS |
o-----o

You can't do this until you open the way to the Phillyside park. Head left from where you begin down the small stairway and go up the ramp there, by the letter "T". Skate the railing and you'll go up a telephone wire grounded to the building. Skate far enough to get the cash and you'll knock the wire over, opening up the rest of the level. You need to liptrick the following:

Big Bowl Lip: Start the level and head down the street towards Phillside Park. To get into the park, use the plywood kicker. As soon as you get in, turn around and face the fancy, blue-colored graffiti. Lip-trick that part.

Mid Bowl Lip: Phillyside's two lengthy parts have either pillars or mid bowls on them. Lip-trick one of the mid bowls (a half bowl) to get the gap.

New Bowl Lip: From the Big Bowl Lip, head towards the blue ground humps to the other end of the park. There are three lips you can grind for the gap here: the small half bowl with the graffiti or the li'l half bowl with no graffiti on it.

HP Lip : Lip-trick anywhere in the halfpipe backed against the skatepark.

o-----o
| FIND THE SECRET TAPE |
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There are two ways to do this:

Follow the procedure to get up to the balcony with the fountain valves. From there, go to the end near the telephone wires and skate towards the wire. Use a wallride on the brick portion to skyrocket onto the wire, and it's a downhill ride to the secret tape.

Alternatively, you can start at the bottom end and work your way up. From where you begin, head to the large tree planter nearly straight in front of you. The wire connects to its edge (fountain-side), so if you grind at it straight it's possible to simply carry yourself up it with momentum.

o-----o
| 100% GOALS AND CASH |
o-----o

\$50 - On the fountain pipes

\$50 - On the fountain pipes

- \$50 - From the fountain valve balcony, grind on the ledge toward the telephone wires. The fifty bill isn't too far through grinding.
- \$50 - Above the stairset near where the letter "A" is (by the fountain)
- \$50 - Hanging on the wire by the telephone pole you can knock over.
- \$100 - Floating above the fountain once it's drained.
- \$100 - Up the side of one of the pillars in Phillyside, by the New Bowls
- \$250 - In Phillyside, it's above the blue ground humps en route to transferring to the halfpipe.
- \$250 - High above the halfpipe in Phillyside
- \$250 - Up in the fountain valve balcony, boneless out to catch the hanging 100
- \$250 - Start the level and head right towards the green kickers. Grind down the small handrail and use the stone edge of the lawn to vault up to the balcony. The dollars are right before you get up there.
- \$250 - On the wire stretching from the building with the fountain valves to the large tree planter by the fountain.
- \$250 - High above one of the mid bowls in Phillyside, on the side nearest the halfpipe.

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|          THE BULLRING, MEXICO          |          [LVL8]
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The final mandatory level. Ah, feels good, don't it? This also happens to be the level with the most annoying gaps and

- \$250 - In bull dung
- \$250 - In bull dung
- \$250 - In bull dung
- \$250 - In bull dung
- \$250 - On the wire that goes clear across the level. You can get to it from the large ramps up by the bleachers or you can use the halfpipe to skyrocket onto it.
- \$250 - On the wire that goes clear across the level. You can get to it from the large ramps up by the bleachers or you can use the halfpipe to skyrocket onto it.
- \$250 - On the wire that goes clear across the level. You can get to it from the large ramps up by the bleachers or you can use the halfpipe to skyrocket onto it. These ones run parallel to the halfpipe, though, right above it, so you'll have to get onto the other rail and jump to these if you want the easy way.
- \$250 - On the wire that goes clear across the level. You can get to it from the

large ramps up by the bleachers or you can use the halfpipe to skyrocket onto it. These ones run parallel to the halfpipe, though, right above it, so you'll have to get onto the other rail and jump to these if you want the easy way.

\$250 - Start the level and head to the right. There will be a long yellowish "banana" box you can use as a makeshift quarterpipe. Get a lot of speed and when you go up the arena side, you may have enough air to grind on the banners high above. There's some cash waiting for you here.

\$250 - Start the level and head to the right. Instead of going to the banana box, head toward the candy-cane-colored humps. The arena wall there can be used as a quarterpipe, but the humps cannot -- so, in lieu of this fact, go up the arena wall, land, then immediately turn and go up it again to conserve speed. When you can reach the banner, the cash will be waiting for you.

04. G A P L I S T GPLS

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| THE HANGAR (21 Gaps) | [THHG]
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01) Rollin Gap

When you start the level, you'll skate down a ramp between two quarter pipes. Turn around and clear the gap. This can be done by grinding, too.

02) Chopper Hop

The level has a large 'wall' of glass panes separating the helicopter from the middle area of the level. Crash through the glass after getting some air, either from the two sides of the long lip or from the into the middle area near the helicopter.

03) Halfpipe Grind

The large halfpipe in the middle area has a bunch of wires arching over it. Grind the wires from start to finish or by jumping onto it and finishing -- so long as you come down the back of either side of the halfpipe.

04) Flyin High

Once inside the wind tunnel, you need to clear the entrance by getting some major air (hard to do early on) via the two separated sections of the halfpipe.

05) It's Cold Up Here

When you grind on the helicopter's propellor blades, it will rise up into the roof and shatter, opening an outdoor quarter pipe. Get the gap by getting major air.

06) Halfpipe Hangtime

Rather easy. Just clear the the halfpipe in one stride.

07) Wingtip Hangtime

Jump the WWII-era plane in the middle section. Considering it has mini-ramps just sitting there for the taking, this is one of the easier ones to get.

08) Skycrane Hangtime

Clear the helicopter. Easy-peasy stuff.

09) Air Over the Door

In the back with the helicopter, you can see a section of the lip with a garage door behind it and a few oil cans sitting there. This is where the hidden area is, but you only need to get some speed and jump the discolored part of the lip to get the trick. Grinding into the area from the middle section accomplishes this task easily.

10) Rail-guided Missile

Between the WWII-era plane and the grindable frame of the large glass panes is a small line to grind on. Jump from the line up to the frame or vice versa to get the gap.

11) Raildrop

Almost self-explanatory, all you have to do is grind on the highest rails and drop down to a lower rail/lip and keep on grinding. You can't get the gap on the lower rails, by the way, and dropping from the high rail to a lower one near the garage door doesn't count either.

12) Lil Light Hopper

Use the halfpipe in the middle to jump onto one of the lights nearby. Since they are parallel with the halfpipe, this is kind of hard to do since it's easy to overjump or miss by a few feet.

13) Big Light Hopper

Destroy the helicopter and you can gain better access to a ramp to launch yourself through the large glass pane. If you aim it right, you can jump onto a flourescent light, getting you the gap. You have to grind it, but I lip-tricked it, too, so do that if you're good. If you want an easier way, it is possible to get onto a different light via a piece of debris that the helicopter knocks down (easy to find).

14) Light Corner

There are three lights in the helicopter section, and one of them it at an angle so that it can only be accessed from the other lights. Use the mini-line between the WWII-era plane and the glass panes to vault onto one of the lights and then jump onto the perpendicular light to get the gap.

15) Instrument Landing

Jump the WWII-era plane and land in a manual to get the gap.

16) High Steppin'

Lip-trick/Stall any of the rails.

17) One Half Pipe Lip

Do a lip/stall on the halfpipe lip that was nearest to where your skater started from.

18) The Other Half Pipe Lip

Do the same as #17, but the other lip in the same halfpipe.

19) Wind Tunnel Back Wall

Once you gain entrance into the wind tunnel by grinding on the little propeller in the main halfpipe, simply do a lip trick on the long back wall inside.

20) Upwind Lip

When you first gain entrance into the wind tunnel, you'll find that the back wall has the long section of the halfpipe and the other is split into two sections. Do a lip trick on the left section of the split side when you first enter.

21) Downwind Lip

Following #20's instructions, when you first enter the wind tunnel halfpipe, do a lip trick on the right section of the split section.

| | | |
|--------|---------------------|-----|
| / | | \ |
| AIR | | |
| | Rollin Gap | 100 |
| | Chopper Hop | 100 |
| | Halfpipe Grind | 250 |
| | Flyin High | 250 |
| | It's Cold Up Here | 250 |
| | Halfpipe Hangtime | 500 |
| | Wingtip Hangtime | 500 |
| | Skycrane Hangtime | 500 |
| | Air Over the Door | 500 |
| | | |
| GRIND | | |
| | Rail-guided Missile | 100 |
| | Raildrop | 100 |
| | Lil Light Hopper | 250 |
| | Big Light Hopper | 500 |
| | Light Corner | 500 |
| | | |
| MANUAL | | |
| | Instrument Landing | 500 |
| | | |

| | |
|-------------------------|-----|
| LIP | |
| High Steppin' | 100 |
| One Half Pipe Lip | 100 |
| The Other Half Pipe Lip | 100 |
| Wind Tunnel Back Wall | 100 |
| Unwind Lip | 100 |
| Downwind Lip | 100 |
| \ | / |

o-----o
| SCHOOL II (43 gaps) |
o-----o

[SCHL]

01) TC's Roof Gap

Near the school are two small buildings, and there's a kicker you can use to get on top of one of 'em. Do so and jump to the other roof to get the gap.

02) Table Transfer

At the bottom of the balcony near the start of the level are some picnic benches which have been propped up by two dumpsters. Grind on one, jump, and grind the other to get the gap.

03) Over the Wall...

When you clear the area with the flags, you'll be stuck in an area. The only way out is to take a ramp over a lengthy wall, and when you clear the wall, you get the gap.

04) Leap of Faith!!!

At the start of the level, if you keep going straight you will find some stairs that go down and a large balcony. If you jump off the balcony and land it, you'll get the gap.

05) Drop Out Roof Gap!

When you start the level, wallride the bell to the right and jump up to the ledge above. Jump off that ledge and plow through the pane of glass nearby, and land on the roof below to get the gap.

06) Awning Hop

In the large square area with all the lockers, you can find two large awnings near two large plants. The slant on the edge of the plants can be used to jump to the awnings, which is all one has to do to get the gap.

07) Overhang Air

Jump the gym door's awning. Easiest accomplished by doing a nice, fat wallride.

08) And Down the Bank!

Just like #03, except you clear the bike racks and make it down the incline as well.

09) Carlsbad 11 Set

In the secret area past the roof with the flags, there is a single staircase. Jump it like no tomorrow.

10) 3 Points!!!

On the basketball court, use the quarterpipes to jump over the basketball hoop.

11) Carlsbad Gap

Jump the lawn next to the Carlsbad 11 Set.

12) Crazy Roof Gap!!

Do just like the Drop Out Roof Gap, except grind on the pipe one can find after the vents. Once you land after the pipe, jump from the building to the next to get the gap.

13) 2 Da Roof!!!

