

Tony Hawk's Pro Skater 2 FAQ/Walkthrough

by THayes

Updated to v1.1 on Jun 18, 2008

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.

=====

FAQ/Walkthrough for
TONY HAWK'S PRO SKATER 2

=====

GUIDE INFORMATION

Author: Tom Hayes
E-mail: thayesguides(at)gmail(dot)com
System: PlayStation
Updated: 18th June, 2008
Version: 1.1

CONTENTS

1. Career Mode Walkthrough
 - 1.1. The Hangar
 - 1.2. School 2
 - 1.3. Marseille
 - 1.4. New York
 - 1.5. Venice Beach
 - 1.6. Ventura
 - 1.7. Philadelphia
 - 1.8. The Bullring
2. Gap List
 - 2.1. The Hangar
 - 2.2. School 2
 - 2.3. Marseille
 - 2.4. New York
 - 2.5. Venice Beach
 - 2.6. Ventura
 - 2.7. Philadelphia
 - 2.8. The Bullring
 - 2.9. Chopper Drop
 - 2.10. Skate Heaven
3. Special Tricks
4. Secret Areas
5. Secrets
6. Copyright Information

VERSION HISTORY

1.1: 18th June, 2008 (Format update)

1.0: 30th September, 2000 (First version)

=====
1. Career Mode Walkthrough
=====

1.1. The Hangar - Mullet Falls, Montana

HIGH SCORE: 10,000 / PRO SCORE: 25,000 / SICK SCORE: 75,000

- 1: Go down the roll-in at the start of the level, but before you get to the half pipe, do a manual, and then do any grab + 540 over the half pipe. This will get you enough points on it's own, but to add extra points, before you land the trick, tap up, down or down, up to land in a manual. From here, manual on over to the quarter pipe, and grind this. This will easily get you 10,000 points or more.
- 2: The raildrop gap, where you jump onto one of the high rails, and grind down onto one of the lower rails, can you get you many points if used correctly. Just make sure that you do combinations of grinds, and not just one long grind. Also, because you jump from such a height while doing the raildrop gap, you can easily fit in a 360 + grab to add extra points. Add a manual before and after you do this gap, and you're looking at huge points.
- 3: The 'Light Corner' gap is great for some points. See the Gap List for more details on this gap.

COLLECT S-K-A-T-E

S: Go straight down the roll-in from where you start and the S will be hovering over the half pipe. Just jump the half pipe to get it.

K: After getting the S, the K will be slightly to the left of where you land. It's floating over the top of the quarter pipe.

A: There is an old plane in the area that you start in. The A is on top of the plane, so just use the ramp, or skate the steps to get it.

T: The T is hovering on the other side of some glass. You need to go up the quarter pipe and use it to jump through the glass. If you're having trouble finding it, start the level, and as soon as you get to the bottom of the roll-in turn left and stop. You should be able to see the T from here.

E: After collecting the T, you should be in a new area with a helicopter in the middle of the room. The letter E will be floating high up above quarter pipe near the door with the white sign above it. It's pretty easy to collect the E as long as you go fast.

BARREL HUNT

- 1: At the bottom of the roll-in, turn left and skate through the first set of barrels.
- 2: After going down the roll-in and jumping over the half pipe, this set of barrels should be in front of you.
- 3: In the half pipe.
- 4: After smashing through the glass and going to the area with the helicopter, will be near the big wooden quarter pipe.
- 5: This set of barrels is near the big door in the area with the helicopter.

COLLECT 5 PILOT WINGS

- 1: At the far side of the half pipe there is a propeller. One of the Pilot Wings is floating over this. Grind the propeller to open the secret area.
- 2: When you go down the roll-in at the start of the level, you will actually be passing through a gap between two quarter pipes. Up above the two quarter pipes is the pilot wing. There are two ways to get it. The first way is to just jump the gap and hope that you collect the pilot wing along the way. The slightly easier way of getting it would be to jump up onto the rail that goes along the top of the gap, and jump to get the pilot wing.
- 3: In the area that you start in, there is an old plane. Behind the plane is a pilot wing, floating slightly above a long rail.
- 4: After smashing through the glass, you'll arrive in an area with a helicopter. This pilot wing is floating above a large wooden quarter pipe near the glass side of this area.
- 5: Also in the area with the helicopter, this pilot wing is floating at the far end of the room above the metal quarter pipe which is very near the glass side of the room.

NOSEGRIND OVER THE PIPE

There are seven curved rails which go over the half pipe. All you have to do is approach one of the rails, and hold up + triangle to do a nosegrind over the half pipe.

HIT 3 HANGTIME GAPS

- 1: Jump over the half pipe to get this hangtime gap.
- 2: Jump over the old plane to get this very easy gap.
- 3: After smashing through the glass, you'll arrive in the area with the

helicopter. Jump over the helicopter by using the wooden ramps on either side of it to get the third and final Hangtime Gap.

FIND THE SECRET TAPE

Smash through the glass to arrive in the area with the helicopter. There is a propeller on the helicopter. Grind the propeller, and it will cause the helicopter to fly away. Once it's gone, you should notice that the door that was once closed in this area. Go outside, and it'll be snowing! The secret tape is floating over the only quarter pipe in this area.

100% GOALS AND CASH

50 : Just left of the letter K, floating very high above the quarter pipe.

50 : After smashing through the glass, you will arrive in the area with the helicopter. Grind the helicopter propeller to make it fly away, and you'll be able to grab the cash icon that it leaves behind.

50 : At the far side of the half pipe there is a propeller. Grind along the propeller and a secret area will open. Go through the door to arrive in an area with a fan. This icon is above the quarter pipe near the fan.

50 : This cash icon is in the area with the huge fan. It will be floating above a half pipe, and is the furthest cash icon away from the fan.

50 : This cash icon is in the area with the huge fan, at the other end of the tunnel away from the fan, floating over a quarter pipe.

50 : This cash icon is floating over the entrance to the fan area. So once you've opened up this area, get a little air on the quarter pipe that is in front of you, and then make sure you get enough air to jump all the way over the door, grabbing the cash icon along the way.

100 : As you enter the area with the huge fan, this cash icon is floating above the quarter pipe. Just go straight forward and jump, and you should be able to get it.

100 : Smash through the glass to get to the area with the helicopter. When you enter the area, stop, and look back out through the glass. There are some lights which go along, and at the end of one of the lights is the cash icon. The first thing to do is make that helicopter fly away, so grind it's propeller. Once that's done, get some air on the quarter pipe near the doorway and go fast through the area where the helicopter used to be. Hold forward, jump through the glass, and hold triangle to land on the light. Once you're grinding on the light, keep going until you come to the end, then jump off to get the 100 bucks.

1.2. School 2 - Southern California

HIGH SCORE: 15,000 / PRO SCORE: 40,000 / SICK SCORE: 100,000

- 1: The small quarter pipe to the left of where you start is an excellent place to get some points. Remember to vary the tricks you do though, as each time you do the same trick the points get less.
- 2: Go straight forward from the start, and do a manual. From here, jump onto the left side of the planter and grind all of this. At the end of the planter, jump off and go into another manual. From this manual, grind down the railing in front of you to get the 'Roll Call! Nightmare Rail!' gap, and a whole load of points. Remember, this is all one trick. If you throw in flip tricks (for example, pop shove its) each time you jump from the manual into a grind, 15000+ scores are easily possible.
- 3: The 'Gym Rail 2 Rail' gap is a great way to get points. The best way I find to complete the sick score on this level is to jump on the first rail, then quickly jump over to the next rail to get the gap. From there, jump off the rail and land in a manual, and roll on over to the small rail leading up to the door of the building. Grind this, then land in another manual and roll over to the curved ledge. Jump from a manual, and grind this to get the 'Bendy's Curb' gap. Your manual balance may be getting pretty weak by this point, but if you want to go for one more, jump from Bendy's Curb into another manual, and jump from the manual onto the ledge. It will also increase your points dramatically if you do a flip trick (such as a pop shove-it) each time you jump.

COLLECT S-K-A-T-E

-
- S: Go forward from the start of the level, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. The one straight ahead will go down a slope with the first hall pass, while the one on the right will go down a slope with the letter S. Take the tunnel on the right, and grind all the way down the rail to get the S.
- K: After getting the S, turn left, and go along until you come to a slope leading up to the right. After going up the slope, turn right to see a quarter pipe. The K will be floating above the top of the quarter pipe.
- A: After getting the K, when you come down from the quarter pipe, you should be skating along the platform. There will be three paths you can take. One is a tunnel to the left, one is a tunnel to the right, and one where you have to jump onto the top of the building, which will get you the '2 Da Roof!!!' gap. Take the left tunnel, and you'll arrive in an area with a kinked rail. The A will be floating over the middle of the rail. Just grind down the rail to get it.
- T: After grinding down the rail and getting the 'Roll Call! Opunsezmee Rail!' gap, you should be in an area with lots of buildings. Turn right slightly and keep going forward along the slope to come to a wall. The T will be floating over a quarter pipe just to the left of the slope.
- E: After getting the letter T, turn right slightly when you land and go through the gap in the buildings. The E should be straight ahead of you, floating over a quarter pipe.

WALLRIDE 5 BELLS

To do a wallride, approach the wall at about a 45 degree angle, jump, and then hold Triangle to do the wallride.

- 1: This bell is just to the right of the starting point. You can use the small wooden ramp to launch up onto the wallride.
- 2: After wallriding the first bell, turn immediately to the right and go down the tunnel. Turn left when you come out of it. Keep going along this path and you'll soon come to a tunnel. Go through the tunnel, and turn right, and you'll see the bell. Go up the small slope and wallride the bell.
- 3: After wallriding the second bell, turn around and make your way to the kinked rail. Grind down the rail to get the 'Roll Call! Opunsezmee Rail!' gap. Turn right when you drop off the end of the rail, and continue along the top of the slope until you get to the bell on the wall.
- 4: After getting the third bell, skate forward until you reached a curved ledge. If you grind this ledge, you'll get the 'Bendy's Curb' gap. Up on top of the ledge is a bell, and you'll have to wallride over the green dumpster to get it.
- 5: After getting the fourth bell, make your way to the slope at the end of the Opunsezmee rail, but don't go up the slope. Instead, just carry on going forward, and the bell near the second hall pass.

COLLECT 5 HALL PASSES

- 1: At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. The one straight ahead will go down a slope with the first hall pass. The first hall pass will be at the very beginning of the rail, so just grind down the rail to get it.
- 2: When you've gone down the tunnel, keep going forward and you should see the hall pass floating over to the left. Just jump to get it.
- 3: This one's pretty easy to get. Once you've got the second hall pass, you should notice the third hall pass floating slightly off to the left, over a gap in some rails. If you jump the gap between the rails, you'll get the 'Gym Rail 2 Rail' gap, as well as the third hall pass.
- 4: After getting the third hall pass, continue skating forward, and go left around the corner. The fourth hall pass will be floating over the far right quarter pipe.
- 5: After you've got some air on the quarter pipe, and hopefully collected the fourth hall pass, skate forward to see the fifth hall pass floating up on a big planter to to the right.

KICKFLIP TC'S ROOF GAP

Skate forward from the start of the level, and either jump over the railing to get the 'Leap of Faith!!!' gap, or grind down the rail to get the 'Roll Call! Nightmare Rail!' gap. Once you've done either of these, keep skating straight forward until you come to a small wooden kicker ramp. Jump up the kicker ramp, and land on the roof of the building. Once you're up on the roof, you should be

able to notice that there's a small gap in between the two buildings. Skate towards the gap, jump, and then press Left + Square in the air to kickflip the gap and complete the goal.

GRIND 3 ROLL CALL RAILS

- 1: This one's pretty easy. Just skate forward from the start of the level, and grind the rail that goes down the double set of steps to get the first roll call rail.
- 2: Slightly more difficult to find. From the start of the level, go forward and then go down the right tunnel. Turn left at the end of the tunnel, then carry on going forward to go through another tunnel. After going through this tunnel, you should arrive in an area with a kinked rail. Grind this kinked rail to get the second roll call rail.
- 3: After grinding the second roll call rail, turn left to go through the gap in between the buildings, then turn right and go forward until you get to the next set of buildings. In this area, there are two quarter pipes which are quite a distance away from each other. Further on from that quarter pipes is a tiny kicker ramp. Use this to launch you up onto a kinked rail going down some steps for the third roll call rail.

FIND THE SECRET TAPE

At the start of the level, skate forward and go to the right of the planter with the tree on it to find two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope, turn right, and you'll come to a quarter pipe. Get a lot of speed by doing a big trick on the quarter pipe, and go straight forward to see a gap in the building.

You need to use the planter to launch up into the gap in the building. To do this, make sure that you go towards the right side of the planter, as it has a small wooden ramp. Boneless (Hold X, tap up, up and then release X) for extra height as you jump from the planter. If all goes well, you should land up on top of the roof, getting the '2 Da Roof!!!' gap along the way. On the roof, jump over the small kicker ramp for the secret tape.