In the square section of the school with the lockers, there is a large platform with only a quarterpipe on it. Notice the skidmarks on the pavement? If you follow them to the other end (get some air), you can find a plywood ramp which you can use to rocket onto the roof. You get the gap just by getting up there.

14) Huge Transfer!!!

Near Bendy's Curb, there are two quarterpipes with a large space in between them. Clear that gap with enough speed and you'll get it.

15) Suicidal Roof Gap!!!

Get the "Crazy Roof Gap!!" and, before you run off the building's end, veer left and jump to the building used in "2 Wheelin TC's Roof".

16) Mad Skeelz Roof Gap!!!

When you get to the roof using the plywood ramp in the area with the lockers, if you cleanly jump to the roof with the flagpoles, you'll get the gap. Apparently, you can't grind the flagpoles and get this gap as well.

17) Balcony 2 Awning!!!

Near the Leap of Faith gap balcony, you can see a little ramp off to the left side of the wall. When you go to jump the balcony, instead jump to the ledge leading to the ramp. If you get enough speed, you'll launch off the ramp and land on an awning near the propped-up lunch tables and will get the gap.

18) Are You Serious?!!

Oy... In the secret Carlsbad area, there is a kicker that leads up to a curved rail (Kicker 2 Hook gap) and beyond that, near the wall, is another kicker pointed out towards the bank and bike racks. Get some _serious_ speed on the quarterpipe, kicker-2-hook on the rail to get even more speed, and launch off that kicker and arrive on the roof of the building you get the Crazy Roof Gap!! on. It takes some practice, albeit.

19) Roll Call! Gonz Rail!

Near Bendy's Curb, there is a staircase with a kicker beside it. Use the latter to jump to the staircase handrail and grind all the way down.

20) Gym Rail 2 Rail

Past the picnic benches near the Table Transfer gap is a school door with two fences. Grind from one of the fences and jump to the other fence to get the ridiculously easy gap.

21) Overhang Stomp!

When you're grinding the fence near the entrance to the school pool and basketball court, jump onto the awning and keep the grind goin' steady to get the gap.

22) Rack 'Em Up

There are two bike racks against a bare wall (near one of the bells). Jump from one to the other.

23) Pole Stomp!

If you try to complete the Bendy's Curb gap, chances are you'll run into a pole right after it. It will knock over if you do so, and you can get the gap by jumping from the curb to the pole.

24) Roll Call! Opunsezmee Rail!

Near the area with the lockers, there is a long rail that leads down to the bike racks. Grind it through.

25) Big Rancho Bench Gap

In the area where you can use the plywood ramp, one side of the wall has a few mini-ledges and a large gap in the middle. Pick up some speed and clear the middle (larger) gap to get it.

26) Pole 2 Brix!

Near the pole you can knock over, there is a brick ledge you can grind. Get some speed on the curb, jump to the pole, and then twist right a little in midair to grind on the curb. The gap's yours.

27) Bank 2 Ledge

Use the incline near the bike racks to jump over the racks and land in a grind on the ledge against the long wall.

28) Roll Call! Nightmare Rail!

At the start of the level, you can see a large staircase that runs alongside a balcony. Grind the handrail all the way to the bottom.

29) Bendy's Curb

At the back of the school facade, near one of the bells, is a grindable curb. Just grind it the entire length to get the gap.

30) Flyin' the Flag!

When you're attempting to use the plywood ramp in the area with all the lockers, once you get up the roof, jump across and grind on a flagpole to get the gap.

31) Stage Rail 2 Rail

Start the level and head into the tunnel at your right, into the area with the quarter on the platform. The rails there can be jumped for the SR2R gap, but only if going lengthways. Use the quarter to rev up your engines, grind the rail, clear the gap, and land in a safe grind on the other rail.

32) Kicker 2 Hook

In the secret Carlsbad area, there will be a kicker pointed up at an overhanging roof. Underneath that roof is a curved rail, so jump the kicker and land in a grind on the hook.

33) Backboard Dance!

On the basketball court, use the kicker pointed at one of the hoops to jump onto it and grind.

34) Planter on Edge

At the start of the level, there's a large planter in the middle of the space before the balcony. Manual the side of the planter.

35) 2 Wheelin' TC's Roof

Just like TC's Roof Gap, you need to jump the gap, but this time start in a manual and finish in a manual.

36) Ledge on Edge

Manual the entire length of the ledge near the bike racks.

37) Bendy's Flat

Manual the entire length of Bendy's Curb.

38) Arch Extension

At the start of the level, on the left side of the platform, is a door on whose side you can skate up. You can't jump over, but you can lip-trick/stall on it to get the gap.

39) Starting Blocks Extension!!!

In the olympic-sized pool, you can see some starting blocks at one end under a colorful banner. Lip-trick/stall on 'em and you'll get the gap.

40) Lil' Guppy Extension!

Inside the school is a olympic-sized pool. Lip-trick/stall on the lowest of the diving boards.

41) Mid Squid Extension!!

In the olympic-sized pool, lip-trick/stall the middle of the diving boards.

42) High Dive Extension!!!

Lip-trick/stall the highest of the boards in the indoor pool.

43) Rock the Bells!

Whenever you wall ride a bell, you'll get this gap.

| / | | \ |
|-----------------------------|------|---|
| AIR | | |
| TC's Roof Gap | 250 | |
| Table Transfer | 250 | |
| Over the Wall... | 250 | |
| Leap of Faith!!! | 500 | |
| Drop Out Roof Gap! | 500 | |
| Awning Hop | 500 | |
| Overhang Air | 500 | |
| And Down the Bank! | 500 | |
| Carlsbad II Set | 500 | |
| 3 Points!!! | 500 | |
| Carlsbad Gap | 750 | |
| Crazy Roof Gap!! | 750 | |
| 2 Da Roof!!! | 750 | |
| Huge Transfer!!! | 750 | |
| Suicidal Roof Gap!!! | 1000 | |
| Mad Skeelz Roof Gap!!! | 1000 | |
| Balcony 2 Awning!!! | 1000 | |
| Are You Serious?!! | 2500 | |
| | | |
| GRIND | | |
| Roll Call! Gonz Rail! | 250 | |
| Gym Rail 2 Rail | 250 | |
| Overhang Stomp! | 250 | |
| Rack 'Em Up | 250 | |
| Pole Stomp! | 250 | |
| Roll Call! Opunsezmee Rail! | 250 | |
| Big Rancho Bench Gap | 500 | |

| | | | |
|---|------------------------------|------|---|
| | Pole 2 Brix! | 500 | |
| | Bank 2 Ledge | 500 | |
| | Roll Call! Nightmare Rail! | 500 | |
| | Bendy's Curb | 500 | |
| | Flyin' the Flag! | 750 | |
| | Stage Rail 2 Rail | 750 | |
| | Kicker 2 Hook | 750 | |
| | Backboard Dance! | 1000 | |
| | | | |
| | MANUAL | | |
| | Planter on Edge | 250 | |
| | 2 Wheelin' TC's Roof | 500 | |
| | Ledge on Edge | 500 | |
| | Bendy's Flat | 500 | |
| | | | |
| | LIP | | |
| | Arch Extension | 500 | |
| | Starting Blocks Extension!!! | 500 | |
| | Lil' Guppy Extension! | 1000 | |
| | Mid Squid Extension!! | 2500 | |
| | High Dive Extension!!! | 5000 | |
| | | | |
| | OTHER | | |
| | Rock the Bells! | 500 | |
| \ | | | / |

o-----o
| MARSEILLE (33 gaps) |
o-----o

[MRSL]

01) Over the Lil' 4

Jump one of the little four-step stairs.

02) Shorty Dumpster Pop

Ollie over the dumpster near the fenced-off speakers.

03) Shorty Table Pop

Jump over a table "the short way".

04) Dumpster Pop

Jump over a table "the long way".

05) Over the Gate

Jump the crossbar.

06) Table Pop

Near the Rail 2 Rail gap, there's a table just sitting there.
Ollie over it.

07) 2 the Box

When getting the Ledge 2 Rail gap, if you keep going and jump
to the gray box at the end of the line, you can get the gap.

08) Over the Table

You can find a table leaning down over a lip if you head towards the rails near the trees. Go up the lip and jump it.

09) Box 2 Box Action

At the bottom of the fenced-in speakers are two boxes. Jump off one (i.e. not over) and land on the other one, whether through a wall ride or straight air. You have to make contact with the first box and with the second to get the gap.

10) Up the Lil' 4

Jump up the four-step stairs.

11) Water Up Le Backside

At the four trees, you can run into a stick holding up one of 'em and knock it down. A secret area will be revealed, and inside is a fountain. Jump the fountain.

12) Up!

Near the Boomin' Extension is a weird little ramp formed out of a bend in the grinding line. It's flat and elevated a bit, and you can see a question mark and an arrow pointing up. Get some air on that flat part to get the gap.

13) Over the Crossbar

In the middle of the level is a crossbar with a triangle banner bridging across two sides of the lip. The lip curves away, though, where the poles meet the ground, so use that curved-away part to jump over.

14) Big Ol' Stanky Gap

Jump the dual dumpsters near the start of the level by leaping out over the bowl nearby (either).

15) Up!!

Just like the Up! gap, but you go higher.

16) Freakin' Huge Hip

Ugh, what a pain. Head into under the crossbar and banner and into the rightmost bowl. The objective is for you to jump from that bowl all the way over the hip to the down-slope near the skewed table hanging into the skating channel. You'll need some major ups, and even with great stats, it still requires timing. May God be with you.

17) Humptey Humps!!!

The middle part of the level has three dips, but where they meet up isn't flatland -- it's elevated slightly. Get some air and use that little elevated part to jump over the "hump" under the

crossbar. This can be done from either of the dips.

18) Big Mouth Gap

Clear the crossbar's length, from one lip to the other.

19) And Away!!!

Just like the Up!! gap, but you go even higher.

20) Rail 2 Rail

To the left of the fenced-off speakers, there are two rails with a little gap in between 'em. Grind, jump, grind.

21) Rail 2 Ledge

Near the Over the Lil' 4 Gap, if you grind the rail and jump up to the ledge in the same transition, you'll get the gap.

22) Ledge 2 Rail

Near the Over the Lil' 4 Gap, if you grind the ledge instead of jumping down the stairs, you can catch the rail in the same line, getting the gap in the process.

23) The Hidden 4 Kink!

When you first get to the secret area, grind the rail that's immediately in front of you.

24) Dumpster Stomp

Near the left wall (behind where you start) is a bunch of speakers. Wall ride up the wall near there, grind on the top, and when you jump off, grind on a dumpster, too, to get the gap.

25) Kink Clank

Jump from the bowl near the lamppost planter you can knock over to the Lil' 4 handrail. It's a short jump and you can actually see the rail coming a mile away, so it's easy to maneuver to.

26) Kink Stomp

To the left of your skater at the start is a large face of a wall with fenced-off speakers right by. To the left (if you face the wall from your starting position) is a kinked rail on a railbox of sorts. Get your engines pumping and wallride up to the top of that wall near the speakers, then jump off and land on a grind on the kinked rail.

27) Crossbar Stomp

Grind the crossbar.

28) Lamp Stomp

A lamp is one of those poles with two white light bulbs on it near the 'cloverleaf' dips. Jump out of a dip and ride the lamp bar for at least halfway to get the gap.

29) Knucklin' Futs!!!

Jump from the bowl next to the tree planter and grind the top of the lamppost you can knock over to reveal the secret area.

30) Boomin' Extension

Lip-trick/stall on the boombox sitting on a lip.

31) Stanky Extension

Lip-trick/stall on the dumpster placed on the immediate lip.

32) U.A.A. Extension

Lip-trick/stall the extension where you got "Up!", "Up!!" and "And Away!!!".

33) Wall Crawler

In the secret area past the knocked-over lamppost, go down the Hidden 4 Kink and take either or the ramps against the wall. When you get to the end, do a Boneless+Wallride to rise up over the quarters, and you'll get the gap.

| | | |
|----------------------|------|---|
| / | | \ |
| AIR | | |
| Over the Lil' 4 | 100 | |
| Shorty Dumpster Pop | 150 | |
| Shorty Table Pop | 150 | |
| Dumpster Pop | 200 | |
| Over the Gate | 250 | |
| Table Pop | 250 | |
| 2 the Box | 250 | |
| Over the Table | 250 | |
| Box 2 Box Action | 250 | |
| Up the Lil' 4 | 250 | |
| Water Up Le Backside | 250 | |
| Up! | 250 | |
| Over the Crossbar | 500 | |
| Big Ol' Stanky Gap | 500 | |
| Up!! | 500 | |
| Freakin' Huge Hip | 1000 | |
| Humptey Humps!!! | 1000 | |
| Big Mouth Gap | 1000 | |
| And Away!!! | 1000 | |
| | | |
| GRIND | | |
| Rail 2 Rail | 50 | |
| Rail 2 Ledge | 250 | |
| Ledge 2 Rail | 250 | |
| The Hidden 4 Kink! | 500 | |
| Dumpster Stomp | 1000 | |
| Kink Clank | 1000 | |
| Kink Stomp | 1000 | |

| | | | |
|--|-------------------|------|--|
| | Crossbar Stomp | 1500 | |
| | Lamp Stomp | 2000 | |
| | Knucklin' Futs!!! | 2000 | |
| | | | |
| | LIP | | |
| | Boomin' Extension | 250 | |
| | Stanky Extension | 250 | |
| | U.U.A. Extension | 250 | |
| | | | |
| | OTHER | | |
| | Wall Crawler | 500 | |
| | / | | |

o-----o
 | NY CITY (41 gaps) |
 o-----o

[NYCT]

01) Kick It

At the start of the level, you can see two kickers under the highway. Jump 'em.

02) Rock It Air

In the park, near the bridge, is a large rock. One side is pointed into the park, and you can get the gap by launching off of it onto the sidewalk.

03) Pigeon Puddin' Gap

The plinth (base) of the statue in the park is elevated, so jump towards and over most of the statue to get the gap.

04) Ramp to Park Gap

On the highway near the Phat Lip gap, there's a ramp you can use to jump into the park. Use that and make it to the circular portion of the ground to get the gap.

05) Awning Air

In the plaza with the sculpture, use one of the ramps to clear an awning.

06) Over the Banks Barrier

There's a large cement piece near where you fall if you miss the Re-Rebar gap. Ollie over it.

07) Take It To the Bridge

Just like the "Over the Road" gap, except you're aiming down the bridge instead of over it. Make sure to jump from the swelling near where the path turns, so you don't get stiff-armed by that nasty mesh fence.

08) Ramp to Statue Shorty Gap

On the street overlooking the park is a kicker aimed right

at the statue. Get some air on the thin quarterpipe across the way and launch down 'til you're eating the plinth.

09) Pouncer Was Here

Get major air on the skatable brick wall in the park, and keep towards the center to get the gap. No clue who Pouncer was, but he must have been someone on the NY scene...?

10) Over the Road

Jump into the Banks area and snag a right to the long wooden quarterpipe. Head up, head down, and you'll find the base of the barely-constructed bridge has a swelling. Use that swelling as a springboard and jump the section of the road.

11) Big Air Out of the Banks

When you get into the 'Banks,' the area behind a large wall, there will be a mini-ramp you can use to jump out. If you clear the wall entirely when you jump out, the gap's yours.

12) Pillar Air

Towards the waterfront in the Banks area, there are three pillars (next to Jamie's Steps). Wallride one in the direction of another, and you'll get the gap easily.

13) Re-Rebar

Over the barrier, you can find a path that leads upwards but isn't fully completed yet. Grind the rebar (that wire stuff) and jump to the rebar on the other side of the incomplete path.

14) Bench-hoppin

Near the vendor stand, grind one of the benches and jump to the left to the other one (askew) to get the gap.

15) Left Side Pit Rail Stomp

Just like the Right Side Pit Rail Stomp, except you jump from the sitting area on the right and grind down the long rail that veers into the plaza's bottom.

16) Banks Spank

Near the basketball hoops, jump the gap in the rails nearest to the court.

17) Parking Meter Gap

Head down the road from where you start and enter the sitting platform that overlooks Joey's plaza. Turn around and grind the left rail, jumping out towards what seems nothing...but there's actually a metal nub of a long-gone parking meter still there, so grind it on your way down.

18) You're Next In Line

In the park is a fence along the waterline, and if you grind it to the vendor's counter and grind that, too, you'll get the gap.

19) The Easy Way

When you start, turn around and head to the police tape along a rail. The road is out at the end, so grind the rail from the closed road back into the street.

20) Joey's Sculpture

When you start the level, you're positioned on the left side of the escalator pillar. Head to the right side and you'll see a large triangular sculpture in the plaza below. Grind it down.

21) Right Side Pit Rail Stomp

Start the level and head to your right, up into the sitting area. Below, in Joey's pit, is a long rail going down either side of the plaza. Jump the sitting area's railing and land in a grind on that long railing.

22) Jamie's Steps

Near the basketball court is a rail segment sticking out of the wall. Grind it, jump, and land in a grind on the handrail of the stairs. This can be done vice versa, too.

23) Banks Fence Gap

Go to the very back part of the area behind the barrier, to where you can see the waterline. Use the long quarterpipe to go up the incline and jump to the long chain-link fence. There is only one fence of the kind there, so it shouldn't be too hard to find.

24) Banks Road Gap

Near the basketball court is some parallel rails. Get the gap by grinding down the rails near the large pillar and making the jump across to the next rail. This can only be done in a downwards fashion.

25) Rebar to Rail Gap

If you successfully get the Re-Rebar Gap, you'll fall at the end to a rail. Grind the rail as well.

26) Ride the Rails

Grind one part of the el rails to the bottom.

27) Across the Pit

The awnings in the plaza with Joey's Sculpture have a long railing stretching over them, high, high above. There's easy

access from the two side-streets (near the sitting areas), so waste no time in jumping/wallriding up there and grinding in its entirety.

28) Corner Cut

Where the path to the vendor and the highway meet, there is a ramp up next to a ledge that curves all the way to the other entrance to the park. You don't need to grind that entire distance, but start grinding towards that ledge and jump to a rail perpendicular along the vendor's path to get the gap.

29) Park Entrance Gap

The entrance to the park is gateless, so grind from one side to the other. Child's play.

30) Grab A Snack And Sit Down

Do the You're Next In Line gap and jump from the counter to the park bench that's afterwards.

31) Buuurp! Now Go Skate.

Grind the seaside rail, the vendor's counter, the park bench that follows afterwards, and then the fence after the park bench.

32) The Hard Way

If you did The Easy Way, you'll know you have to grind the police-taped section behind where you start. Instead of grinding from the closed-out road to the street, grind from the street to the closed-out road.

33) Path Less Traveled

From the kicker overlooking the park, head on into the park via the sidewalk and grind the rail to your left. When the blue bench nears, jump to that and land in a grind.

34) Slam Dunk

Grind the backboard of the basketball hoop located over the barrier. Easiest done when wall-riding and jumping to it.

35) Sidewalk Bomb

Go up the escalator and grind the left edge of the platform. Jump off at the end and grind the awning's edge below. Sadly, you don't get the gap if you grind the police tape or the pavement curb. :(

36) Changin Trains

When grinding the train tracks, jump from one side to the other; or, from the el platform onto one of the sides.

37) The Bridge

In the park near the vendor stand, manual the length of the bridge to get the gap. It's easier starting on the side away from the vendor.

38) Going Down?

Manual down the escalator.

39) Phat Lip

Lip-trick/stall the brick wall in the park.

40) Waaaay Up There

In the plaza with the sculpture, do a lip-trick/stall on the ledge high above the three quarter-ramps.

41) Banks Barrier Wallride

If you miss the Re-Rebar gap, you'll come out near a big gray cement platform. You get the Over the Banks Barrier gap by jumping over it; get the Banks Barrier Wallride gap by wallriding it in one go-'round.

| | | |
|---------------------------|-----|---|
| / | | \ |
| AIR | | |
| Kick It | 50 | |
| Rock It Air | 50 | |
| Pigeon Puddin' Gap | 100 | |
| Ramp to Park Gap | 100 | |
| Awning Air | 100 | |
| Over the Banks Barrier | 100 | |
| Take It To The Bridge | 150 | |
| Ramp to Statue Shorty Gap | 250 | |
| Pouncer Was Here | 250 | |
| Over The Road | 250 | |
| Big Air Out Of The Banks | 250 | |
| Pillar Air | 500 | |
| | | |
| GRIND | | |
| Re-Rebar | 50 | |
| Bench-hoppin | 100 | |
| Left Side Pit Rail Stomp | 100 | |
| Banks Spank | 100 | |
| Parking Meter Gap | 100 | |
| You're Next In Line | 100 | |
| The Easy Way | 100 | |
| Joey's Sculpture | 100 | |
| Right Side Pit Rail Stomp | 100 | |
| Jamie's Steps | 100 | |
| Banks Fence Gap | 100 | |
| Banks Road Gap | 100 | |
| Rebar to Rail Gap | 100 | |
| Ride the Rails | 100 | |
| Across the Pit | 100 | |
| Corner Cut | 100 | |
| Park Entrance Gap | 100 | |
| Grab A Snack and Sit Down | 100 | |
| Buuurp! Now Go Skate. | 100 | |
| The Hard Way | 500 | |

| | | | |
|--|------------------------|------|--|
| | Path Less Traveled | 500 | |
| | Slam Dunk | 500 | |
| | Sidewalk Bomb | 1000 | |
| | Changin Trains | 1000 | |
| | | | |
| | MANUAL | | |
| | The Bridge | 250 | |
| | Going Down? | 250 | |
| | | | |
| | LIP | | |
| | Phat Lip | 100 | |
| | Waaaay Up There | 100 | |
| | | | |
| | OTHER | | |
| | Banks Barrier Wallride | 100 | |

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| VENICE BEACH (41 gaps) |
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[VNBC]

01) VB Skinny Transfer

The Fatty Transfer is done by jumping the long way between the two halfpipes at the back of the middle portion of the level, past the plywood walkway. To do the VB Skinny Transfer, jump the shortest distance between the two halfpipes.