100% GOALS AND CASH

- 50 : At the start of the level, the cash icon is floating over to the left, on the other side of the arch. To get it, just go around the arch and use the quarter pipe to launch you up to the cash icon.
- 50 : After wallriding the first bell, jump, and then hold triangle to grind along a high ledge, grabbing the cash icon along the way.
- 50 : From the start of the level, go straight forward until you come to a railing. Jump over the railing on the far left, so that you land on a small platform. Skate along the platform, and jump off the end to get this cash icon.
- 50 : From the start of the level, go forward until you come to tunnels. One to

the right, and one in front. Go down the one that's in front of you, and at the end of the tunnel, turn immediately to the right, to arrive in a small area with a quarter pipe, with the cash icon floating above it.

50 : There are two ways of getting this difficult cash icon.

1: After wallriding the first bell, jump, and then hold triangle to grind along a high ledge. Jump off the high ledge to the right, and continue forward until you come to a window. Jump through the window to get the 'Drop Out Roof Gap!'. You will be on the roof, and should be coming up to a small ramp. Jump over the ramp and land on the rail that goes across the gap between the two buildings. Grind all the way across the rail, and jump from this building all the way over the gap to the other building to get the 'Crazy Roof Gap!!' gap. Once on this roof, go down the slope and turn left to see the cash icon floating over the wooden kicker ramp that you used to get onto the TC Roof. You may need to Boneless to get enough height to get the cash.

2: Skate forward from the start of the level, and either jump over the railing to get the 'Leap of Faith!!!' gap, or grind down the rail to get the 'Roll Call! Nightmare Rail!' gap. Once you've done either of these, keep skating forward until you come to a small wooden kicker ramp. Don't go up the kicker ramp, but instead turn to the right. On the right, there should be a building. It looks like it's very high up, but it's actually easy to get to. Just do a wallride, and then hold triangle to grind the edge of the roof. From the grind, just jump onto the roof. The cash icon will be floating high over the wooden kicker ramp that you used to get onto the TC Roof. You may need to Boneless to get enough height to get the cash.

50 : At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of the tunnel keep going straight forward until you reach the wall. This cash icon will be floating over the entrance to the toilets.

50 : After collecting the 50 Bucks that are floating at the entrance to the toilets, turn around and make sure that you stay close to the wall on the right side. You'll soon come to a small ledge, so jump up onto this, and then jump over the planter with the bush on it. After this, there will be another planter with a bush on it. Use this one as a ramp to launch up onto the awning. The cash icon will be floating up here.

50 : At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope, turn right, and you'll come to a quarter pipe. Get a lot of speed by doing a big trick on the quarter pipe, and then go straight forward and you'll see a gap in the building. You need to use the planter to launch up into the gap in the building. Once up on the building, use the small kicker ramp to launch you all the way over to the other roof, which will give you the 'Mad Skeelz Roof Gap!!!'. After dropping off this roof, you'll arrive in a secret area. The icon will be floating slightly above the curved rail. Just grind the curved rail to get the cash.

100 : After collecting the cash icon on the awning, the cash icon will be on the opposite side of this area, but on a more difficult to get to awning. There are no planters to launch up onto this awning, so what you have to do is to get up onto the platform in the middle of this area, and get a

lot of speed up by doing a big trick off of the quarter pipe. Skate fast towards the right side of the planter and use it to launch you up onto the top of the roof, which is where you got the secret tape. Once up on the roof, turn around so that you're facing the awning with the cash icon on it. Skate fast in the direction of the awning, and then jump off the roof. If all goes well, you should have landed on the awning. The cash icon is about half way along the awning.

100 : After wallriding the first bell, jump, and then hold triangle to grind along a high ledge. Jump off the high ledge to the right, and then carry on going forward until you come to a window. Jump through the window to get the 'Drop Out Roof Gap!'. You will be on the roof, and should be coming up to a small ramp on the roof. Jump over the ramp and land on the rail that goes across the gap between the two buildings. The cash icon is on this rail.

100 : In the secret area, this cash icon is floating above a quarter pipe. If you jump down the steps, you will get the 'Carlsbad 11 Set' gap. Turn immediately right after jumping the steps to see the cash icon floating over the top of the quarter pipe.

1.3. Contest 1 - Marseille, France

COMPETE FOR \$7500

1: You start the level in front a ramp, so turn around 180 degrees and grind along the quarter pipe to the left. When you reach the end of the quarter pipe, jump onto the rail that goes down the slope, and from the rail, jump onto a grind on the table. This bit is quite tricky, but it's worth it if you can do it. You have to jump from the table into a manual, and roll all the way over to the curved rail. Jump from the manual onto a grind on the curved rail. Make sure you have enough speed, and at the end of the curved rail jump onto a grind on the ledge. From this ledge, jump onto the wooden ledge and grind all the way across that. Next, jump from the wooden ledge into the bowl, scoring a massive amount of points.

2: This is another huge scoring combination like the one above, but is perhaps a little easier to do, and can score many more points. You start the level in front of a ramp, so turn around 180 degrees and grind along the quarter pipe to the right. From here, jump into a grind on the rail, and then at the end of the rail drop into a manual. Quickly turn to the left, and from the manual jump into a wallride on the wall with the flags. Quickly jump from the wallride to get a wallie, and then jump from the wallie into a grind on the high ledge.

At the end of the high ledge, jump all the way down into a grind on the dumpster to get the 'Dumpster Stomp'. At the end of the dumpster, jump into a manual and roll up to the curved rail. Jump on the curved rail and if you have enough balance left, jump from this curved rail into another manual onto a grind on the next curved rail. Of course, if you still have enough balance, you can jump from the curved rail onto a grind on the picnic table, onto a grind on the wooden ledge. This will get you easily enough points to win gold in the competition.

3: From the start of the level, turn left and go straight forward until you see

the crossbar. Use the quarter pipe on the left to launch yourself up onto a grind on the crossbar. From here, keep grinding along the cross bar until you see the lamppost. Jump from the crossbar, onto a grind on the lamppost to get the 'lamp stomp' gap, then very quickly jump again into another grind on the lamp to get another 'lamp stomp' gap. You can then jump down and land in a manual, and then roll up to the curved rail and jump into a grind on that. If all goes well, you can easily get over 100,000 points for just this one combination.

FIND ALL CASH ICONS

-
- 50 : Turn left from the start to see a building with some flags on it. The cash icon will be floating up high on the top of the building. You can simply jump from the funbox to get up there, but it makes things a lot easier to wallride, then jump up to the ledge to get the cash icon.
 - 50 : For this cash icon, you're going to have to find the secret area. To open the secret area, go straight forward from the start of the level and jump up over the wooden ledge. You will be in a grassy area with lots of trees. One of the trees looks is a lamp, and leaning up against the lamp is a stick. Skate through the stick and the pole will fall through the fence. Go through the newly opened fence, and drop down into the mysterious looking hole. When you drop down into the hole, turn 180 degrees, and the 50 Bucks will be floating in front of you.
 - 50 : Also in the hidden area, this cash icon is hovering over the kinked rail. Just grind the rail to get it.
 - 50 : Also in the secret area, this cash icon is above the huge quarter pipe.
 - 50 : Yet another cash icon in the hidden area. When you enter the secret area, this cash icon will be up the rail to the right.
 - 50 : Yet another cash icon in the hidden area. When you enter the secret area, this cash icon will be up the rail to the left.
 - 100 : This cash icon is over the fountain in the secret area.
 - 100 : From the start of the level, turn left and go forward until you see the crossbar. Use the quarter pipe on the left to launch up to a grind on the crossbar. Keep grinding along the crossbar to reach the cash icon.

1.4.

NY City - New York

HIGH SCORE: 20,000 / PRO SCORE: 50,000 / SICK SCORE: 150,000

- 1: You start on the left side of the road, with a big long wall in leading off into the distance. Jump onto a grind on the wall, and when you get to the gap between the wall, jump and land onto a grind on the next wall, getting the 'Park Entrance Gap' along the way. Grind as far as you can, and when your balance is running out, jump off the wall into a manual. If you have enough balance left, either roll over to the quarter pipe and do a trick off of that, or roll over to the curb and grind along it.

2: Go straight forward from the start of the level, until you reach the curb. As it's so long, this curb is great for doing combinations of grinds on. Manual into and out of the grind for extra points.

COLLECT S-K-A-T-E

S: At the start of this level, you should be able to see the S floating over the gap in the wall. Jump onto a grind on the wall, and keep grinding until you get to the gap. When you get the gap, jump to collect the S.

K: After collecting the S, if you keep grinding along the wall after jumping the gap, you'll soon see the K floating happily over a different part of the wall. The problem though, is that it's very difficult to get the K by simply jumping to it from the wall. So when you get to the K, drop down over the wall to arrive in an area with a fountain. Skate up to the fountain, then turn around and face the letter K. There will be a big quarter pipe here to help launch you up to collect the K.

A: The letter A is floating in the area with the statue. The first step of the statue can actually be used as a small ramp, so make sure you are going fast, and jump when you reach the first step. If everything goes well, it should launch you up high enough to collect the A.

T: After collecting the A, you should still be in the area with the fountain. There is a tunnel in this area, so go through it. There is a path leading off to the left, and another path leading off to the right. Take the path on the left, and the T will be near some water, floating over a railing.

E: After collecting the letter T, the E will be floating over a quarter pipe straight in front of you.

OLLIE THE HYDRANTS

1: At the start of the level, turn around 180 degrees, and follow the road around to the left. Go forward down the road, and the first hydrant will be on the left side of the road up on the curb. To ollie the hydrant, just jump over it.

2: After jumping the first hydrant, turn around and go up the road the way you just came. Follow the road around to the right, then go straight forward and head right when you get to the junction in the road. Keep going forward along this new street, and the second hydrant will be on the right side of the road, on the curb.

3: After jumping the second hydrant, turn around and head back down the road the way you just came from. Keep going straight forward when you come to the junction in the road, and the third and final hydrant will be up on the curb, on the right side of the road near the shop.

5 SUBWAY TOKENS

1: Go straight forward from the start of the level, and turn left when you get to the junction in the road. Keep going along until you get to the quarter

pipe on the right side of the road. The first subway token will be floating high over the quarter pipe.

- 2: When you come down from the quarter pipe after getting the first subway token, there will be a wooden ramp on the other side of the road. Make sure you are going very fast, and use the ramp to launch you far enough to get the second subway token.
- 3: Once you land after getting the second subway token, make your way onto the path and turn around 180 degrees, so that you are going back up the path towards the quarter pipe. The third subway token will be on the left rail going up the path.
- 4: After getting the third subway token, turn around once you get to the top, and skate back down the path. There will be a junction in the path coming up. Go left at the junction, and you'll soon arrive on a bridge. Grind the left side of the bridge to get the fourth subway token.
- 5: After getting the fourth subway token, you should notice the fifth subway token on the right, floating over a big rock. Carry on going down the path and turn right once you get to the junction. Carry on going forward, and at the next junction, take a left, and you'll arrive at an area with a big quarter pipe on one side, and a rock on the other. Skate up the rock and jump at the top to get the fifth and final subway token.

50-50 JOEY'S SCULPTURE

From the start, go forward and slightly to the right. You'll soon come to a railing with a huge drop on one side. Going down the middle of this huge drop is a kind of blue sculpture. Jump over the railing, and hold triangle to 50-50 Joey's Sculpture and complete this goal.

GRIND THE SUBWAY RAILS

You can only complete this goal if you have already collected all 5 subway tokens. Head straight forward from the start and go to the right of the first pillar. The escalator will be on your right, so go a little way in front of it, then turn around so that you're facing it. Go up the escalator, and when you get to the top you should notice that there are two subway rails. Drop onto one of the subway rails, and get some speed up by skating along them. Before you come to the corner in the rail, hold triangle and move over to the edge of the subway rail. Once you've gone around the corner of the subway rail, you'll get the 'Ride the Rails' gap. As soon as you get this gap, jump off the rail to complete this goal.

FIND THE SECRET TAPE

There are two ways of getting the secret tape.

- 1: Head up the escalator to the subway rails, and once you're up here, drop down onto one of the subway rails. Skate or grind all the way along the subway rail until you reach the tunnel. When you go through the tunnel, you'll arrive in the secret area.

2: Go all the way up the road from the start until you reach the wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area.

Either way you choose, you will end up in the secret area. Head up the path that is in this area, and you will soon come to a drop in the path. There are three rails leading off into the distance. The left and right rails don't really go anywhere, so jump or roll onto a grind on the middle rail. This next bit's tricky, but what you have to do is to jump from the middle rail before you reach the statue, and land over on the left rail. You will need to be going quite fast to make the gap from the middle rail to the left rail. Once you're grinding along the left rail, you have a nice smooth ride all the way along to the secret tape.

100% GOALS AND CASH

- 50 : Behind the entrance to the escalator. You will need all 5 subway tokens to be able to open the gate, which will let you ride up the escalator to get this cash icon.
- 50 : To get the secret tape, you have to make the difficult jump between the middle rail to the left rail. This cash icon will be there in the gap between the middle rail and the left rail.
- 50 : Make your way down to the statue where you got the letter A. There is a tunnel in this area, so go through it. When you come out of the tunnel, the cash icon will be floating up on the right near the shop.
- 50 : When you get to the top of the escalator, turn around, and this cash icon will be on the right subway rail.
- 50 : Make your way up the escalator and when you get to the top, skate forward and jump over the wall with the yellow graffiti on it. You'll land on a canopy. The cash icon is near the middle of the canopy.
- 50 : Probably the most annoying cash icon in the level. Make your way to the secret area that you went to to get the secret tape, and you should see the cash icon floating just out of reach high up above the path. To get this cash icon, go to the end of the path the drop is, and then turn around so that you're facing back down the path. Go quite fast down the path, and then quickly jump into a grind on the right wall. When you're nearing the cash icon, quickly jump over in the direction of the left wall, and you should catch this cash icon along the way.
- 50 : Make your way to the area where you got the secret tape, and go up the path. Go down the drop at the end of the path, and skate up to the statue. Once you get to the statue, turn to the left and skate forward until you reach a quarter pipe. The cash icon will be floating over the top of the quarter pipe.
- 100 : When you do the 50-50 down Joey's sculpture, skate forward to find the cash icon floating high above the middle quarter pipe.
- 100 : Floating above the top of the quarter pipe just to the left of where you jumped over the first hydrant.
- 100 : Go up the escalator, turn around, and drop onto the right subway rail. Go

down the rail until you reach the corner, and you should soon see the cash icon high over the wall. Jump from the subway rail to get it.

100 : Make your way to the area where you got the secret tape, and go up the path. Go down the drop at the end of the path, and continue skating along past the statue until you get to the fence. Once you're at the fence, go up the bank to the left, and there will be another taller fence. At the top left of this fence is the cash icon. What you have to do, is skate down the bank as fast as you can, and then do a big trick on the quarter pipe on the other side, then skate quickly back towards the high fence and try and land on top of it, collecting this cash icon along the way.

250 : This tricky cash icon is floating over the top of the statue in the area where you got the letter A in S-K-A-T-E. You will need to get a huge amount of speed to come anywhere close to getting this cash icon. Try and do a Boneless (Hold X, tap up, up and then release X) to get extra height as you jump from the first step of the statue.

1.5. Venice Beach - California

HIGH SCORE: 40,000 / PRO SCORE: 100,000 / SICK SCORE: 200,000

- 1: Turn left from the start of the level and go down the slope next to the kinked planter to arrive in an area with a quarter pipe. This quarter pipe is excellent for getting big air on, and as it curves around it's hard to fall off the end of it. Manual on the flat before you jump for big points.
- 2: Grind the fence which is just to the right of you at the start of the level, then jump down onto a grind on the ledge, then jump up onto a grind on the next fence.
- 3: Turn right from the start of the level, and go forward until you see the quarter pipe. The aim of this gap is to jump all the way from the first quarter pipe, completely miss out the second quarter pipe, and land on the third quarter pipe. It's a huge jump, so you need to pick up lots of speed by grinding the ledges and rails before you attempt to jump this gap. If you do make the gap, you'll get the 'Tight Landing Transfer' + 'VB! Huge Transfer!!!' + 'Cake Transfer' all for this one trick! This is a difficult gap, but will get you huge points.

COLLECT S-K-A-T-E

S: Turn right from the start of the level, and skate along the path until you see a wall on the left side. On top of the wall will be the letter S. You may need to do a Boneless to get enough height to grind on the wall. Once you're grinding along the wall, jump onto the platform and collect the S.

K: After you've collected the S, skate down the length of the platform until you reach a set of fans. Stay to the left of the platform, and the letter K will be floating over a gap. Jump the gap to get the 'Muska's Gap' gap, collecting the K along the way.

A: After you've collected the K, follow the path around to the left and drop

down from the platform into the area with the magic bum, who is currently happily snoozing away. Ollie over him if you want, then exit through the gap in the wall to get to a big open area. There is a quarter pipe on the right wall, so hold forward and use the quarter pipe to launch onto the next platform. The A will be floating by a glass tunnel on this platform.

T: After collecting the letter A, skate over to the ramp nearest the glass tunnel and use it to launch you over to the other roof, getting the 'Vent 2 Roof Gap' along the way. On this roof, the letter T will be floating over a quarter pipe.

E: Once you've come down from the quarter pipe after collecting the letter T, head left and jump down to yet another roof. There is a very small quarter pipe going around most of this roof. The letter E is floating around about the middle of it.

OLLIE THE MAGIX BUM 5X

1: Head straight forward from the start of the level, go down the small set of steps and continue going forward until you come to a place with a gap in the wall. Go behind the gap and the Magic Bum will be sleeping here. Ollie over him, and he'll move to a different place.

2: After jumping over Magic Bum 1, turn around and skate back out through the gap in the wall. Follow the wall along to the right, go past the quarter pipe, and go right when you come to another gap in the wall. In this area, there will be a long rail going down, with some steps on side, and a slope on the other. If you grind down the rail, you will get the 'Seaside Handrail' gap. The second Magic Bum is in this area, as well as the fourth spray can, which is floating over the quarter pipe.

3: After you've jumped over Magic Bum 2, skate all the way back to the start of the level. After you've jumped up the steps and arrived at the starting point of this level, turn to the left and skate down the white path. The third Magic Bum will be sleeping on the left side near the wall where you collected the letter S in S-K-A-T-E. Ollie over him, and he'll move to yet another part of the level.

4: After jumping over Magic Bum 3, skate forward and turn left to go down some steps. Follow the corner around to the right, and then turn left when you get to the corner around the wall. Turn left again around the next corner of the wall, and Magic Bum 4 will be happily sleeping away in this area.

5: Head all the way back to the starting point of this level, and Magic Bum 5 will be sleeping just to the left of the kinked ledge.

COLLECT 5 SPRAY CANS

1: Turn around at the start of the level, and head down the kinked ledge. A quarter pipe will be surrounding most of this area. The first spray can is floating over the quarter pipe.

2: After collecting the first spray can, go back up to the start of the level, turn left, and then jump down the steps. Then turn immediately to the right and go forward. The second spray can will be on the lowest ledge of the double ledge.

- 3: After collecting the second spray can, turn around and jump back up the steps to arrive at the beginning of the level. Turn left when you've jumped up the steps, and skate forward until you reach the quarter pipe at the end of the path. The can will be floating above the middle of the quarter pipe.
- 4: After landing on the quarter pipe after collecting the third spray can, turn right and jump over the ledge. After you've jumped over the ledge, carry on skating forward to find two quarter pipes with a fairly large gap between them. The fourth spray can will be floating high over the middle of this gap, so make sure you have enough speed to jump it.
- 5: This spray can is floating above the quarter pipe down by the 'Seaside Handrail' rail gap. It's also the place where you jumped over Magic Bum 2. If you're having trouble finding the place, just drop down the steps at the start of the level, and follow the wall around to the left. Then go through the gap in the wall, down the 'Seaside Handrail', and you will arrive at the area with the fifth spray can.

TAILSLIDE VENICE LEDGE

There are two ways to get to the Venice Ledge.

- 1: Turn left at the start of the level, and head down the slope next to the kinked ledge to end up in the area with the quarter pipe, where you got the first spray can. Jump over the wall at the far right corner to land on a hidden path going around the building. This will lead to the secret area.
- 2: Drop down the steps from the start of the level, and then follow the wall around to the left. Go through the gap in the wall and down the 'Seaside Handrail'. Push forward and jump to launch over the top of the quarter pipe, and into the secret area on the other side.

On the secret area, look around for the sloped ledge. Jump onto the ledge and press right + triangle to tailslide down Venice Ledge and complete this goal.

HIT 4 VB TRANSFERS

- 1: Turn right from the start of the level, and go forward until you see the quarter pipe. The aim is to jump all the way from the right quarter pipe, miss out the middle quarter pipe, and land on the left quarter pipe. It's a huge jump, so you need to pick up lots of speed by grinding the ledges and rails before you attempt to jump this VB transfer.
- 2: After landing on the quarter pipe after jumping the first VB transfer, turn to the right and head along the path until you come to two quarter pipes. If you jump the gap from the low quarter pipe to the high quarter pipe, you will get the 'West Side Transfer'. After landing this gap on the high quarter pipe, you will soon come up to another quarter pipe. Make sure you're going fast, and then launch from this quarter pipe, all the way over the platform to the right to land on the next quarter pipe, getting the 'VB! Pit Transfer' along the way.
- 3: Make your way over to the area where you found the first Magic Bum. If you're having trouble finding this VB transfer, make your way to the start of the level. Then go down the small set of steps and continue going forward

all the way past the benches, until you come to a gap in the wall leading to the right. Go behind the gap in the wall and you will arrive in an area with two quarter pipes on the left side. Turn so that you're facing the two quarter pipes, and there will be one quarter pipe on the right, and one quarter pipe on the left. Get some air on the quarter pipe on the right, and then approach the quarter pipe in front and air over to the right to get this very easy VB transfer.

4: You need to go to the secret area for this VB transfer. So make your way of the start of the level, then go down the kinked ledge and jump forward over the quarter pipe to land on a small path which will take you around to the secret area. Or you could grind down the 'Seaside Handrail' and jump forward over the quarter pipe after grinding the rail. Either way will lead to the secret area, which is the area where you completed the 'Tailslide Venice Ledge' goal. Once in this area, look around for two quarter pipes. Jump the gap between the quarter pipes to get the fourth VB transfer.

FIND THE SECRET TAPE

By far the easiest tape to get in the whole game. Go forward from the start of the level and drop down the steps. You should see the secret tape floating up high on some wires slightly to the right. The picnic tables can actually be used as ramps to help you jump higher. First of all, make sure you're going fast. Then skate along until you get to the second picnic table, and jump off of it to get the secret tape. You don't need to even grind the wire. As long as you jump high enough, you'll pick the tape up along the way.

100% GOALS AND CASH

-
- 50 : Turn right from the start of the level, and this cash icon will be floating over the first fence on the right.
 - 50 : This cash icon is on the next fence along from the previous cash icon.
 - 50 : Before you get the fourth spray can, there is a fence on the right side. This cash icon is floating over the fence.
 - 100 : Make your way to the 'Seaside Handrail', which is where you jumped over the second Magic Bum, and also where you collected the fifth spray can. Grind down the rail to get this cash icon.
 - 100 : Make your way up on top of the platform where you got the letter S and grind along the top of the long banner which goes over a gap to get this cash icon.
 - 100 : Also on top of the platform, make your way to the curved vent, and grind all the way across it to pick up this cash icon.
 - 100 : Jump over the 'VB! Pit Transfer', which is the second VB Transfer, to get this cash icon.
 - 100 : Jump over the opposite side of the quarter pipe that you jump to get the 'VB Skinny Transfer', which is the third VB transfer. If you make it over the big gap, you'll get the 'Fatty Transfer', as well as the cash icon which is floating along the way.

100 : Make your way to the secret area, and grind down Venice Ledge to get this cash icon.

250 : Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in the area with the quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with all the wires going along it. Jump onto a grind on the wire closest to where you landed after jumping up from the quarter pipe, and then travel up the wire until you can jump from there onto a grind on the high flat wire. Keep grinding the flat wire to get the cash icon.

250 : Make your way to the quarter pipe that you usually jump over to the right to get the 'VB Skinny Transfer'. But instead of jumping to the right as you normally would, jump over to the left to get the 'Huge Ramp 2 Roof', as well as the cash icon.

250 : Go to where you got the letter S in S-K-A-T-E and jump onto the platform. Turn left when you get on the platform, and you should see a set of fans in front of you which can be used as a ramp. The 250 Bucks will be floating over the top statue, and is easy to reach when you use the ramp.

1.6. Skatestreet - Ventura

COMPETE FOR \$20,000

The first thing to do is to unlock the two secret areas, so that you can 100% this level. I'll list both secret areas below:

1: Make your way over to the huge half pipe in this level, and once you're on it, grind along the top of the ramp, and around the curved rail to get the 'Van Secret Area Key' gap. This will open the first secret area near the huge vert wall, and will lead to a big outside area.

2: Go forward from the start of the level and you should come up to a large quarter pipe with a sort of wave on it. Grind to the left of the wave. Keep grinding along the rail, and when you're coming to the end of the quarter pipe, jump and land onto a grind on the next rail that goes along. Keep grinding this rail to get the 'Rail Secret Area Key' gap. This will open up a secret area just to the left of the big quarter pipe with the wave on it.

FIND ALL CASH ICONS

50 : Grind the curved rail that goes around the side of the big half pipe to get this cash icon.