02) Up!

Start the level, head right after the fence, and head left and straight until the wall moves back to make room for a large grindable slab. Turn around and you'll see a quarter. Get some air and you'll get the gap.

03) Table Pop

Jump a hexagonal table.

04) Shorty Planter Pop

Jump a palm tree planter "the short way".

05) Cake Transfer

Start the level and head right to the three quarterpipes. Use the skinny one (middle) to jump to the left or right quarter.

06) West Side Transfer

Do the VB! Pit Transfer as mentioned, and on your way down, you'll head to another quarterpipe. Use it to launch yourself right, and you'll make it to another lone quarterpipe on the walkway.

07) Wee Lil' Roof Gap

When you start the level, head left and down the stairs to

where you'll find a grindable hip in the corner of a building. Go up the lip and jump outwards and you can grind on the edge of the building. Jump to the other side of the corner and you will get the gap.

08) Up!!

Just like the Up! gap, but you get more air than before.

09) Canyon Jump

On the roof that has the electrical lines, jump to the roof below that has the vent, and which is also past the Seaside Handrail set.

10) Ledge 9 Set

When you do The Venice Ledge gap, you grind past some stairs. Go back and jump the stairs in their entirety to get the gap.

11) Muska's Gap

Start the level and when you get to the fence ahead of you, swing a right. Head to the wall that says "OREN" and take a left, hugging the wall near the Ledge 2 Ledge gap when it moves back. Wallride up and grind, and jump to the building with a vent you see.

12) Tight Landing Transfer

Start the level and head right, past the palm trees and to three quarterpipes. The one you come to naturally is above the others, and to get the gap, you need to use that one and land on the thin one between the two larger ones.

13) Big Double 5 Set

Jump both of the five-step stairs you find to your immediate left when you start the level in one stride. It's possible to wallride and get this as well.

14) VB! Pit Transfer

The walls that run parallel to the Ledge 2 Ledge and Bench Trippin' gaps diverge at a point, and near there is a breach with a quarterpipe in it. Go up it and ease left in the air to land on a quarterpipe out of the area to get the gap. This can be done vice versa as well.

15) Nice Mid Size Roof Gap

On the roof with the electrical lines, there's a small box you can use to jump back to the roof used in the Wee Lil' Roof Gap. Jump and try to be as far away from the building as you can, and you'll get the gap if it's a decent size.

16) Planter Pop

Hop cleanly over any of the planters holding the palm trees.

17) Roof 2 Ramp

Just like the Ramp 2 Roof gap, except you start on the roof and finish on the ugly brown ramp.

18) And Away!!!

Just like the Up!! gap, but you get even more air.

19) VB! Ledge Transfer

If you start the level and head left down the stairs, you will come to a hip against the side of a building. If you jump out of the hip towards the beach area, you can land on a little sidewalk. Go down the sidewalk and into another walled-in section, and head to the only quarterpipe there. Jump it and land on a quarterpipe fixed lower and over a concrete wall.

20) Lil' Vent Gap

When you do the VB Pit Transfer gap, you'll jump over a roof in the process. On that roof is a vent that overlooks one of the quarterpipes used to make the VB Pit Transfer. Use the vent to jump the quarterpipe in front of it.

21) Ramp 2 Roof

Start the level and head to the opening that leads to the Seaside Rail. Stop and look at that ugly brown ramp that's sitting along side the right wall. If you get some speed and go at it, rising to the left, you can land on a metal ramp on the roof. Not so hard.

22) Uphill Canyon Jump

Just like the Canyon Jump, except reversed. Use the vent as your skater's springboard.

23) Vent 2 Roof Gap

On your way to the Seaside Handrail, you'll have to go under an overhanging ledge. To the left of that, before you go towards the stairs, is a sloped wall where you can see a vent. Use that vent to get onto the overhanging part of the roof.

24) VB! Huge Transfer!!!

At the start of the level head right all the way to where you find three quarterpipes. Use the first one to get to the large one past the thin quarterpipe.

25) Massive 20 Set!

Near the Seaside Handrail is a large staircase. Jump that with a clean finish. You can wallride and accomplish this with a much easier time.

26) Siiiiick Roof Gap!!!

The roofs used in the Nice Mid Size Roof Gap and Wee Lil Roof Gap have a bigger brother in this one. You need to clear a distance greater than the NMSRG, which is hard to do jumping from the roof without the electrical wires, but not that tough if you use the little funbox on the edge of the electrical wire roof. Aim to the right when jumping from the funbox as much as possible, or you'll end up just getting one of the previous gaps.

27) Huge Roof 2 Ramp

The building next to the halfpipes used in the VB Skinny Transfer has a metal ramp on top of it. Get some air off of it and land down at the halfpipe.

28) Fatty Transfer

Head into the middle portion of the level and enter the space past the plywood walkway. You'll see a mini halfpipe, and if you were to jump out towards the wall while in the air, you would land in a sectioned-off part of the wall with another mini-halfpipe. Do the jump across the longest distance to get the gap.

29) Big Vent Gap

Get onto the roof with the vent like you did in the Vent 2 Roof Gap. Go in the opposite direction towards the lone kicker pointed out over a closed-in halfpipe, and make it to the first roof afterwards.

30) Huge Ramp 2 Roof

At the location where you'd normally get the VB Skinny transfer, instead of jumping into the halfpipe, get some air and jump to the metal ramp on the roof. It'll be a tight landing, but you'll get the gap.

31) Seaside Handrail

If you head into the level and go hug the wall left, you will come to a rail that slopes down along some stairs. Grind that rail up or down for a ways to get the gap.

32) The Venice Ledge

When you do the VB! Ledge Transfer gap, you jump over a concrete ledge. Grind that ledge all the way to the bottom and you'll get the gap.

33) Bench Trippin'

In the middle area is a walkway of plywood put on some old dumpsters and hexagonal tables. Near to that is some white benches. Jump in a grind from a bench to the other.

34) Ledge 2 Ledge

The benches in #33 are parallel to a wall, and when you jump

off the benches, there is a wall perpendicular to that which runs to the "east" of you. There are two ledges you can grind there, and that's how you complete the gap.

35) 10 Point Landing!

Jump from the roof used in the "Roof 2 Ramp" and "Ramp 2 Roof" gaps and jump to the Seaside Handrail.

36) The High Wire

Use the Vent 2 Roof Gap to get a good position on the high roof and jump to the telephone wire off in the middle of the level. There is a slope you can use get some air, and a thin box you can use to get some more speed.

37) 'Round The Horn!!!

Grind the majority of the hip you see when you go down the stairs/ramp left of where you start the level.

38) He Could Go...

Y'know that plyboard walkway I keep talking about? Manual that a ways and you'll get this.

39) All The Way...

Go even further than #38 and you'll get the gap.

40) Candy Cane Manual

Use the strategy for getting Muska's Gap and get to the roof with the vent. Behind there is a vent shaped like a candy cane. You know what to do.

41) Touchdown!!!

Get the "He Could Go..." and "All The Way..." gaps and manual the length of the plyboard walkway.

| | | |
|------------------------|-----|---|
| / | | \ |
| AIR | | |
| VB Skinny Transfer | 100 | |
| Up! | 100 | |
| Table Pop | 200 | |
| Shorty Planter Pop | 200 | |
| Cake Transfer | 250 | |
| West Side Transfer | 250 | |
| Wee Lil' Roof Gap | 250 | |
| Up!! | 250 | |
| Canyon Jump | 250 | |
| Ledge 9 Set | 250 | |
| Muska's Gap | 500 | |
| Tight Landing Transfer | 500 | |
| Big Double 5 Set | 500 | |
| VB! Pit Transfer | 500 | |
| Nice Mid Size Roof Gap | 500 | |
| Planter Pop | 500 | |
| Roof 2 Ramp | 500 | |

| | | | |
|--|----------------------|------|--|
| | And Away!!! | 500 | |
| | VB! Ledge Transfer | 500 | |
| | Lil' Vent Gap | 500 | |
| | Ramp 2 Roof | 750 | |
| | Uphill Canyon Jump | 750 | |
| | Vent 2 Roof Gap | 750 | |
| | VB! Huge Transfer!!! | 1000 | |
| | Massive 20 Set! | 1000 | |
| | Siiiiick Roof Gap!!! | 1000 | |
| | Huge Roof 2 Ramp | 1000 | |
| | Fatty Transfer | 1000 | |
| | Big Vent Gap | 1000 | |
| | Huge Ramp 2 Roof | 1500 | |
| | | | |
| | GRIND | | |
| | Seaside Handrail | 200 | |
| | The Venice Ledge | 250 | |
| | Bench Trippin' | 500 | |
| | Ledge 2 Ledge | 500 | |
| | 10 Point Landing! | 500 | |
| | The High Wire | 1000 | |
| | 'Round The Horn!!! | 2500 | |
| | | | |
| | MANUAL | | |
| | He Could Go... | 250 | |
| | All The Way... | 500 | |
| | Candy Cane Manual | 750 | |
| | Touchdown!!! | 1000 | |
| | | | |

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| SKATESTREET (36 gaps) |
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[SKTT]

01) Over the Wall

Start the level and head to the small, lengthy halfpipe that lead to the outdoors area. There's a brick wall on the outermost quarter, and you just simply need to jump over it. There's a reason it's the easiest trick on the level, y'know?

02) Railing Hop

On the long quarterpipe that you can get the Ride the Wave gap on, the top of it is flat. The leftmost part has a rail that you can jump over. Get on top of it, skate over the rail, to the part of the park below.

03) Over the Bridge

Weged between the halfpipe near where you start with and the wall, on the bottom floor, is a quarterpipe and a ramp. Use the ramp to jump the walkway.

04) HP to Bowl

Jump from the halfpipe left of where your skater normally starts into the only bowl.

05) Bowl to HP

Same as the HP to Bowl gap, except reversed.

06) Bullet Bowl Hop

The level only has one full bowl. To get the gap, jump out of it into the middle part of the level, being the direction with the funbox in it. Can be done vice versa as well.

07) Over the Deck

To the left of the door to the first outside area is a place where you can find three decks of three different levels. Completely clear one to get the gap.

08) Daaaaay Tripper

In the second outdoors area, there's two kickers with a van in the middle. Jump the van.