50 : Make your way up to the half pipe, and jump onto the platform furthest away from the huge vert wall. Once up on the platform, go across the bridge, and then turn right when you get to the other side. You should see the cash icon floating over the end of the rail. Grind the rail on the right to get it.

100 : Go forward and slightly to the right from the start of the level, and the first cash icon will be floating next to the wall near a ramp. You can't

actually use the ramp to jump high, as it's more a sort of roll-in. So go to the right of the cash icon, and if you look at the left side of the wall, you should notice that there is a rail going all the way along it. Turn around, and head back in the way of the cash icon. Grind all the way up the rail to get this cash icon.

- 100 : When you've collected the first cash icon and dropped off the rail, a huge quarter pipe should be in front of you. Go up the quarter pipe, and jump onto a grind to the left of the wave in the quarter pipe. Keep grinding along the rail, and jump the gap to collect this cash icon.
- 100 : Make your way to the half pipe, and jump up onto the platform furthest away from the huge vert wall. Once up on the platform, this cash icon will be floating over the left side of the bridge. Jump over the railing on the left side of the bridge to get this cash icon.
- 100 : Skate to the first secret area and the cash icon will be floating over a van. Use the ramps on either side of the van to get this cash icon.
- 250 : This cash icon is floating above the quarter pipe in the vert wall area. Get lots of speed off of the vert wall, and jump high on the quarter pipe to collect this cash icon.
- 250 : Make your way outside to the second secret area and this cash icon will be floating very high up above the gap between two quarter pipes. You have to be going very fast to get this cash icon.

1.7. Philadelphia - Pennsylvania

HIGH SCORE: 40,000 / PRO SCORE: 100,000 / SICK SCORE: 250,000

Getting the Sick Score in Philly can be incredibly difficult, mainly for the reason that there are hardly any ramps in the normal part of the level. If you are used to the street skating style of this game, then linking combinations between grinds should be able to get you big points. For the people that are used to the ramp riding style, you'll be pleased to know there is a whole secret ramp park in this level.

To open the skate park, head down to where you got the letter T in S-K-A-T-E, go up the slope to the green building, and you should notice that over the first corner of the green rail is a wire leading up. Jump onto the wire, and after grinding it, it will fall over and smash down the fences which were once blocking the park. This park is also great for the street skaters, as there are some huge rails which are great for combination grinds. Here's a few points to help you achieve the difficult Sick Score goal for this level:

- 1: Turn left from the start of the level, and there will be a huge planter. There will be benches between the gaps in the planter every so often. So start grinding the first part of the planter, jump over the bench, grind the next part of the planter, jump over the bench, and so on until you get to the end of the planter. By just doing a normal grind to the end of the planter can you get you 10,000+ points, so doing variation of grinds or even special grinds can you get massive points.
- 2: Go into the skate park and skate the huge half pipe. Jump over the railings

of the half pipe to get the 'Phillyside HP Transfer'. Mix this gap up with a manual before and after the jump, and some spins and grabs in the air for extra points.

COLLECT S-K-A-T-E

S: From the start of the level, turn right, and then go forward along the path. Turn slightly to the left when you pass the green ramp, and jump up over the planter to land on the grass. Roll along the grass, and the letter S will be near the top left at the top left corner of this grassy area. Get some speed up by grinding the left planter, and then jump off near the end to collect the letter S.

K: After you land, turn slightly to the left, and you should be facing a light blue awning. Use the small ramp in front of it to launch you up onto the awning. Once you're up on the awning, hold triangle and move over to the edge of the awning to start grinding along it. Grind to the left to collect the letter K above the awning.

A: After dropping off the left edge of the awning, the letter A will be up on a planter just to the right. Grind the planter to get to the letter A.

T: After getting the letter A, jump off the planter and then jump up the steps to get the 'Up The Small Step Set' gap. There will be a slope leading up to a building, with two green rails on either side of it. Go up the slope and you should see the T just off to the left. Jump over the green railings to get the letter T.

E: Once you've got the letter T, you should have landed somewhere before some steps. Turn right, and the E should be floating at the end of the planter. Get up a lot of speed, and then wallride the planter onto a grind. Jump off the planter at the end and collect the letter E.

DRAIN THE FOUNTAIN

From the start of the level, grind the top of the wooden ramp, and then drop off the end. Then, after grinding the ramp, jump over the gap between the two green ramps to get the 'Worlds Most Obvious Gap'. Immediately after jumping the gap, grind the rail down the steps. At the end of the rail, you should have enough speed to jump all the way from the planter onto the top of the roof, getting the 'Chillin' On The Balcony' gap. The only tricky part about this goal is getting enough speed to jump from the planter onto the balcony. It may be better to build up your special bar by doing tricks off various objects, and then coming back to the starting point to have a go at this goal. Once on top of the roof, you should notice some valves. Skate into one of the valves, and the fountain will drain.

COLLECT 5 BELLS

1: Turn right at the beginning of the level, and jump the gap between the two green ramps to get the first bell.

2: After collecting the first bell, turn left when you get to the bottom of the steps, and the second bell will be up on the high part of the ledge to the

left. Start by wallriding into a grind on the low part of the ledge, and then from there jump onto a grind on to the high part of the ledge to collect this bell.

3: Once you've collected the second bell, turn slightly to the left and you should see a light blue awning. Use the small ramp in front of the awning to launch yourself high enough to collect the third bell.

4: After collecting the third bell, this bell will be up on a ledge slightly to the left of where you land. Jump up onto a grind on the ledge to collect the fourth bell.

5: After collecting the fourth bell, you should still be grinding along the ledge. So jump off the ledge to the right, and go over the grass to arrive on a big wide path. Turn around and head down the path, and the fifth and final bell will be on the left side.

BLUNTSLIDE THE AWNING

Make your way down to the light blue awning where you picked up the letter K in S-K-A-T-E, and also where you collected the third bell. Use the ramp to launch up to the awning, and then press either down, down + triangle to bluntslide the awning, or up, up + triangle to nosebluntslide the awning. Either way works, and when you drop off the end of the awning you will have completed the goal.

LIPTRICK 4 SKATEPARK LIPS

To complete this goal, you first have to open the secret skatepark in this level. To do this, from the start of the level, head down to where you got the letter T in S-K-A-T-E, go up the slope to the green building, and you should notice that over the first corner of the green rail is a wire leading up. Jump on the wire, and after grinding it, it will fall over and smash down the fences which were once blocking the park. When you've done this, enter the park.

1: The first lip is the one on the half pipe, which is in the top right corner of the park. Once you're on the half pipe, skate straight towards the top of the ramp, and do a liptrick on either side of the half pipe.

2: The fourth and final lip is the bowl at the back of the skate park. Do a liptrick on this to complete the goal.

3: Liptrick on the bowl in the middle of the skate park.

4: This lip is in the bottom left corner of the park, and is a huge bowl.

FIND THE SECRET TAPE

From the start of the level, grind the top of the wooden ramp, and then drop off the end. Then, after grinding the ramp, jump over the gap between the two green ramps to get the 'Worlds Most Obvious Gap'. Immediately after jumping the gap, grind the rail down the steps. At the end of the rail, you should have enough speed to jump all the way from the planter onto the top of the roof, getting the 'Chillin' On The Balcony' gap.

The only tricky part about this goal is getting enough speed to jump from the planter onto the balcony. It may be better to build up your special bar by doing tricks off various objects, and then coming back to the starting point to have a go at this goal. Once you're up on top of the balcony, turn to the left and you should see the hidden tape floating happily above a wire. Wall ride on the wall on the right, and from there, jump off the wall and hold triangle to land on the wire. If all goes well, you should be grinding along the wire in the direction of the secret tape.

100% GOALS AND CASH

-
- 50 : Go up the slope to the green building next to where you got the letter T, and over the first corner of the green rail is a wire leading up. Jump onto the wire, and grind all the way up it to get this cash icon.
 - 50 : After you've drained the fountain, this cash icon will be on one side of the double rails in the fountain.
 - 50 : After you've drained the fountain, this cash icon will be on the other side of the double rails in the fountain.
 - 50 : Get onto the ledge where you collected the fourth bell, and this cash icon will be floating over a set of steps.
 - 100 : Jump over the left side of the balcony where you get the secret tape to get this cash icon.
 - 100 : This cash icon is floating high over the fountain. Get up some speed by doing a big trick on the quarter pipe near the light blue awning, and skate towards the wooden ramp facing the fountain. All you need to do is to jump off the ramp and collect the cash icon.
 - 100 : In the secret skate park area, use the quarter pipe on the pillar in the top-left corner of the park to air high up to get the cash icon.
 - 250 : Get up on top of the balcony where you went to drain the fountain, but instead of grinding along the left wire which would usually lead to the secret tape, grind along the right wire instead. The easiest way to get this cash icon is to first grind along the balcony, and then jump slightly off to the right to start grinding along the wire. Make sure you're going fast enough to do this.
 - 250 : This icon is found when you grind along the wire to the secret tape.
 - 250 : You will get this as you jump onto the area where you use the valves to drain the fountain.
 - 250 : Floating high over the right side of the half pipe in the secret skate park area.
 - 250 : This cash icon will be floating over the gap between the half pipe and the bowl on the other side. Jump the gap to get the 'Phillyside HP Transfer' as well as the cash icon.
 - 250 : In the secret skate park area, do a big air over the far left bowl in the middle of the skate park.

COMPETE FOR \$65000

- 1: This is by far the most difficult competition level in the entire game, so you will need to do some of the biggest tricks to even have a chance of winning a medal. One thing to do is to drop into the huge vert ramp. Once you've done this, get on some air on the other side, and then do a big trick over the roll-in.
- 2: The thing that will get you by far the most points, is to go over near the stands where the quarter pipes are, and get enough air to launch to the high rail above the quarter pipe to get the 'Takin The High Road' gap. Do combinations of grinds along this rail to get huge points.
- 3: Get onto the stands and launch from the big ramp onto the wires going along way over the top of the vert ramp. Grind along these for big points.

FIND ALL CASH ICONS

- 250 : Drop down into the area where the bull is running, and skate over the light green bull dung to get this cash icon.
- 250 : Also in the area where the bull is running, this cash icon is also in the light green dung.
- 250 : Yet another cash icon in the area where the bull is running. Run over another one of the light green dungs to get this cash icon.
- 250 : This cash icon is also in the area where the bull is running. Skate over yet another light green dung to get this icon.
- 250 : Go down the half pipe and then turn right. Use the small ramp to launch you over the red ramp, which will get you the 'Launchin On Up' + 'Up To The Stands' gap. Then use the quarter pipe on top of the stands to get enough speed to launch from the ramp onto a grind on one of the rails that goes all the way across the big half pipe. Carry on grinding, and you'll come to the first cash icon along the way.
- 250 : After collecting the previous cash icon, keep grinding along the same rail and you'll collect this cash icon.
- 250 : This cash icon is, like the previous two cash icons, high up on one of the rails crossing over the vert ramp. At the start of the level, go down the half pipe and jump over the top of it. Launch from the quarter pipe onto the stands, and use the quarter pipe on top of the stands to get enough speed to launch you from the ramp high enough to make it onto a grind onto the rail. Grind along this rail to get the cash icon.
- 250 : After collecting the previous cash icon, keep grinding along the same rail, and jump when you get near the cash icon to get it.
- 250 : Go over near the stands where the quarter pipes are, and get enough air to launch yourself from the quarter pipe all the way onto the rail with

the flags on it. If you make it up onto a grind on the rail, you will get the 'Takin The High Road' gap. Grind along the rail to get the icon.

250 : This icon is also up on the rail with the flags on it, but is slightly to the right of the previous cash icon. Launch up from the quarter pipe and start grinding along the rail to get this cash icon.

250 : On the other side of the bullring from the previous cash icon, this cash icon is also high up on a rail with the flags. Do a huge trick off the quarter pipe to get enough speed to launch yourself up onto the rail. Jump when you get near the cash icon to collect it.

=====

2. Gap List

=====

The Hangar	: 21 Gaps
School 2	: 43 Gaps
Marseille	: 33 Gaps
NY City	: 41 Gaps
Venice Beach	: 41 Gaps
Skatestreet	: 36 Gaps
Philadelphia	: 41 Gaps
The Bullring	: 31 Gaps
Chopper Drop	: 9 Gaps
Skater Island	: 71 Gaps
Total	: 367 Gaps

2.1. The Hangar - Mullet Falls, Montana

AIR OVER THE DOOR

Smash through the glass to arrive in the area with the helicopter. In this area, there will be a huge door that opens when you grind the helicopter. To get this gap, use the quarter pipes on either side to air over the door.

BIG LIGHT HOPPER

Smash through the glass to arrive in the area with the helicopter. There is a propeller on the helicopter. Grind the propeller, and the helicopter will fly away. Once that's done, air on the quarter pipe near the doorway, and then go fast through the area where the helicopter used to be. Then hold forward, jump through the glass, and hold triangle to land on the light. Alternatively, you can get the Big Light Hopper gap as part of the Light Corner gap.

CHOPPER HOP

There is some glass that you break through in this level to get to an area with a helicopter. Jump from one quarter pipe, through the glass, and land on the other quarter pipe to get this gap.

DOWNWIND LIP

The downwind lip is on the other side of the quarter pipe from the wind tunnel back wall gap. Liptrick on the edge of the quarter pipe closest to the fan.

FLYIN HIGH

At the far side of the half pipe there is a propeller. Grind the propeller, and a secret area will open. Go through into the wind tunnel. To get this gap, you have to jump over the door that you came through to get to this area.

HALFPIPE GRIND

There are seven curved rails which go over the half pipe. All you have to do to get this gap is grind over one of the rails.

HALFPIPE HANGTIME

Jump over the half pipe.

HIGH STEPPIN'

From the start of the level, go down the roll-in and jump over the half pipe. You should see two rails in front of you, one high and one low. Do a liptrick on either of these rails to get the High Steppin' gap.

INSTRUMENTAL LANDING

In the area that you start in, there is an old plane. To get this gap, jump over the plane to get the Wingtip Hangtime gap, but before you land, tap up, down or down, up to land in a manual.

ITS COLD UP HERE

Smash through the glass to arrive in the area with the helicopter. There is a propeller on the helicopter. Grind the propeller, and it will cause the helicopter to fly away. Once it's gone, you should notice that the door that was once closed in this area. Go outside, and jump high on the quarter pipe.

LIGHT CORNER

In the area that you start in, there is an old plane. Behind the plane there is a long rail. The rail can actually be used as a small ramp. Go very fast, and use the rail to boost you through the glass. Once in the air, hold triangle, and you hopefully land on the light in the area with the helicopter. Once grinding on the light, there should be another light on the right, leading off in a different direction. When you get near the end of the light, jump, hold triangle, and land on the next light to get the Light Corner gap.

LIL LIGHT HOPPER

Go into the half pipe in the middle of the first area and get some big air. From here, hold forward, and launch from the half pipe onto one of the lights.

ONE HALF PIPE LIP

Do a liptrick on the side of the half pipe that is closest to the starting point of the level.

RAILDROP

Get a lot of speed from the start, and then when you get to the quarter pipe, jump and hold triangle. If all goes well, you should land on the highest rail. Grind this, and when you come to the end of the rail, drop off it and hold triangle to land on the lower rail.

RAIL-GUIDED MISSILE

In the area that you start in, there is an old plane. Behind the plane there is a long rail which can be used as a small ramp. Grind the rail behind the plane, and then jump from the rail to a grind on the window ledge with the glass. Alternatively, jump from the window to a grind on the rail behind the plane.

ROLL-IN GAP

At the start of the level, you go down a roll-in. At the end of the roll-in, on either side there is a quarter pipe. Jump from one quarter pipe, across the roll-in, and land on the other quarter pipe.

SKYCRANE HANGTIME

Once you smash through the glass, you will arrive in the area with the helicopter. To get this gap, jump over the helicopter by using the two wooden ramps on either side of it.

THE OTHER HALF PIPE LIP

Liptrick on the half pipe furthest from the starting point of the level.

UPWIND LIP

The upwind lip is on the other side of the quarter pipe from the wind tunnel back wall gap. Liptrick on the edge of the quarter pipe furthest from the fan.

WIND TUNNEL BACK WALL

At the far side of the half pipe there is a propeller. One of the Pilot Wings is floating over this. Grinding the propeller opens up a secret area. Go through into the wind tunnel and do a liptrick on the first quarter pipe that you come to in this area.

WINGTIP HANGTIME

All you have to do is jump over the old plane in the area you first start in to get this very easy gap.

2.2. School 2 - Southern California

2 DA ROOF!!!

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope, turn right, and you'll come to a quarter pipe. Get a lot of speed by doing a big trick on the quarter pipe, and then go straight forward and you'll see a gap in the building. You need to use the planter to launch up into the gap in the building, which will get you the '2 Da Roof!!!' gap.

2 WHEELIN' TC'S ROOF

Skate forward from the start of the level, and either jump over the railing or grind down the rail. Once you've done either of these, keep skating straight forward until you come to a small wooden kicker ramp on the right side. Jump up the kicker ramp, and land on the roof of the building in a manual. To get this gap, manual across the first roof, and then jump and land in another manual going across the next roof.

3 POINTS!!!

To get this gap, you first of all have to open the gym. To do this, grind the 'Roll Call! Opunsezmee Rail!' when the bell rings. Head over to the rail and start grinding it when the timer is on about 1:41. If all goes well, the gym doors should open. Turn left when you get off the rail, then go straight forward and into the gym. Turn right when you enter the gym, and there will be a big gap between two quarter pipes over a basketball hoop. Jump the gap to get the '3 Points!!!' gap.

AND DOWN THE BANK!

In the same place that you got the 'Over The Wall...' gap, jump just a little bit further and land on the bank to get this gap.

ARCH EXTENSION

At the start of the level, there is a planter with a tree on it. Just to the left of the planter there is an arch. There is a quarter pipe on either side of the arch. Use one of the quarter pipes to launch you up onto a liptrick on the lip of the arch, to get this gap.

ARE YOU SERIOUS?!!

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope, turn right, and you'll come to a quarter pipe. Get a lot of speed by doing a big trick on the quarter pipe, and then go straight forward and you'll see a gap in the building. You need to use the planter to launch up onto the roof of the building. Next, jump the huge gap over the roof, and then drop down over the next roof to arrive in the secret area.

Go down the steps, and turn right at the bottom of them. There will be a small quarter pipe up against the wall, so get some air on this and carry on skating forward. You'll soon come to a tiny little ramp. Jump over this and either air over the curved rail, or grind on it for extra speed. Once you've done this, use the small wooden kicker ramp to launch over the wall and all the way over to the rooftop. This is extremely difficult to do, as you need to be going very fast to even come anywhere near to making this gap.

AWNING HOP

Skate forward from the start of the level, and then go slightly to the right of the planter with the tree on it. You will come to two tunnels. One which goes straight ahead, and one which goes down to the right. Take the tunnel to the right, and you will arrive in an area with two awnings, one which is just left of you when you get out of the tunnel, and one which is straight ahead. Skate forward, and you should notice that there is a huge gap in the middle of the awning. Use the planters under the gap to launch up on top of the awning.

BACKBOARD DANCE!

To get this gap, you first of all have to open the gym. To do this, grind the 'Roll Call! Opunsezmee Rail!' when the bell rings. Head over to the rail and start grinding it when the timer is on 1:41. If all goes well, the gym doors should open. Turn left when you get off the rail, then go straight forward and into the gym. Turn right when you enter the gym, and you will arrive in a room with two basketball hoops. To get this gap, use the small wooden kicker ramp to launch you up onto a grind on the basketball hoop.

BALCONY 2 AWNING!!!

Skate forward from the start of the level, and go to the left of the planter with the tree on it. You'll soon come to a railing. If you stop before you reach the railing, and look to the left of it, you should notice that there is a small balcony. To get this gap, make sure you're going very fast, then jump onto the balcony and use the small ramp to launch you all the way over the huge gap to land on the awning.

BANK 2 LEDGE

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and then go straight forward until you come to another tunnel. Go through it, and you'll arrive in area with the kinked rail. Grind down the rail, and when you get off the rail you should be on top of a slope. Next to the wall, there will be a ledge which goes along the top of the slope. Go down the slope, and then turn around so that you're facing the slope. To get this gap, go up the slope and jump to a grind on the ledge.

BENDY'S CURB

Skate forward from the start of the level, and jump over the railing. Once you've done this keep skating straight forward until you come to a small wooden kicker ramp on the right. Just before you get to the kicker ramp, turn left, and there will be two quarter pipes with a massive gap in between them. Skate past the two quarter pipes, and there will be a small wooden kicker ramp next to a kinked rail. Skate past this, and you'll soon come to a curved ledge that goes around a corner. Grind the ledge to get this gap.

BENDY'S FLAT

Skate forward from the start of the level, and jump over the railing. Once you've done this keep skating straight forward until you come to a small wooden kicker ramp on the right. Just before you get to the kicker ramp, turn left, and there will be two quarter pipes with a massive gap in between them. Skate past the two quarter pipes, and there will be a small wooden kicker ramp next to a kinked rail. Skate past this, and you'll soon come to a curved ledge that goes around a corner. Manual across the curved ledge for this gap.

BIG RANCHO BENCH GAP

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left. There will be some benches up against the wall on the left. Between the third and fourth bench, there is a big gap. Grind the bench, jump over the big gap, and then land onto a grind on the next bench.

CARLSBAD 11 SET

Make your way to the area where you got the secret tape in Career Mode, and jump the huge gap over the roof to get the 'Mad Skeelz Roof Gap!!!'. Drop down over the roof, and you'll arrive in the secret area. Jump the set of steps in this area to get the gap.

CARLSBAD GAP

Make your way to the area where you got the secret tape in Career Mode, and jump the huge gap over the roof to get the 'Mad Skeelz Roof Gap!!!'. Drop down over the roof, and you'll arrive in the secret area. Just to the left of the steps is a bank. Jump over the bank to get this gap.

CRAZY ROOF GAP!!

After wallriding the first bell which is just to the right of where you start the level, jump while still riding along the wall, and then hold triangle to grind along the high ledge. Jump off the high ledge to the right, and then carry on going forward until you come to a window. Jump through the window to get the 'Drop Out Roof Gap!'. Continuing on from the previous gap, keep skating forward and you should be coming up to a small ramp on the roof. Jump over the ramp and land onto a grind on the rail that goes across the gap between the two buildings. After you get off the rail, you will be coming up to a big gap between the buildings. Jump the gap.

DROP OUT ROOF GAP!

After wallriding the first bell which is just to the right of where you start the level, jump while still riding along the wall, and then hold triangle to grind along the high ledge. Jump off the high ledge to the right, and then carry on going forward until you come to a window. Jump through the window to get the 'Drop Out Roof Gap!'.

FLYIN' THE FLAG!

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope, turn

right, and you'll come to a quarter pipe. Get a lot of speed by doing a big trick on the quarter pipe, and then go straight forward and you'll see a gap in the building. Use the planter to launch you up onto the roof of the building. Once you're up on the roof, you should notice that there's two flagpoles on the other side of the roof. To get this gap, use either of the small ramps on the roof to launch you onto a grind on one of the flagpoles.

GYM RAIL 2 RAIL

Go forward from the start of the level, and jump over the railing. Continue forward from here, past the benches, and you'll soon come to a slope with a kinked rail on either side. There will be a small gap between the rails. To get this gap, grind up one of the rails, then jump the gap and land on a grind on the other rail.

HIGH DIVE EXTENSION!!!

In the pool area of the gym, liptrick on the highest diving board for this gap.

HUGE TRANSFER!!!

Skate forward from the start of the level, and either jump over the railing to get the 'Leap of Faith!!!' gap, or grind down the rail to get the 'Roll Call! Nightmare Rail!' gap. Once you've done either of these, keep skating straight forward until you come to a small wooden kicker ramp on the right side. Just before you get to the kicker ramp, turn left, and there will be two quarter pipes with a massive gap in between them. Jump the gap.

KICKER 2 HOOK

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope and turn right to see a quarter pipe. Get a lot of speed by doing a big trick on the quarter pipe, then go forward and you'll see a gap in the building.

You need to use the planter to launch you up onto the roof of the building. Next, jump the huge gap over the roof, and then drop down over the next roof to arrive in the secret area. Go down the steps, and turn right at the bottom of them. There will be a small quarter pipe up against the wall, so get some air on this and carry on skating forward. You'll soon come to a tiny little ramp. To get this gap, use this ramp to launch you up to a grind on the curved rail.

LEAP OF FAITH!!!

Skate forward from the start of the level, and go slightly to the left of the planter with the tree on it. Carry on skating forward, and you'll come to a railing with a big drop on the other side. Jump over the railing to get this simple gap.

LEDGE ON EDGE

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and then go straight forward until you come to another tunnel. Go through it, and you'll arrive in area with the kinked rail. Grind down the rail, and when you get off the rail you should be on top of a slope. Next to the wall, there will be a ledge which goes along the top of the slope. Manual across the whole of the ledge to get this gap.

LIL' GUPPY EXTENSION!

In the pool area of the gym, liptrick on the lowest diving board for this gap.

MAD SKEELZ ROOF GAP!!!

From the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope, turn right, and you'll come to a quarter pipe. Get a lot of speed by doing a big trick on the quarter pipe, and then go straight forward and you'll see a gap in the building. You need to use the planter to launch up into the gap in the building. Once up on the building, use the small kicker ramp to launch all the way over to the other roof, which will give you the 'Mad Skeelz Roof Gap!!!'.

MID SQUID EXTENSION!!

In the pool area of the gym, liptrick on the middle diving board for this gap.