09) Gimme Gap Redux

At the small halfpipe that ends at the wall to the outdoors area, jump out or in to get the gap.

10) Sodee Pop Gap

Turn around from where you start and head to the other side of the halfpipe, going onto the walkway. Head into the area with the chairs and face the halfpipe again. Wallride back into the HP. If you thought you had to grind the pop machine or something, this comes as a shock (it did to me!).

11) Cut the Corner

If you face the door to the second outdoor area (with the van), there will be a multi-level deck to your left. Get some speed, easiest from the weird halfpipe with the High Sticker gap, and launch off the second level of the deck to clear the first.

12) High Sticker

In the weird halfpipe you can do the Gully Lip trick on, the back wall has a collection of stickers high up. Get some air and simply skate up to that part.

13) Shoot the Gap

Start the level and head to the "left" entrance to outside.

14) No Kidding Around

Rather hard to do, but managable. In the halfpipe near where you start, the other side away from the bowl has a walkway with a few criss-crossing rails. Get some air and jump the pipe lip, going parallel with the rail in air. Don't grind that, though; you're trying to grind the perpendicular rail that goes left to the wall. Do that to get the gap.

15) Stairset

On the other side of the halfpipe near where you start is a skateshop with a sign that says Skate Street. There's a few stairs that go down to the little halfpipe with the Over the Wall gap. Wallride or clear that stairway.

16) Hexbox Gap

Jump the funbox on the floor.

17) High Jumper

Underneath the u-shaped rail near the halfpipe you start by, is a two-sided ramp facing out into the level and into the halfpipe. Head onto the side that heads into the halfpipe and jump the u-shaped rail.

18) Rail Secret Area Key

Grind the rail hanging above the deck near the wave wall. You can usually get this gap in conjunction with the Wave Wall Minigap.

19) Rail to Rail

Near the funbox, down and beside the pool, is a lone rail and a ledge beside it. Jump from one to the other.

20) Van Secret Area Key

At the end of the halfpipe where you start, away from the wall, a rail connects the two grindable edges into a U-shape. Grind that from one side to another.

21) Nail the Rail

Jump from the bowl extension-side to the railing of the halfpipe, landing in a grind. You may be here all night with this one, 'cause it's _haaaaaaard_. Took me 15 tries, myself.

22) HP to Railbox

The halfpipe near where you start has two ends: one's at the wall and the other opens into the rest of the level, but has a little two-sided ramp you can use. Past that end is a railbox, and to get the gap, you'll need to use that two-sided ramp and jump into the railbox, grinding the rail.

23) Wave Wall Minigap

Grind the wave wall and jump out to a pole hanging from the ceiling over the deck near the first outdoor area.

24) Surfin U.S.A.

On the wall to the right of the wave wall is a long pole that is almost hard to see. Grind on the edge of the wave wall and jump to the pole, skating a ways to get the gap.

25) Skatin on the Dock of the Bay

In the outdoor area with the van, there's a long loading dock with a quarterpipe up against the entire length. Skate the rim to the end.

26) Havin A Picnic

In the outdoor area with the van, there are two picnic benches propped up on a square block. Go slow and grind both of them.

27) Extension Transfer

Grind the large sign on the lip of the bowl then do the bowl lip as well.

28) Big Air Railing Grind

Use the kicker by the soda machines to jump up onto the bridge. Instead of doing the "Over the Bridge" gap, grind the walkway rail.

29) Circle the Pool

Grind the sign extension in the bowl, and keep going until you come back to it.

30) Funbox Wheelie

From where you start, you can see a funbox (flat little bump on the floor) in the middle of the level. Manual it all the way over.

31) Bowl Lip

In the bowl, lip-trick/stall the lip. Durr. =p

32) HP Lip

In the halfpipe where you start, lip-trick/stall an edge.

33) Ride the Wave

If you start the level, if you don't move your controls or anything, you'll come up to the left edge of a long quarter pipe with a wavy ledge in the middle. Lip-trick/stall any part of that lip.

34) Gully Lip

Head down the slope at the start and hang a right until you get towards the entrance to outside. There's a little dropoff to the right into a halfpipe, and the middle section is raised above the others. Drop into the pipe, then turn around and lip-trick/stall that portion.

35) Bowl Envy

In the bowl, there's a large sign on the lip that prevents

an easy grind around the parameter of the pool. Lip-trick/
stall it.

36) Mr. Small Lips

In the tiny halfpipe that runs towards the door to the
first outdoors area, lip-trick/stall an edge of the
inside.

| | | |
|---|-------------------------------|-----|
| / | | \ |
| | AIR | |
| | Over the Wall | 10 |
| | Railing Hop | 50 |
| | Over the Bridge | 50 |
| | HP To Bowl | 100 |
| | Bowl to HP | 100 |
| | Bullet Bowl Hop | 100 |
| | Over the Deck | 100 |
| | Daaaaay Tripper | 100 |
| | Gimme Gap Redux | 100 |
| | Sodee Pop Gap | 100 |
| | Cut the Corner | 100 |
| | High Sticker | 100 |
| | Shoot the Gap | 100 |
| | No Kidding Around | 150 |
| | Stairset | 150 |
| | Hexbox Gap | 150 |
| | High Jumper | 250 |
| | | |
| | GRIND | |
| | Rail Secret Area Key | 50 |
| | Rail to Rail | 50 |
| | Van Secret Area Key | 100 |
| | Nail the Rail | 100 |
| | HP to Railbox | 100 |
| | Wave Wall Minigap | 100 |
| | Surfin U.S.A. | 100 |
| | Skatin on the Dock of the Bay | 100 |
| | Havin A Picnic | 100 |
| | Extension Transfer | 100 |
| | Big Air Railing Grind | 100 |
| | Circle the Pool | 500 |
| | | |
| | MANUAL | |
| | Funbox Wheelie | 100 |
| | | |
| | LIP | |
| | Bowl Lip | 100 |
| | HP Lip | 100 |
| | Ride the Wave | 100 |
| | Gully Lip | 100 |
| | Bowl Envy | 100 |
| | Mr. Small Lips | 100 |
| | | |
| \ | | / |

o-----o
| PHILADELPHIA (41 gaps) |
o-----o

[PHLD]

By the blue awning, jump one of the two posts that you find en route to the quarterpipe in the shade.

02) Post Ollie

Jump one of the posts down by the blue awning that aren't en route to the quarterpipe in the shade.

03) Statue Hop

Down by the blue awning, there are two little rounded pieces of cement. Use one to get some air and jump the other.

04) Stair Set

The stairs after the World's Most Obvious Gap need to be cleared. Do so.

05) Up the Small Step Set

If you start the level and don't move the controls, your skater will head towards the fountain and go down some ledges. Head to the left wall and you'll come out by some stairs. Boneless or No Comply up them. Note: this can be done other four-stair sets, too.

06) Bench Gap

Start the level and head to the left, and you'll immediately see some ledges and benches, one after another. Jump from a ledge to another ledge, clearing a bench in the process.

07) World's Most Obvious Gap

At the start of the level, if you turn right, you can see two kickers just sitting there. It really is the most obvious gap in the world.

08) Phillyside Hop

When you first enter the rundown Phillyside section of the level, don't go very far in. Locate a kicker placed towards a tall wall with a gap in it. Jump through that gap via the kicker to get the gap.

09) Phillyside HP Transfer

In the Phillyside section, locate the halfpipe with the wooden ramp up behind it and the area with blue bumps on the ground. Jump from one of these sides to the other to get the transfer.

10) Pillar Fight

On Phillyside, three of the pillars can be used to get some air, given the rounded bottoms they have. Get some air and travel up the pillar a long ways, and you'll get the gap.

11) THPS Fountain Gap

At the start of the level is a THPS sign. Jump from the platform where the sign is all the way into the fountain in one swoop. Not sure if you can get it when it's filled, though.

12) Chillin' on the Balcony

To the right of where you start are some stairs leading to a street curb. You can use that curb to jump to the balcony railing, and if you grind it when you get there, you'll get the gap. You can also get it by landing in the balcony.

13) Track Smack

In the Phillyside section there are two sets of rails that meander along either of the direct sides of the park. Grind one of the rails and jump to one that branches onto it, in either direction.

14) Hobo Grind

If you go to the street and face Phillyside, the left rail is composed of two parts: one rail that loops into near the funbox; one that loops in near the pillar, and isn't connected to the previous. Start the grind and when it loops in the first time, jump ahead to the second line and ride it all the way. This can be done backwards, too.

15) Planter Transfer

When you start, turn around and face the street behind you. There is a ledge that leads towards the building you can jump onto. Grind it and when you come to the curb below, grind the edge of that, too.

16) Railing to Planter

To get to the balcony of the building, one usually uses the curb. That curb stretches out away leftwards, and if you get to the balcony, the railing aligns a bit with the curb. Grind the railing, jump and, if you aim right, you'll grind the curb, too.

17) Pillar Hop --[Contributed by Donna Robbins & Julie Capen]

Donna's Way:

"In Phillyside, there are two pillars in front of the blue humps and behind where the hp half pipe lip is. They usually have money in between them in career mode. If you have double moon physics on, you can grind the rim from one side, and it will pop you over to the other side to give you the pillar hop gap. It's pretty tough, I've only been able to duplicate it a couple of times. Hopefully it will work for you and you can complete your gap list."

Julie's Way:

"It is in the philly side, just grind the lip above the blue humps until you get to the pillar, jump and then grind the other side going toward the train."

18) Planter Double Pillar Gap

Where the street ends, away from the Phillyside section, is a ledge that jumps over two little pillars that would be supposed to prevent large vehicles from traveling on the sidewalk. Grind the ledge, jump those two pillars, and then grind the little edge towards the bus tunnel.

19) Just Visiting

Start the level and head to the tree planter. Grind it to the left and at the end, instead of a sharpened edge, it will hang to the right a little, giving you a chance to make a transitional grind down to the planter below. Do so.

20) Short Stair

Grind the entire stair closest to the THPS sign.

21) Telephone Co. Gap

On the building balcony you can jump into, there is a telephone wire stretching across several poles. Grind the balcony railing and jump to the wire.

22) Funbox Transfer

Jump from the lip of the big bowl in Phillyside to the funbox next to it. You'll have to jump the last bit of a rail, too, though, so be prepared. The funbox is on the side of the big bowl near the rail lines.

23) Medium Stair

Grind the stair two down from the THPS sign. This takes place near the fountain, of course.

24) Grind Up Dem Stairs

The stairway to the right of where you start leads down to a building you can launch to. Grind up the rail on the stairs to get this gap.

25) Awning Grind

Head down the stairs and past the fountain, to where you can see a blue awning near some stone ramp-things. Use one of those stone ramp-things to jump onto the awning in a grind.