OVER THE WALL...

Make your way to the area where you got the secret tape in Career Mode, and jump the huge gap over the roof to get the 'Mad Skeelz Roof Gap!!!'. Drop down over the roof, and you'll arrive in the secret area. Go down the steps, and turn right at the bottom of them. There will be a small quarter pipe up against the wall, so get some air on this and carry on skating forward. Ignore the small ramp on the left, and keep skating forward along the path until you come to a small quarter pipe. Use the quarter pipe to launch over the wall.

OVERHANG AIR

Go forward from the start of the level, and jump over the railing to get the 'Leap Of Faith!!!' gap. Continue forward from here, past the benches, and you'll soon come to a slope with one rail on either side, and a small awning just over the gym doors. Jump over the awning to get this gap.

OVERHANG STOMP!

Go forward from the start of the level, and jump over the railing. Continue forward from here, past the benches, and you'll soon come to a slope with one rail on either side, and a small awning just over the gym doors. Grind the awning to get this gap.

PLANTER ON EDGE

At the start of the level, you're facing a planter. Just manual the whole thing to get this gap.

POLE 2 BRIX!

Go down the place where you got the 'Pole Stomp!' gap. First of all, knock the pole down by grinding around the curved ledge, and then jumping onto the pole. To get this gap, grind the pole, and then jump onto a grind on either the high ledge or the low ledge.

POLE STOMP!

Skate forward from the start of the level, and jump over the railing. Once you've done this keep skating straight forward until you come to a small wooden kicker ramp on the right. Just before you get to the kicker ramp, turn left, and there will be two quarter pipes with a massive gap in between them. Skate past the two quarter pipes, and there will be a small wooden kicker ramp next to a kinked rail. Skate past this, and you'll soon come to a curved ledge that goes around a corner. Make sure you're going fast, and then grind the ledge, and jump from the ledge into the pole. It will fall over. To get this gap, grind the ledge again, and then jump onto a grind on the pole.

RACK 'EM UP

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and then go straight forward until you come to another tunnel. Go through it, and you'll arrive in area with the kinked rail. Grind down the rail, and then turn right and you should see two rails with a big gap between them. Grind the first rail, jump the gap, and then land onto a grind on the second rail to get this gap.

ROLL CALL! GONZ RAIL

Skate forward from the start of the level, and jump over the railing. Once you've done this, keep skating straight forward until you come to a small wooden kicker ramp on the right. Just before you get to the kicker ramp, turn left, and there will be two quarter pipes with a massive gap in between them.

Skate past the two quarter pipes, and there will be a small wooden kicker ramp next to a kinked rail. To get this gap, use the small kicker ramp to launch you up onto a grind all the way down the kinked rail.

ROLL CALL! NIGHTMARE RAIL!

To get this easy gap, skate forward from the start of the level and grind the rail that goes down the double set of steps.

ROLL CALL! OPUNSEZMEE RAIL!

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and then go straight forward until you come to another tunnel. Go through it, and you'll arrive in area with the kinked rail. Grind the rail to get this gap.

ROCK THE BELLS

Wallride any of the five bells in the level for this gap.

STAGE RAIL 2 RAIL

At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope to arrive on the stage. On the stage, there will be rails on either side. Both of the rails have a big gap in them. To get this gap, grind on one of the rails, jump over the gap, and then land onto a grind on the next rail. Use the quarter pipe on the stage if you have trouble getting enough speed to make the gap.

STARTING BLOCKS EXTENSION!!!

To get this gap, you first of all have to open the gym. To do this, grind the 'Roll Call! Opunsezmee Rail!' when the bell rings. Head over to the rail and start grinding it when the timer is on about 1:41. If all goes well, the gym doors should open. Turn left when you get off the rail, then go straight forward and into the gym. Turn left when you enter the gym to get to the pool area. At one end of the pool there is some starting blocks. Do a liptrick on the starting blocks for this gap.

SUICIDAL ROOF GAP!!!

After wallriding the first bell which is just to the right of where you start the level, jump while still riding along the wall, and then hold triangle to grind along the high ledge. Jump off the high ledge to the right, and then carry on going forward until you come to a window. Jump through the window to

get the 'Drop Out Roof Gap!'. Continuing on from the previous gap, keep skating forward and you should be coming up to a small ramp on the roof. Jump over the ramp and land onto a grind on the rail that goes across the gap between the two buildings. After you get off the rail, you will be coming up to a big gap between the buildings. Jump the gap to get the 'Crazy Roof Gap!!'. When you land on the roof after doing the gap, go to the top left corner of the roof and jump all the way over to the roof where you got the 'TC's Roof Gap'.

TABLE TRANSFER

Skate forward from the start of the level, and jump over the railing. You will land near a set of benches, with a small gap between them. Grind the first bench, jump the gap, and then land onto a grind the second bench.

TC'S ROOF GAP

Skate forward from the start of the level, and either jump over the railing or grind down the rail. Once you've done either of these, keep skating straight forward until you come to a small wooden kicker ramp on the right side. Jump up the kicker ramp, and land on the roof of the building. Once you're up on the roof, you should be able to notice that there's a small gap in between the two buildings. Jump over the gap.

2.3. Contest 1 - Marseille, France

2 THE BOX

Skate forward from the start of the level until you reach the fence, then turn right and head down the slope to get to a curved rail. Make sure you're going fast, then grind around the curved rail. Jump off from the end of the curved rail and land on top of the small funbox, to get this gap.

AND AWAY!!!

In the same place that you got the 'Up!' and 'Up!!' gaps, go even higher to get this gap.

BIG MOUTH GAP

Turn left from the start of the level, and skate forward until you reach the crossbar. Underneath the crossbar there is a big gap between the bowls. You need to launch from the left side of the bowl, air the gap, and land on the right side of the bowl. This is very difficult to do, as there is hardly any room to land on the right side, so try holding triangle as you land to grind on the right side of the bowl.

BIG OL' STANKY GAP

Skate forward from the start of the level until you reach two dumpsters. Go into the bowl just to the left of the dumpsters. To get this gap, launch from the bowl all the way over one of the dumpsters.

BOOMIN' EXTENSION

Turn left at the start of the level, and skate forward until you see some speakers at the lip of the bowl. Do a liptrick on the speakers to get this gap.

BOX 2 BOX ACTION

Turn left from the start of the level, and there will be two funboxes next to the building with the flags on it. To get this gap, jump onto the flat part of the first funbox, and then jump onto the flat part of the second funbox. You won't get this gap if you try to air from one funbox to the other.

CROSSBAR STOMP

Turn left from the start of the level, and skate forward until you come to a bowl just before the crossbar. To get this gap, use the bowl to launch you onto a grind on the crossbar.

DUMPSTER POP

Find you way to one of the dumpsters in this level, such as the ones that you get to if you skate forward from the start of the level, and jump over the length of them.

DUMPSTER STOMP

Turn left from the start of the level, and then wallride the building with the flags on it. Jump from the wallride into a grind on top of the building. To get this gap, jump from the top of the building all the way down to a grind on the long dumpster.

FREAKIN' HUGE HIP

This is a very difficult gap, due to the fact that you need to jump so far to do it. Turn left from the start of the level, and skate forward and go under the crossbar. Go to the right bowl, and get some big air on this. To get this gap, you need to launch from this bowl, all the way over the hip in the direction of the slanted table where you got the 'Over The Table' gap.

HUMPTEY HUMPS!!!

In the same place where you got the 'Freakin' Huge Hip' gap, instead of jumping in the direction of the table, jump in the direction of the crossbar. Alternatively, use the small ramp underneath the crossbar to launch you into the right or left bowl.

KINK CLANK

Skate forward from the start of the level until you reach the kinked rail going down a set of four steps. Turn left when you get to the rail, and go into the bowl. To get this gap, get some big air, and then launch from the bowl all the way onto a grind going down the kinked rail.

KINK STOMP

After getting the 'Dumpster Stomp' gap, skate forward for a little way, and then turn around and head back the way you just came. Do a wallride on the building with the flags on it, and then jump from the wallride into a grind on top of the building. To get this gap, jump from the top of the building all the way down to a grind on the kinked rail.

KNUCKLIN' FUTS!!!

Go straight forward until you get to a wooden ledge. Up on the wooden ledge is a lamp that crashes through the fence opening up a hole which leads to a secret area. Drop down into the bowl near the wooden ledge. For this gap, you need to launch from the bowl, all the way onto a grind on top of the lamp.

LAMP STOMP

To get this gap, launch from one of the bowls onto a grind on one of the lamps. Alternatively, after grinding the crossbar and getting the 'Crossbar Stomp' gap, jump from the crossbar and land onto a grind on the lamp.

LEDGE 2 RAIL

In the same area as the above gap, but instead of jumping from the curved rail to the ledge, jump from the ledge to the curved rail.

OVER THE CROSSBAR

Turn left from the start of the level, and skate forward until you come to a bowl just before the crossbar. To get this gap, use the bowl to launch you over the crossbar.

OVER THE GATE

When you start the level, you'll be able to see this gate just on the right. Go down the small bowl and go forward until you get quite a distance from the gate, then turn around and head back towards the gate as fast as you can. To get this gap, use the small bowl to launch you over the gate.

OVER THE LIL' 4

Go forward and slightly to the right from the start of the level, and you'll soon see a kinked rail going down a set of four steps. Jump down the steps to get this gap.

OVER THE TABLE

In the bowl nearest the grassy area with the trees, there is a table leaning up against the top of the bowl. Jump over the table to get this gap.

RAIL 2 LEDGE

Go forward, and slightly to the right at the start of the level, and keep going skating forward until you come to a curved rail near the set of 4 steps. Grind along the curved rail and jump to a grind on the ledge for this gap.

RAIL 2 RAIL

Behind where you start the level, there are a two kinked rails with gap between them. Jump onto a grind the first rail, jump the gap, and then land onto a grind on the second rail to get this gap.

SHORTY DUMPSTER POP

There are a few dumpsters scattered in various places over this level. Just jump over the short side of one of the dumpsters to get this gap.

SHORTY TABLE POP

Just to the right of where you start the level is a table. Jump over the short side of the table to get this gap.

STANKY EXTENSION

Turn left from the start of the level, and carry skating forward. Go under the crossbar, and then turn immediately left. There will be a dumpster on the lip of the bowl. Do a liptrick on the dumpster to get this gap.

TABLE POP

Just to the right of where you start the level is a table. Jump over the length of the table to get this gap.

THE HIDDEN 4 KINK!

For this gap, you're going to have to find the secret area. To open the secret area, go straight forward from the start of the level and jump up over the wooden ledge. You will land on a grassy area with lots of trees. Skate through the stick next to the lamp, and the lamp will fall through the fence. Go through the newly opened fence, and drop down into the mysterious looking hole. You will arrive in the secret area. Grind down the kinked rail for this gap.

UP!

Turn left from the start of the level, and skate forward until you get to a bowl just before the crossbar. Get some air on the bowl, and then skate back the way you came. You should notice a tiny little quarter pipe with a green arrow on it. Do a small air on the quarter pipe to get this gap.

UP!!

In the same place that you got the 'Up!' gap, go a little higher for this gap.

UP THE LIL' 4

Go forward and slightly to the right from the start of the level, and you'll soon see a kinked rail going down a set of four steps. Jump up the steps to get this gap.

U.U.A EXTENSION

Turn left from the start of the level, and skate forward until you get to a bowl just before the crossbar. Get some air on the bowl, and then skate back the way you came. You should notice a tiny little quarter pipe with a green arrow on it. Do a liptrick on the quarter pipe to get this gap.

WALL CRAWLER

For this gap, you're going to have to find the secret area. To open the secret area, go straight forward from the start of the level and jump up over the wooden ledge. You will land on a grassy area with lots of trees. Skate through the stick next to the lamp, and the lamp will fall through the fence. Go through the newly opened fence, and drop down into the mysterious looking hole. You will arrive in the secret area. Go down the rail to arrive in a big area

with a fountain. There is a quarter pipe in the middle of this area, as well as some long rails. There is a gap between the platform where the rails are, and the platform where the quarter pipe is. Do a wallride between these two platforms for this gap.

WATER UP LE BACKSIDE

For this gap, you're going to have to find the secret area. To open the secret area, go straight forward from the start of the level and jump up over the wooden ledge. You will land on a grassy area with lots of trees. But one of the trees looks a little different. Actually, it's not a tree, It's a lamp. And leaning up against the lamp is a stick. Skate through the stick and the lamp will fall through the fence. Go through the newly opened fence, and drop down into the mysterious looking hole. You will arrive in the secret area. To get this gap, jump over the fountain.

2.4. NY City - New York

ACROSS THE PIT

Go forward from the start of the level, and turn right when you get to the junction in the road. Skate forward up the road until you get to some barriers, and then turn right and carry on skating forward. You will arrive at a railing, with a huge drop on the other side. Just to the left of the drop is a big long ledge going all the way across the pit. Jump over the railing and land in a wallride on the wall, and then jump from the wallride up onto the ledge. Grind all the way across the ledge to get this gap.

AWNING AIR

From the start, go forward and slightly to the right. You'll soon come to a railing with a huge drop on one side. Jump over the railing, and you'll arrive at an area with three huge vert quarter pipes at one end with two awnings between them. Jump over one of the awnings to get this gap.

BANKS BARRIER WALLRIDE

At the start of the level, skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Head up the path that is in this area, and you will soon come to a drop in the path. Drop down over the path, and you should land right next to a white barrier. To get this gap, wallride over the barrier.

BANKS FENCE GAP

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, go forward up the path and skate off the drop at the end of it. Continue skating forward until you reach the low fence at the end of this secret area. Once you get to the low fence, turn right and do a big trick on the quarter pipe to get some speed. Skate forward once you come down from the quarter pipe, and use the bank to launch you up onto a grind on the high fence.

BANKS ROAD GAP

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, go forward up the path and skate off the drop at the end of it. Turn left when you land, and skate forward until you come to a rail. Grind along the rail to the right, and you'll soon come to a big gap in the rail. To get this gap, jump over the gap, and land onto a grind going along the next rail.

BANKS SPANK

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, go forward up the path and skate off the drop at the end of it. Continue skating forward until you reach the fence at the end of this secret area. Once you get to the fence, turn left and head up the bank. Once you get on top of the bank, turn left and skate forward until you get to a rail on the right side. This rail will have a small gap near the middle of it. To get this gap, start grinding along the rail, jump over the gap, and then land onto a grind on the other rail.

BENCH-HOPPIN

Turn right from the start from the level, and skate forward until you come to a small slope going up. Go up the slope, and on the right side there will be two benches with a small gap between them. Grind on one of the benches, jump the gap, and then land onto a grind on the other bench to get this gap.

BIG AIR OUT OF THE BANKS

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, turn left, and skate forward until you see a white planter. Skate to the right of the white planter, and when you get to the

end of it, turn around so that you're facing the way you just came. Do a grind along the white planter in order to build your speed up, and there will be a small wooden ramp facing the wall. To get this gap, use the wooden ramp to launch you all the way over the top of the wall to the road on the other side.

BUUURP! NOW GO SKATE

Turn around 180 degrees from the start of the level, and then go forward. There will be a small path leading off to the right. Go down the path, and you should notice a big gray rock on the right. Go past the rock, and continue forward up the path. You will soon come to a small hut with a ledge on it. Go past the hut, and you'll arrive at a long blue bench. To get this gap, grind along the blue bench, and then jump onto a grind on the left rail that goes up the path.

CHANGIN TRAINS

Ride straight forward from the start of the level, and go to the right of the first pillar. The escalator will be on your right, so go a little way in front of it, then turn around so that you're facing it. Go up the escalator, and when you get to the top, turn around, and you should notice that there are two subway rails. Drop onto one of the subway rails, and start grinding along it. When you're going fast enough, jump over to a grind on the other subway rail to get this gap.

CORNER CUT

At the start of the level, there is a high ledge just the left. Start grinding along the ledge, and keep grinding until the ledge goes around a corner. To get this gap, jump from a grind on the ledge, over the first part of the corner, and land onto another grind on the ledge.

GOING DOWN?

Head straight forward from the start of the level, and go to the right of the first pillar. The escalator will be on your right, so go a little way in front of it, then turn around so that you're facing it. Go up the escalator, and when you get to the top, turn around so that you're facing the escalator. Manual all the way down the escalator to get this gap.

GRAB A SNACK AND SIT DOWN

Turn around 180 degrees from the start of the level, and then go forward. There will be a small path leading off to the right. Go down the path, and you should notice a big gray rock on the right. Go past the rock, and continue going forward up the path. You will soon come to a small hut with a ledge on it. To get this gap, grind along the ledge of the hut, and then jump onto a grind on the long blue bench.

JAMIE'S STEPS

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, go forward up the path and skate off the drop at the end of it.

Continue skating forward until you reach the fence at the end of this secret area. Once you get to the fence, turn left and head up the bank. Once you get on top of the bank, turn left and skate forward until you get to a rail on the right side. This rail will have a small gap near the middle of it. In the middle of the gap, there will be a rail facing some steps going down the bank. Grind along the rail, and then jump onto a grind going down the steps.

JOEY'S SCULPTURE

From the start, go forward and slightly to the right. You'll soon come to a railing with a huge drop on one side. Going down the middle of this huge drop is a kind of blue sculpture. Jump over the railing, and grind down the sculpture to get this gap.

KICK IT

Go forward from the start of the level, and you'll soon come to two wooden kicker ramps in the middle of the road. There is a small gap in between the two ramps. Jump the gap to get this gap.

LEFT SIDE PIT RAIL STOMP

Go forward and slightly to the right at the start of the level and keep skating until you come to a railing with a big drop on the other side. Follow the railing along, and go past the wide slope that goes down. You will soon come to a slope on the right, that goes up. Go up this slope, and turn right when you get to the top of it. Skate forward slightly, and there will be a railing with a massive drop on the other side. Looking over the railing, you should be able to see a wide slope that goes down, with two rails on either side of it. To get this gap, Jump over the railing, and land onto a grind on one of the rails going down the side of the path.

OVER THE BANKS BARRIER

At the start of the level, skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Head up the path that is in this area, and you will soon come to a drop in the path. Drop down over the path, and you should land right next to a white barrier. Jump over the barrier to get this gap.

OVER THE ROAD

At the start of the level, skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. As soon as you get down into the secret area, turn right and keep going forward until you come to a small wooden quarter pipe. Go up the quarter pipe, and when you come back down you should be facing the bridge. There is a small bump just before the bridge. To get this gap, use the small bump to launch over the bridge.

PARK ENTRANCE GAP

At the start of the level, there is a high ledge just the left. Start grinding along the ledge, and keep grinding until you come to a gap in the ledge. To get this gap, jump the gap and continue grinding on the next part of the ledge.

PARKING METER GAP

Go forward from the start of the level, and turn right when you get to the junction in the road. Skate forward up the road until you get to some barriers, and then turn right and carry on skating forward. You will arrive at a railing, with a huge drop on the other side. Turn right, and go up the small slope. Make sure you're going quite fast, then start grinding along the rail on the left. To get this gap, when you get to the end of the rail, jump off and hold triangle to land on the broken parking meter.

PATH LESS TRAVELED

Go forward from the start of the level, and turn left when you come to the junction in the road. Keep going forward until you come to a quarter pipe on the right side. Do a big trick on the quarter pipe to build up some speed. Once you come from the quarter pipe, go forward and down the little path. There will be two rails going down the path, one on the left and one on the right. To get this gap, grind down the rail on the left, and then jump all the way over to a grind on the long blue bench.

PHAT LIP

Go forward from the start of the level, and turn left when you get to the junction in the road. Jump up onto a grind on the wall which is on the left, and then jump down the big drop on the other side of the wall to arrive in the area with the statue. Turn around when you land, and you should notice a huge quarter pipe. Do a liptrick on the wall above the quarter pipe to get this gap.

PIDGEON PUDDIN' GAP

Go forward from the start of the level, and turn left when you get to the junction in the road. Jump up onto a grind on the wall which is on the left,

and then jump down the big drop on the other side of the wall to arrive in the area with the statue. To get this gap, get some big air on the quarter pipe, and then use the base of the statue to launch over the top of the statue.

PILLAR AIR

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, go forward up the path and skate off the drop at the end of it. Continue skating forward until you reach the fence at the end of this secret area. Look around, and you should notice that there are three pillars on the slope. It doesn't look like it, but they can actually be used as a kind of quarter pipe. Air from one pillar to the other pillar.

POUNCER WAS HERE

Go forward from the start of the level, and turn left when you get to the junction in the road. Jump up onto a grind on the wall which is on the left, and then jump down the big drop on the other side of the wall to arrive in the area with the statue. Turn around when you land, and you should notice a huge quarter pipe. Do a big air on the quarter pipe to get this gap.

RAMP TO PARK GAP

Go forward from the start of the level, and turn left when you come to the junction in the road. Keep going forward until you come to a quarter pipe on the right side. There will be a small wooden ramp on the left side. Use the quarter pipe, and then skate fast towards the wooden ramp. Aim slightly to the left as you go up the wooden ramp, and launch to the area with the statue.

RAMP TO STATUE SHORTY GAP

Go forward from the start of the level, and turn left when you come to the junction in the road. Keep going forward until you come to a quarter pipe on the right side. There will be a small wooden ramp on the left side. Use the quarter pipe, and then skate fast towards the wooden ramp. To get this gap, aim slightly to the left as you go up the wooden ramp, and launch all the way onto the base of the statue.

RE-REBAR

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, go forward up the path and skate off the drop at the end of it. Go up the path until you come to the drop at the end, and you should notice three rails leading off into the distance. The left and

right rails don't really go anywhere, so jump or roll onto a grind on the middle rail. To get this gap, you have to jump from the middle rail before you reach the statue, and land onto a grind on the left rail. You will need to be going quite fast to make this gap.

REBAR TO RAIL GAP

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, go forward up the path and skate off the drop at the end of it. Go up the path until you come to the drop at the end, and you should notice three rails leading off into the distance. The left and right rails don't really go anywhere, so jump or roll onto a grind on the middle rail. To get this gap, you have to jump from the middle rail before you reach the statue, and land onto a grind on the left rail. To get this gap, when you get to the end of the left rail, jump off, and grind on the rail below.

RIDE THE RAILS

Head straight forward from the start of the level, and go to the right of the first pillar. The escalator will be on your right, so go a little way in front of it, then turn around so that you're facing it. Go up the escalator, and when you get to the top, turn around, and you should notice that there are two subway rails. Drop onto one of the subway rails, and get some speed up by skating along them. Before you come to the corner in the rail, hold triangle and move over to the edge of the subway rail. Grind all the way around the corner of the subway rail to get this gap.

RIGHT SIDE PIT RAIL STOMP

Turn right from the start from the level, and skate forward until you come to a small slope going up. Go up the slope, and turn left when you get to the top of it. Skate forward slightly, and there will be a railing with a massive drop on the other side. Looking over the railing, you should be able to see a wide slope that goes down, with two rails on either side of it. To get this gap, jump over the rail grind on the rails going the side of the path.

ROCK IT AIR

Half turn from the start of the level, and then go forward. There will be a small path leading off to the right. Go down the path, and you should notice a big gray rock on the right. To get this gap, use the quarter pipe to get some speed, and then launch from the top of the rock, over the grass, to land on the path on the other side.

SIDEWALK BOMB

Head straight forward from the start of the level, and go to the right of the

first pillar. The escalator will be on your right, so go a little way in front of it, then turn around so that you're facing it. Go up the escalator, and there will be a high ledge on the left. Start grinding along the ledge, and when you get the near the end of it, you should be able to see a canopy far below. To get this gap, jump from the ledge down to a grind on the canopy.

SLAM DUNK

Go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. Once you get into the secret area, go forward up the path and skate off the drop at the end of it. Continue skating forward until you reach the fence at the end of this secret area. Once you get to the fence, turn left and head up the bank. Once you get on top of the bank, turn left and skate forward until you get to a rail on the right side. Jump over the rail to land on the other side, and slowly skate forward until you see the backboard of the basketball hoop. To get this gap, wallride the wall on the right, and then jump to a grind on the backboard of the basketball hoop.

TAKE IT TO THE BRIDGE

At the start of the level, skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area. As soon as you get down into the secret area, turn right and keep going forward until you come to a small wooden quarter pipe. Go up the quarter pipe, and when you come back down you should be facing the bridge. There is a small bump just before the bridge. To get this gap, use the small bump to launch up onto the bridge.

THE BRIDGE

Go forward from the start of the level, and turn left when you come to the junction in the road. Keep going forward until you come to a quarter pipe on the right side. Do a big trick on the quarter pipe to build up some speed. Once you come from the quarter pipe, go forward and down the little path. You will soon come to a junction in the path. One way which goes straight forward, and one way which goes off to the left. Take the path to the left, and you'll soon come to a bridge. Make sure you're going fast, and then manual all the way across the bridge to get this gap.

THE EASY WAY

Half turn from the start of the level, and then go forward. Follow the road around to the left, and there will be a rail on the right, with a yellow caution line going down it. Skate all the way down to the bottom of the road, and then turn around so that you're facing the way you just came. The rail with the yellow caution line should be on the left. Grind all the way up the rail.

THE HARD WAY

Half turn from the start of the level, and then go forward. Follow the road around to the left, and there will be a rail on the right, with a yellow caution line going down it. Grind all the way down the rail to get this gap.

WAAAAAY UP THERE

From the start, go forward and slightly to the right. You'll soon come to a railing with a huge drop on one side. Jump over the railing, and you'll arrive at an area with three huge vert quarter pipes at one end with two awnings between them. Way up high above the quarter pipes is a ledge. Do a liptrick on the ledge to get this gap.