26) Little Corner Grind

If you follow the road to the right from where you start, you can find a metal wire stretched across a hard corner. Grind that wire to the end, and watch out for buses!

27) Fly By Wire

Over the fountain is a long wire that connects to the roof of the first house on your right when you start the level and a wall near the fountain. There are two ways to get up the wire, but you can only get the gap by grinding downwards, so: one, you jump to the house via the street curb and wall ride up higher. Two, you grind the wire up, jump to the roof, and ride it back down.

28) Death From Above

Jump from the overhanging rail (the one used in the Fly by Wire gap) to a pipe coming from the fountain's spicket, and land in a grind.

29) Train Hard

Head into Phillyside and head past the blue bumps until you see the back wall (the one the you can see a distant train through) and its three bowls. The longest bowl archs around to a pillar, so grind that bowl all the way to the pillar and get the gap.

30) Long Stair

Grind the edge of the stair three down from the THPS sign.

31) World's Second Most Obvious Gap

Do the World's Most Obvious Gap, but jump from that first kicker and grind the handrail on the stairs behind the second kicker. Hard to do, albeit, but it's possible.

32) Fountain Ping!

Use the kicker by the fountain to jump onto the long rail that stretches over it.

33) Grind of Faith

When the fountain is drained, you can see four little pipes stemming from either side of the spout in the middle to the edges of the fountain's stone form. Grind a pipe, and jump to another pipe, clearing the spout in the process.

34) Funbox Wheelie

Manual over the graffiti'd-up funbox near where you start.

35) Flatlands Techin'

They should've called this one Manual Stimulation. Jump down to the path curb where you can launch onto the balcony. Turn around, grind up the stairs (preferably the ones not in front of the ramp) and land in a manual. Manual all the way to the funbox, and swing right towards the stairway. By the time...well, if you can get there and keep the manual solid, you'll get the gap. If you can't get it, you need to up your manual skills. Yay!

36) Manual Stimulation

Manual through the blue bumps in Phillyside.

37) Rockin' the Stairs

Manual up the four sets of stairs near the fountain, from the lowest ledge to the top ledge. Don't run into any of the benches, now. =p

38) Phillyside New Bowl Lip

The new bowl lip is right near the blue bumps on the Phillyside section, near where you jump to the halfpipe behind it. Lip-trick/stall it.

39) Phillyside HP Lip

In the rundown Phillyside section of the level, there is a halfpipe with a ramp going up behind it to get access to the lip. That's just a marker to know which one it is, though. You just need to lip-trick/stall either side.

40) Phillyside Big Bowl Lip

The largest bowl you find in the Phillyside section is the one with a gap in it and a kicker behind it. Lip-trick or stall to get the gap.

41) Phillyside Mid Bowl Lip

Near the blue bumps on the Phillyside section is half of a bowl. Lip-trick/stall it.

| / | | \ | |
|---------------------------|-----|---|--|
| AIR | | | |
| Easy Post Ollie | 10 | | |
| Post Ollie | 50 | | |
| Statue Hop | 50 | | |
| Stair Set | 100 | | |
| Up the Small Step Set | 100 | | |
| Bench Gap | 100 | | |
| World's Most Obvious Gap | 100 | | |
| Phillyside Hop | 100 | | |
| Phillyside HP Transfer | 250 | | |
| Pillar Fight | 250 | | |
| THPS Fountain Gap | 500 | | |
| Chillin' on the Balcony | 500 | | |
| | | | |
| GRIND | | | |
| Track Smack | 50 | | |
| Hobo Grind | 100 | | |
| Planter Transfer | 100 | | |
| Railing to Planter | 100 | | |
| Pillar Hop | ? | | |
| Planter Double Pillar Gap | 150 | | |
| Just Visiting | 150 | | |
| Short Stair | 150 | | |

| | | |
|---------------------------------|------|--|
| Telephone Co. Gap | 250 | |
| Funbox Transfer | 250 | |
| Medium Stair | 250 | |
| Grind Up Dem Stairs | 500 | |
| Awning Grind | 500 | |
| Little Corner Grind | 500 | |
| Fly By Wire | 500 | |
| Death From Above | 500 | |
| Train Hard | 500 | |
| Long Stair | 500 | |
| World's Second Most Obvious Gap | 750 | |
| Fountain Ping! | 750 | |
| Grind of Faith | 1500 | |
| | | |
| MANUAL | | |
| Funbox Wheelie | 100 | |
| Flatlands Techn' | 500 | |
| Manual Stimulation | 500 | |
| Rockin' the Stairs | 2500 | |
| | | |
| LIP | | |
| Phillyside New Bowl Lip | 100 | |
| Phillyside HP Lip | 100 | |
| Phillyside Big Bowl Lip | 100 | |
| Phillyside Mid Bowl Lip | 100 | |
| | | |

o-----o
| THE BULLRING (31 gaps) |
o-----o

[THBR]

01) Wussy Rollin Gap

When you start the level, go down the halfpipe, turn around, and clear the little gap in the other side of the halfpipe. It's called a wussy gap for some reason. =p

02) Plat Gap

OK. Start the level, head down the halfpipe and head to the left side (it will curve in more w/ no lip). Jump straight out and clear the propped-up rail and you'll get the gap.

03) Gate Gap

The arena is circular with the park in the middle of it. Go to the edge and find a "gate" that's on the edge of the arena -- you'll know it by the ramp sticking out. Go up the lip and clear it.

04) Launchin On Up

Start the level and find the gate to your right with a ramp beneath it. Use the ramp to jump the gate. This is the only gate with a simple ramp beneath it, too, so it shouldn't be too hard to find.

05) Launchin the Pipe

The spiral pipe (the one you go upside-down on) has a ramp

built into the back of it, on one side. Use that to jump over it.

06) Rollin Gap

Do the Wee Lil Wussy Gap, except start farther away and land farther away. It's pretty easy to do.

07) Air Toro

The ramp you start on, if you check on it, hangs over the backside of the halfpipe, which is able to be skated up on as well. Jump the place you start at and land on the other side.

08) Big Enchilada Mama

Find two of the red-and-white "humps" on the ground and slide up one, coming down the other.

09) Tight Gap

Start the level but don't move an inch. Behind you is a small gap that's hard to make because the skater usually takes off before s/he wants to. Jump that space to get the gap. It's usually easier to accomplish if you use the slope that isn't the one you start on.

10) Jumpin Da Humps

Jump from the center of one red-and-white hump to the center of another.

11) Lil Wee Wussy Gap

Do the Wussy Rollin Gap except grind the gap instead of jumping it.

12) Enjoyin The View

Find the "banana" box and go to the side nearest the track where the bull runs. Get some speed in the makeshift halfpipe the two make, and use the track lip to grind on a festive banner above. Grind a ways to get the gap.

13) Kink

Start the level and head down the roll-in, heading for the indented left side of the halfpipe. Jump out over the platform and land on a grind on the kinked rail propped up on the other side.

14) Grindin the Pipe

Use the kicker behind the loop pipe (the one you get Way To Go Gringo in) to grind the right edge up and over for the gap.

15) Friggin A Hombre

Grind the criss-cross rail above the skatepark.

16) Ramp Rail to Banana

Start the level and head to the opposite side of the halfpipe, not launching but popping to the top of it. Grind the rail to the right towards the "banana" box, and land in a grind on the lowest edge from the rail. You can do the top edge, too, if you want.

17) Box to Rail

Roll down from the start and head right, to the three-sided box at the base of the gate. The banana is to your left; a railbox to your right. Jump from the box and grind the (ugly) blue rail.

18) Nice Friggin Ankles

There are many ways to do this I suspect, but this is how I do it. First, head to the banana box and use it to get some steam so you can jump to the festive banner overhead. Roll left in the air which brings you towards the criss-crossing wires. Grind the festive banner to the end, then jump to the railing of the stands (second tier) and land in a grind also.

19) Nailin Da Rail

Start the level, head down the roll-in, and head to the left part of the halfpipe, where it's indented. Head up and get some air, heading to the right. You'll fall over a rail, but you can grind on it "somehow" and get the gap. An alternate way to do this is to use the halfpipe you start in to jump up to the rail hanging overhead.

20) Way To Go Amigo

Go up into the stands and use one of the four launch pads to jump onto a rail overhanging the park.

21) Ramp Rail to Rail

Grind the Wee Lil Wussy Gap away from the full pipe and land in a grind on the railbox beside the halfpipe. I suspect you can accomplish this feat by grinding the yellow rail and jumping to the railbox, too, but my way is much easier.

22) Takin the High Road

Jump onto one of the criss-crossing lines above the park, whether it's through one of the four launching pads or a different method -- there's lots.

23) Rail Plat Gap

The Plat Gap can be done by jumping from the halfpipe section out over a propped-up rail. Well, there are two more rails perpendicular to where you jump as well. Get

some speed and jump those in a connected grind.

24) Box to Banana

Start the level, head right towards the first gate. You'll see the "banana" box on your left, and at the base of the gate, a brown ramp. It's three-sided that ramp, so use the right side (facing from halfpipe) to jump and grind to the top of the banana box.

25) Launch to Banana

Start the level and head to the right, jumping up the gate onto the stands. Use the ramp up there to get some air, and when you go back to the launching ramp, steer right and land on a grind on top of the "banana" box.

26) Clenchfest!

Jump from the festive banner you can access by way of using the banana quarter and the track edge to the criss-crossing wires.

27) Finesse Test

Hard as heck to do on a good day, you need to jump into the stands and start grinding the outer rim. When one of the gates comes into view, keep the grind, jump it entirely, and land in a grind. I still can't do it on a regular basis.

28) Launch to Rail

Start the level, head down the roll-in and head to the three-sided box underneath the gate. Use it to jump the gate and then abuse the large quarterpipe there to get some air. Come back down, launch off to the right, and land in a grind on the railbox.

29) Up to the Stands

On the arena edge (anywhere), use the lip to jump towards the stands.

30) Threadin the Needle --[Contributed by Shane Harder]

You need to go to the back side of the roll in you start on. Instead of air-ing over the roll in platform completely with the quarterpipe; you need to go through the scaffolding holding up the roll-in. There's a little hole you can fit right through. Thanks for the gap list! It has helped me a ton.

31) Way To Go Gringo!!!

Find the spiral ramp that twists a full 360 degrees and skate through it upside-down, landing it.

| | | |
|--|------------------|-----|
| | | |
| | AIR | |
| | Wussy Rollin Gap | 50 |
| | Plat Gap | 100 |

| | | | |
|--|---------------------|------|--|
| | Gate Gap | 150 | |
| | Launchin On Up | 200 | |
| | Launchin The Pipe | 300 | |
| | Rollin Gap | 300 | |
| | Air Toro | 400 | |
| | Big Enchilada Mama | 600 | |
| | Tight Gap | 1000 | |
| | Jumpin Da Humps | 1500 | |
| | | | |
| | GRIND | | |
| | Lil Wee Wussy Gap | 1 | |
| | Enjoyin the View | 250 | |
| | Kink | 400 | |
| | Grindin the Pipe | 450 | |
| | Friggin A Hombre | 500 | |
| | Ramp Rail to Banana | 500 | |
| | Box to Rail | 500 | |
| | Nice Friggin Ankles | 500 | |
| | Nailin Da Rail | 500 | |
| | Way To Go Amigo | 500 | |
| | Ramp Rail to Rail | 500 | |
| | Takin the High Road | 650 | |
| | Rail Plat Gap | 750 | |
| | Box to Banana | 1000 | |
| | Launch to Banana | 1000 | |
| | Clenchfest! | 1500 | |
| | Finesse Test | 1500 | |
| | Launch to Rail | 2000 | |
| | | | |
| | OTHER | | |
| | Up to the Stands | 50 | |
| | Threadin the Needle | ? | |
| | Way to Go Gringo!!! | 5000 | |
| | | | |

o-----o
| CHOPPER DROP (9 Gaps) |
o-----o

[CHDR]

01) 70FT

There's a dock floating left and aft to where you start the in the helicopter. Get some speed and jump to it, clearing 70FT in the process.

02) 80FT

Just like above, but you clear 80FT, too.

03) 90FT

Just like above, but you clear 80FT as well.

04) Into the Heli

Jump into the helicopter door.

05) 1 Potato

Grind the lowest rung on the ship's mast.

06) 2 Potato

Grind the second-lowest rung on the ship's mast.

07) 3 Potato

Grind the third-lowest rung on the ship's mast.

08) Heli Grind

Grind the edge of the helicopter's door.

09) Whoomah

Lip-trick/stall on the ledge of the heli's door.

| | | |
|---------------|-----|---|
| / | | \ |
| AIR | | |
| 70FT | 100 | |
| 80FT | 200 | |
| 90FT | 300 | |
| Into the Heli | 500 | |
| | | |
| GRIND | | |
| 1 Potato | 100 | |
| 2 Potato | 200 | |
| 3 Potato | 400 | |
| Heli Grind | 500 | |
| | | |
| LIP | | |
| Whoomah | 500 | |
| \ | | / |

o-----o
 | SKATE HEAVEN (71 gaps) |
 o-----o

[SHVN]

01) Down 2 Tony's Island

Start the level and head into the 'cloverleaf' bowl that is really three bowls connected at the middle. One of the bowls' lips is indented outwards, and you can use that as a ramp to jump to the island below.

02) San Dieguito Hall 2 Sadlands

San Dieguito Hall is the building near the Sadlands sign, with the large window and the staircase. Jump from the top of the staircase down to the walkway alongside the Pit O Doom.

03) Grassy Gap

The house near the Sadlands sign has a grassy patch in front of it. Skip over it.

04) Weak Sauce Zig Gap

Head into the Snakerun from the starting position and find the first bend on your left. Jump over it.

05) Weak Sauce Zag Gap

Head into the Snakerun from the starting position and head around the first left bend. The first bend on your right is the one you need to jump.

06) Weak Sauce Wussy Snake Gap

Head to the tunnel and face the Snakerun. The first bend on your right is the WSWSG, so pop over it with minor effort to get the gap.

07) San Dieguito Ten Set

Near the Sadlands sign is a house with some stairs in it. Jump 'em in a single stride.

08) Dropping In On Tony

At the bowl complex, instead of using the indented lip to jump to Tony's Island, jump from the edge of the bowl complex itself (i.e. not in the bowl) into the halfpipe on the island.

09) Isle of Tony 2 Sadlands

Find the house near the Sadlands sign and go up the stairs. To the left, you can see a walkway in the Sadlands. Jump down to it.

10) Platform Gap

On Tony's Island, one of the halfpipes has a lowered section towards one end, and a flat platform beside it. Jump from the top of the halfpipe next to it (has the rail you use to get the Rail 2 Ramp gap) to that platform.

11) Air's Hole

Head into the tunnel and face the Isle of Tony. You'll be staring down a halfpipe, with Tony's House on your far right and another halfpipe backed up against the left side of the one you're looking at. Head straight to the end where the halfpipe curves out to the left, and jump off of it, turning left. If all goes well and you've got enough speed, you'll land up on the halfpipe that was on your left (looking at it from the tunnel, that is) and you'll clear the little shortened piece of the halfpipe, which is your objective.

To simplify: head straight into Tony's Island from the tunnel to the curved part of the halfpipe, and use it as a launching pad to clear that little shortened piece of the halfpipe that's in the "middle" -- that's Air's Hole, I guess.

12) Big Fat Grassy Gap

Do the Grassy Gap, but cover more grass this time around.

13) House of Tony 2 Sadlands

In the area after the Snakerun (past the tunnel), is a few halfpipes and the San Dieguito Hall. Get onto the house (easy rail jumpin') before the Sadlands and jump down to the walkway below near the Pit O' Doom. Be careful to aim right, or you'll fling off into space.

14) San Dieguito Window 2 Sadlands

San Dieguito has one massive window overlooking the Sadlands. Jump through it onto the walkway near the Pit O Doom.

15) Blowin it Out the Hole!

In the volcano secret area, search out an off-color piece of the "middle" halfpipe, and jump it. If you can't find it right away, just remember that the tunnel left behind connects the outer halfpipe to the halfpipe with the Chen Rail Series and Holy Craill gaps.

16) Sadlands 2 San Dieguito Hall

Use the walkway next to the Pit O Doom (and also the closest to the Hall) to clear the nothingness of space and land up at the top of the stairs.

17) The Holy Craill

In the volcano secret area, part of the halfpipe you see is rounded in. Grind and jump over it, landing in a grind again.

18) Gutter 2 Sand Dieguito Roof

On Tony's Island, do a hard grind on the rail leading to San Dieguito Hall, and halfway through, jump onto the roof.

19) Wussy Snake Gap

Head into the tunnel and face the Snakerun. The first bend on your right is the Wussy Snake Gap, so head further into the bending path and turn around. Jump with more distance than usual so you don't end up with a Weak Sauce-type gap.

20) Sadlands Path Gap

To locate the Sadlands Path in question, start at the Sadlands sign near San Dieguero Hall and head left. Watch for when the grey path goes down to where the Sadlands Mid Intersect Gaps are. That's the path you need to jump, and it's more easily accomplished if you exploit the long edge on the right side of it (back of the globe).

21) Northwest Snake Gap

Use the Sadlands sign as your starting point and head down

the path to the left. Watch for where the Snake walkway first touches the path. Use the curved sides on either side of the Snake path to jump it.

22) Northeast Snake Gap

Just like the Northwest Snake Gap, except you jump where the pink Snake path next meets the pavement.

23) Up 2 Comb!

Just like the "Down 2 Tony's Island" gap, except you use a halfpipe on the island to jump up to the bowl complex.

24) Reverse Wussy Snake Gap

Jump the Wussy Snake Gap in reverse, i.e.: you come out of the tunnel into the Snakerun and jump the first hip to your right. If you can do one, you can do the other.

25) Southern Snake Gap

Near the Pit O Doom, part of the Snake pathway passes over and curves back in. Go up the Pit's side and jump that part of the walkway.

26) Sadlands Up 2 Isle of Tony

Use the Sadlands walkway closest to the Isle (which is next to the Pit O Doom) to jump past San Dieguito Hall. Careful where you aim, or you might get the wrong gap. Jump as left as you can.

27) Over the Dome

The sunken dome near San Dieguito Hall can be cleared, so do so.

28) Clearing the Swings

Start at the large hub near the Swingrails and use the pavement path to jump over the northern swingrail (nearest the 'house' by the Snake way). This works on the southern rail, too.

29) Jumpin Da Hub

Near the park with the Swingrails is an open space with a large hub with rounded sides. Clear it.

30) Tunnel of Luvin

In the volcano secret area, once you've destroyed part of the halfpipe by getting the 'Blowin It Out Your Hole!!!' gap, simply skate through the "tunnel" left behind.

31) Zig Gap

Start the level and head to the Snakerun. Get some speed on the bleachers and jump the first hip to your right, i.e.

where you usually get the Weak Sauce Zig Gap. To get the gap correctly, you'll need to start at an earlier distance and cover more ground than the WSZG. It's not too hard.

32) Tight Landing

Use the kicker near the Sadlands sign to jump onto the mini ledge sticking out near the stairway.

33) Zag Gap

Head into the Snakerun from the starting position, and watch for the path to turn to your right. Jump that hip to an extent so that you don't get the Weak Sauce Zag Gap, which basically means you cover more ground and jump much earlier.

34) Reverse Zig Gap

Do the Zig Gap, but in reverse. Sheesh!

35) Reverse Zag Gap

Do the Zag Gap, but in reverse. Sheesh!

36) Feed Me!!!

Start the level, turn around, and head to the first kicker you see. Use that to jump into the volcano.

37) Pit O Doom!!!

Near the San Dieguito house and the pink Snake path is a massive pit. Jump that.

38) Rail 2 Snakerun

The large tunnel has a rail alongside it, ending at the Snakerun. It's possible to get the Longrail gap and not this one, so I can only conclude you need to grind that rail and not jump outwards, but have enough speed to let you grind the Snakerun below.

39) Ramp Rail Gap

On Tony's Island, there is a halfpipe with a section lowered down for easier access to the halfpipe on the other side. Grind the edges near that gap, from one side to the other.

40) Southern Intersect Sad Gap

Go into the Snake path nearest San Dieguito Hall and jump the branch that heads towards the swingrails. This is sort of hard to do considering the path bends downwards to that little dome hut, so you may want to consider jumping to the solid rail to the left or right, depending on which way you're going.

41) Northern Intersect Sad Gap

Go past the huge line of benches in the direction of the large hub and find where the pink Snake pathway touches the path. Get in there and grind over the gap in the branch.

42) Ramp 2 Rail

On Tony's Island, the line that runs from San Dieguito Hall to the tunnel is parallel with a curved rail on a halfpipe. Jump from that curved rail to the rail headed to the tunnel.

43) 90 Degree Sadlands Rail Gap

Face the path near the Sadlands sign and take a left. Go past the benches used in the Bench Gap Series and wait for a path to the pink Snake way to appear. Head in and go right, grinding the right wall of the path as you head back towards the path you already passed (the gray one). When you see the pink path start to end, the wall you're grinding will do a right angle turn to the path, but the other one won't. Jump from the path you're grinding to the opposite path, and be careful not to overshoot~~~!

44) Northern Crossover Sad Gap

Come in from the north entrance to the Snake way (by the Bench Rail Series) and keep going past the first branch to the left. Grind the left or right side, and when you come down to where you usually get the Mid Intersect Gaps, jump from whichever side you're on to the other -- not straight, which would get you the wrong gap.

45) Southern Crossover Sad Gap

Jump from one side of the walkway to the other part in the southern location of the Snake way in Sadlands. The southern portion is every part of the rail from San Dieguito Hall to the "middle" crossroads. I found it easiest to do by leaping on the last turn, from the inside of the curve to the end as I approached SDH.

46) Chen Rail Series

In the volcano secret area, grind the edge of the the weird halfpipe with the odd lip, going from the side curved like an elongated 'u' to the part where you go the Holy Crail gap.

47) Mid Intersect Sad Gap

The destination is the pink pathway with many openings in the Sadlands. Grind over the rail where the path branches in the middle section.

48) Radramp 2 Island's Edge

Start the level and grind the right edge of the halfpipe. Normally, you would just drop down and grind the first bleacher; instead, jump to the right a little more and grind on the side of the island.

49) Rimrail Gap

Near the giant hub (from the gap Jumping Da Hub), you can see two stone edges around the vicinity. Grind one and jump into a grind on the other.

50) 90 Degree Ramp Rail Gap

Same as the Platform Gap, except you land in a grind.

51) Fence 2 Radramp

Start the level and turn to the left, down the path with the two fences on your side -- one high and on the left, the other plain and on your right. Jump from the one on your right to the nearest part of the Radramp.

52) San Dieguito Hall 2 Edge

Jump from San Dieguito Hall's interior to the nearest bench on the Pit O Doom's outskirts. Remember to be 'inside' the Hall or else you'll end up getting the 'Isle of Tony 2 Edge' gap.

53) Gutter 2 San Dieguito Roof

The long rail that connects to the tunnel's side also runs up to the San Dieguito Roof (near the Sadlands sign). Use one of the rails to jump onto the roof.

54) Isle of Tony 2 Edge

Jump from the Isle of Tony down to the walkway near the Pit O Doom. Grind the bench on the way down.

55) Top of Da World Ma!!!

Near San Dieguito Hall is a pink globe half-sunken in the sand. Use the stone border to it to jump over it, and make sure to grind the top on the way down.

56) Southern Swingrail

In a park, you can find two "swingrails," which are objects stuck in the sand composed of two arched pipes. The southern one is to the left of the entrance if you're entering from the pathway.

57) Northern Swingrail

If you find the Southern Swingrail, you'll find the Northern Swingrail right by it.

58) Up 2 Pipe Rail

Attempt the Wussy Snake Gap, but instead of jumping over the hip, veer to the left and land in a grind on the rail that goes parallel with the tunnel.

59) Kicker 2 Railspan

Start the level and turn around, going through the half-tunnel path until you get to a mini hub. Jump it to the left and you will see a rail you need to grind on.

60) Rail 2 Kicker 2 Rail 2 Bench

Just like the Kicker 2 Railspan, except you need to jump from the rail at the end to the askew bench nearby.

61) San Dieguito Roof 2 Edge

Jump off of San Dieguito Hall's roof and land in a grind on a bench near the Pit O Doom; or, jump off the roof and land in a grind on the nearest piece of the Snake way.

62) Radramp 2 Snakerun

Start the level, grind the right part of the halfpipe you see. Hold down triangle, and you'll grind the top of the next to bleacher sets and then the start of the snaking walkway towards a tunnel. Presto.

63) Longrail

On Tony's Island (the area past the Snakerun and tunnel) is a long rail connecting one of the building's eaves back to the tunnel. Get a lot of speed and grind that rail, and when you get to the end overlooking the nothingness of space and the Snakerun again, grind the lip. You have to jump out because simply dropping in will drop you out...of the level.

64) Off the Roof 2 Rail

Jump off Tony's House and land in a grind on one of the benches by the Pit O Doom.

65) Bench Gap

Near the Pit O Doom are two benches. Grind off one and then grind the outer rim of the island right by there.

66) Swinging the Set

Use one of the gray ledges on the path near the swingrails to jump onto one of them and grind.

67) Time 2 Feed the Volcano!!!

There is a rail on top of the San Dieguito Hall which runs all the way to the tunnel and Snakerun. Instead of heading towards the Snakerun, jump onto Tony's House and grind the eaves, which will let you grind the rail up towards the San Dieguito Hall. Grind far enough and the volcano will explode, and you'll get the gap.

68) Kicker 2 Rail

Start the level and turn around, going through that little

part of the walkway. The first kicker you see can be used to grind a rail pointed at the hub. Do so.

69) Bench Gap Series

Near the Swingrails are five or six benches all in a row. You only need to grind two consecutively, though.

70) Woohooo Oh Ho Yeehee!!!

Wallride the back of San Dieguito Hall and land on the little "doorstep" you need to approach when you do the Tight Landing gap.

71) Cleaning the Pipes

Do a full skating rotation inside the full pipe.

| | | |
|--|--------------------------------|------|
| | | \ |
| | AIR | |
| | Down 2 Tony's Island | 50 |
| | San Dieguito Hall 2 Sadlands | 50 |
| | Grassy Gap | 50 |
| | Weak Sauce Zig Gap | 50 |
| | Weak Sauce Zag Gap | 50 |
| | Weak Sauce Wussy Snake Gap | 50 |
| | San Dieguito Ten Set | 100 |
| | Dropping In On Tony | 250 |
| | Isle of Tony 2 Sadlands | 300 |
| | Platform Gap | 300 |
| | Air's Hole | 300 |
| | Big Fat Grassy Gap | 400 |
| | House of Tony 2 Sadlands | 500 |
| | San Dieguito Window 2 Sadlands | 500 |
| | Blowin It Out the Hole! | 500 |
| | Sadlands 2 San Dieguito Hall | 500 |
| | The Holy Crail | 500 |
| | Gutter 2 San Dieguito Roof | 800 |
| | Wussy Snake Gap | 800 |
| | Sadlands Path Gap | 800 |
| | Northwest Snake Gap | 800 |
| | Northeast Snake Gap | 800 |
| | Up 2 Comb! | 1000 |
| | Reverse Wussy Snake Gap | 1000 |
| | Southern Snake Gap | 1000 |
| | Sadlands Up 2 Isle of Tony | 1000 |
| | Over the Dome | 1000 |
| | Clearing the Swings | 1000 |
| | Jumpin Da Hub | 1000 |
| | Tunnel of Luvin | 1000 |
| | Zig Gap | 1500 |
| | Tight Landing | 1500 |
| | Zag Gap | 2000 |
| | Reverse Zig Gap | 2000 |
| | Reverse Zag Gap | 2000 |
| | Feed Me!!! | 2000 |
| | Pit O Doom!!! | 4000 |
| | | |
| | GRIND | |
| | Rail 2 Snakerun | 50 |

| | | |
|------------------------------|------|--|
| Ramp Rail Gap | 75 | |
| Southern Intersect Sad Gap | 200 | |
| Northern Intersect Sad Gap | 200 | |
| Ramp 2 Rail | 300 | |
| 90 Degree Sadlands Rail Gap | 300 | |
| Northern Crossover Sad Gap | 300 | |
| Southern Crossover Sad Gap | 300 | |
| Chen Rail Series | 300 | |
| Mid Intersect Sad Gap | 350 | |
| Radramp 2 Islands Edge | 400 | |
| Rimrail Gap | 450 | |
| 90 Degree Ramp Rail Gap | 500 | |
| Fence 2 Radramp | 500 | |
| San Dieguito Hall 2 Edge | 500 | |
| Gutter 2 San Dieguito Roof | 600 | |
| Isle of Tony 2 Edge | 600 | |
| Top of Da World Ma!!! | 700 | |
| Southern Swingrail | 900 | |
| Northern Swingrail | 900 | |
| Up 2 Pipe Rail | 1000 | |
| Kicker 2 Railspan | 1500 | |
| Rail 2 Kicker 2 Rail 2 Bench | 1500 | |
| San Dieguito Roof 2 Edge | 1600 | |
| Radramp 2 Snakerun | 2000 | |
| Longrail | 2000 | |
| Off the Roof 2 Rail | 2000 | |
| Bench Gap | 2000 | |
| Swinging the Set | 2000 | |
| Time 2 Feed the Volcano!!! | 4000 | |
| Kicker 2 Rail | 4000 | |
| Bench Gap Series | 5000 | |
| | | |
| OTHER | | |
| Woohooo Oh Ho Yeehee!!! | 2500 | |
| Cleaning the Pipes | 5000 | |
| | | |

05. FREQUENTLY ASKED QUESTIONS FAQS

[Q] - What the heck is this cheat called "McSqueeb"!?

[A] - It's Tony from the Eighties, natch. Beat the game as Tony Hawk to claim this odd cheat as your victory prize.

[Q] - What happens if I get a medal in all competitions?

[A] - You unlock a video showcasing classic skating bails.

[Q] - How do I unlock Officer Dick?

[A] - 100% career mode with one of the (12) main skaters.

[Q] - How do I unlock Spider-Man?

[A] - 100% everything in career mode with a skater you've created.

[Q] - How do I unlock Private Carrera?

[A] - Find all the gaps on all the MAIN (eight) levels.

[Q] - What cheats can I unlock and how do I do it?

[A] - You have to beat career mode with different skaters, meaning three gold medals in all competitions. Here's a list of the number of skaters you

need to beat with career mode with the cheats you unlock by doing so:

- 1 Skater --> Officer Dick
- 2 Skaters --> Skip to Restart
- 3 Skaters --> Kid Mode
- 4 Skaters --> Perfect Balance
- 5 Skaters --> Always Special
- 6 Skaters --> Stud Mode
- 7 Skaters --> Weight Mode
- 8 Skaters --> Wireframe Mode
- 9 Skaters --> Slow-Nic Mode
- 10 Skaters --> Big Head
- 11 Skaters --> Sim Mode
- 12 Skaters --> Smooth Mode

[Q] - Don't Private Carrera, Officer Dick, and Spider-Man unlock anything?

[A] - Of course!

- 100% Career mode with Spider-Man --> Level Flip
- 100% Career mode with Officer Dick --> Moon Physics
- 100% Career mode with Private Carrera --> Disco Mode

[Q] - So...uh, how do I unlock Chopper Drop and Skate Heaven?

[A] - Go gold in all competitions with all characters (except Priv. Carrera) to open up the Chopper Drop; 100% career mode with everyone (except Priv. Carrera) to open up the massive and massively fun Skate Heaven.

[Q] - How do I unlock the special videos?

[A] - Beat all the competitions with McSqueeb'd-up Tony Hawk, and also as Private Carrera and Officer Dick. There's three to unlock.

[Q] - Who's your favorite skater in the game?

[A] - Eric Koston, fo' sho'. Sucks there's no K-grind in the game, eh?

Questions? Comments? Wanna shoot the breeze? Email me at the address far above.

LIGHTS OUT!

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