YOU'RE NEXT IN LINE

Half turn from the start of the level, and then go forward. There will be a small path leading off to the right. Go down the path, and you should notice a big gray rock on the right. Go past the rock, and continue going forward up the path. There will be a rail on the left side, and a little further on there will be a small hut with a ledge on it. To get this gap, grind along the rail, and then jump onto a grind on the ledge of the hut.

2.5.

Venice Beach - California

10 POINT LANDING!

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with the wires going along it. Skate over to the other side of the roof. Turn right before you get to the edge of the roof with the big drop on the other side, and skate forward until you come to a small ledge. Jump up the small ledge to arrive on top of another roof with two metal quarter pipes on it. If you look over the edge of the roof to the left, you will be able to see the long rail where you can get the 'Seaside Handrail' gap. To get this gap, jump from the roof all the way down to a grind on the rail.

ALL THE WAY...

In the same place that you got the 'He Could Go...' gap, manual further along the planks until you get this gap.

AND AWAY!!!

In the same place that you got the 'Up!' and 'Up!!' gaps, go even higher to get

this gap.

BENCH TRIPPIN'

At the start of the level, go down the small set of steps and turn immediately right. Go forward until you come to a wall, then turn left and skate forward, past the two ledges on the right, until you come to a bench. There's three benches, all which have a small gap between them. To get this gap, grind one of the benches, jump the gap, and then land onto a grind on the other bench.

BIG DOUBLE 5 SET

Turn left from the start of the level to see a kinked ledge. Going down the left side of the ledge is a slope. Going down the right side of the ledge are two sets of steps. To get this gap, jump both sets of steps.

BIG VENT GAP

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with the wires going along it. Skate over to the other side of the roof. There will be another roof on the other side of a huge drop. Jump over the huge drop and land on the other roof. Once you're on the other roof, skate until you get near the end of it, and there will be a vent. To get this gap, use the vent to launch you all the way over the big gap to the platform on the other side.

CAKE TRANSFER

Turn right from the start of the level, and skate forward along the path until you get to a set of three quarter pipes with gaps between them. To get this gap, jump from the small middle quarter pipe to the left quarter pipe.

CANDY CANE MANUAL

Turn right from the start of the level, and skate along the path until you see a wall on the left side. Get up on top of the wall by either doing a Boneless or a wallride to get enough height to grind on the wall. Once you're grinding along the wall, jump onto the platform. Once you're up on the platform skate down the length of it until you reach a set of fans. Stay to the left of the platform before you get to the fans, and you'll soon come to a small gap. Jump the gap, and you'll soon come to a curved vent. Manual the vent for this gap.

CANYON JUMP

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with the wires going

along it. Skate over to the other side of the roof. There will be another roof on the other side of a huge drop. To get this gap, jump over the huge drop and land on the other roof.

FATTY TRANSFER

At the start of the level, go down the small set of steps and continue going forward, all the way past the benches, until you come to a gap in the wall leading to the right. Go behind the gap in the wall and you will arrive in an area with two quarter pipes on the left side. Turn so that you're facing the two quarter pipes. There will be one quarter pipe on the right, and one quarter pipe on the left. To get this gap, get some air on the quarter pipe on the left, and then approach the quarter pipe in front of you, and air all the way over the platform to the left to land on the other quarter pipe.

HE COULD GO...

Go forward from the start of the level, go down the steps and continue forward until you come to a set of benches connected by wooden planks. Jump into a manual at the start, and continue across the planks until you get the gap.

HUGE RAMP 2 ROOF

At the start of the level, go down the small set of steps and continue going forward, all the way past the benches, until you come to a gap in the wall leading to the right. Go behind the gap in the wall and you will arrive in an area with two quarter pipes on the left side. Turn so that you're facing the two quarter pipes. There will be one quarter pipe on the right, and one quarter pipe on the left. To get this gap, get some air on the quarter pipe on the right, and then approach the quarter pipe in front of you, and air to the left, all the way over the huge gap, to land on the small quarter pipe on the roof.

HUGE ROOF 2 RAMP

Turn right from the start of the level, and skate along the path until you see a wall on the left side. Get up on top of the wall by either doing a Boneless or a wallride to get enough height to grind on the wall. Once you're grinding along the wall, jump onto the platform. Once you're up on the platform skate down the length of it until you reach a set of fans. Stay to the left of the platform before you get to the fans, and you'll soon come to a small gap. Jump the gap, and follow the roof around to the left. Before you come to the end of the roof, there will be a small metal quarter pipe on the right side. To get this gap, launch from the metal quarter pipe, all the way over to the right, to land on the wooden quarter pipe.

LEDGE 2 LEDGE

At the start of the level, go down the small set of steps, and then turn right. Go forward until you come to a wall, then turn left and skate forward until you see two ledges up against the wall on the right. To get this gap, grind one of

the ledges, jump the gap, and then land onto a grind on the other ledge.

LEDGE 9 SET

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the wall at the far right corner of the quarter pipe to land on a hidden path going around the building. This will lead you to the secret area. Turn left as soon as you get into the secret area, and follow the path around to the right until you get to a ledge. Jump the steps next to the ledge to get this gap.

LIL' VENT GAP

Turn right from the start of the level, and skate along the path until you see a wall on the left side. Get up on top of the wall by either doing a Boneless or a wallride to get enough height to grind on the wall. Once you're grinding along the wall, jump onto the platform. Once you're up on the platform skate down the length of it until you reach a set of fans. Stay to the left of the platform before you get to the fans, and you'll soon come to a small gap. Jump the gap to get to the other side, then turn around and face the way that you just came from. Use the vent with the fans to launch over the big gap.

MASSIVE 20 SET!

Skate forward from the start of the level, go down the steps, and then skate forward until the wall goes around a corner to the left. Follow the wall around to the left, and you'll soon come to a big rail. There's a slope on the right side of the rail, and 20 steps on the left side of the rail. To get this gap, jump down all of the steps.

MUSKA'S GAP

Turn right from the start of the level, and skate along the path until you see a wall on the left side. Get up on top of the wall by either doing a Boneless or a wallride to get enough height to grind on the wall. Once you're grinding along the wall, jump onto the platform. Skate down the length of the platform until you reach a set of fans. Stay to the left of the platform before you get to the fans, and you'll soon come to a small gap. Jump the gap.

NICE MID SIZE ROOF GAP

In the same place that you got the 'Wee Lil' Roof Gap', jump a greater distance over the corner between the two rooftops to get this gap.

PLANTER POP

Turn right at the start of the level, and you should see some planters with palm trees growing out of them. Just jump over the long side of one of the

planters to get this gap.

RAMP 2 ROOF

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with the wires going along it. Skate over to the other side of the roof. Turn right before you get to the edge of the roof with the big drop on the other side, and skate forward until you come to a small ledge. Jump up the small ledge to arrive on top of another roof. This roof has two metal quarter pipes on it. One at the far end, and one that is close to you when you jump up the ledge to get on this roof. If you look over the left of the roof, you will see a small wooden quarter pipe. Drop down over the edge of the roof, and go a little way from the quarter pipe. Then turn around and start skating fast back towards it. To get this gap, use the wooden quarter pipe to launch up to small metal quarter pipe on the roof.

ROOF 2 RAMP

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with the wires going along it. Skate over to the other side of the roof. Turn right before you get to the edge of the roof with the big drop on the other side, and skate forward until you come to a small ledge. Jump up the small ledge to arrive on top of another roof. This roof has two metal quarter pipes on it. One at the far end, and one that is close to you when you jump up the ledge to get on this roof. To get this gap, skate to the quarter pipe at the far end to get some speed up, then skate towards the other quarter pipe and launch to the right, all the way off the roof, to land on the small wooden quarter pipe.

'ROUND THE HORN!!!

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe that curves around. Jump onto a grind near the beginning of the quarter pipe, and grind all the way around until you get to the end of it. You also need to grind down the slope at the end of the quarter pipe to get this gap.

SEASIDE HANDRAIL

Skate forward from the start of the level, go down the steps, and then skate forward until the wall goes around a corner to the left. Follow the wall around to the left, and you'll soon come to a big rail. There's a slope on the right side of the rail, and 20 steps on the left side of the rail. To get this gap, grind down the rail.

SHORTY PLANTER POP

Turn right at the start of the level, and you should see some planters with

palm trees growing out of them. Just jump over the short side of one of the planters to get this gap.

SIIIIICK ROOF GAP!!!

In the same place that you got the 'Wee Lil' Roof Gap' and 'Nice Mid Size Roof Gap' gaps, jump a greater distance over the corner between the two rooftops to get this gap. This is a very difficult gap to get, as you need to jump so far. Try doing a Boneless before you jump from the first roof, to help you get the extra distance needed for this gap.

TABLE POP

Go down the steps at the start of the level and skate slightly to the right to come to a group of tables. Jump over one of the tables to get this gap.

THE HIGH WIRE

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with the wires going along it. Skate over to the other side of the roof. Turn right before you get to the edge of the roof with the big drop on the other side, and skate forward until you come to a small ledge. Jump up the small ledge to arrive on top of another roof. This roof has two metal quarter pipes on it.

There is one quarter pipe at the far end, and one that is close to you when you jump up the ledge to get on this roof. At the far left corner is a small ramp. Get some big air on the quarter pipe that is closest to you when you jump up the ledge, and skate towards the ramp at the far left corner of the roof. Launch from the ramp all the way onto a grind on the wire. Jump from a grind on the wire, and then land onto another grind on the wire to get this gap.

THE VENICE LEDGE

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the wall at the far right corner of the quarter pipe to land on a hidden path going around the building. This will lead you to the secret area. Turn left as soon as you get into the secret area, and follow the path around to the right until you get to a ledge. Grind down the ledge to get this gap.

TIGHT LANDING TRANSFER

Turn right from the start of the level, and skate forward along the path until you get to a set of three quarter pipes with gaps between them. To get this gap, jump from the right quarter pipe to the small middle quarter pipe.

TOUCHDOWN!!!

In the same place that you got the 'All The Way...' and 'He Could Go...' gaps, manual until you get to the table at the end of the planks to get this gap.

VB! LEDGE TRANSFER

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the wall at the far right corner of the quarter pipe to land on a hidden path going around the building. This will lead you to the secret area. Once in this area, look around for two quarter pipes. Jump the gap between the quarter pipes to get this gap.

VB! HUGE TRANSFER!!!

Turn right from the start of the level, and skate forward along the path until you get to a set of three quarter pipes with gaps between them. The aim of this gap is to jump all the way from the right quarter pipe, completely miss out the middle quarter pipe, and land on the left quarter pipe. It's a huge jump, so you need to pick up lots of speed by grinding the ledges and rails before you attempt this gap.

VB! PIT TRANSFER

Turn right from the start of the level, and skate forward along the white path nearest the fence on the left. Keep skating along until you come to a slope going down. Go down the slope, and then turn left at the end of it. Skate forward along this path until you come to two quarter pipes with a huge gap between them. If you jump the gap from the low quarter pipe to the high quarter pipe, you will get the 'West Side Transfer'. After landing this gap on the high quarter pipe, skate forward and you will soon come up to another quarter pipe. To get this gap, launch from this quarter pipe, all the way over the platform to the right, to land on the next quarter pipe.

VB SKINNY TRANSFER

At the start of the level, go down the small set of steps and continue going forward, all the way past the benches, until you come to a gap in the wall leading to the right. Go behind the gap in the wall and you will arrive in an area with two quarter pipes on the left side. Turn so that you're facing the two quarter pipes. There will be one quarter pipe on the right, and one quarter pipe on the left. To get this gap, get some air on the quarter pipe on the right, and then approach the quarter pipe in front of you, and air over to the right to land on the other quarter pipe.

VENT 2 ROOF GAP

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top

right corner of the quarter pipe and land on the roof with the wires going along it. Skate over to the other side of the roof. There will be another roof on the other side of a huge drop. Jump over the huge drop and land on the other roof. Once you're on the other roof, skate until you get near the end of it, and then turn around and head back the way you just came from. To get this gap, use the vent at the end of the roof to help launch over the gap and onto the roof with the two metal quarter pipes on it.

UP!

At the start of the level, go down the small set of steps, and then turn right. Go forward until you come to a wall, then turn left and skate forward until the wall goes around to the right. Follow the wall around to the right, and you'll soon come to a thin quarter pipe. Air on the quarter pipe to get this gap.

UP!!

In the same place that you got the 'Up!' gap, go higher for this gap.

UPHILL CANYON JUMP

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with the wires going along it. Skate over to the other side of the roof. There will be another roof on the other side of a huge drop. Jump over the huge drop and land on the other roof. Once you're on the other roof, skate until you get near the end of it, and then turn around and head back the way you just came from. With the 'Canyon Jump' gap, you only had to jump from the high roof with the wires on it, over the gap, down to the low roof. With this gap, you have to jump from the low roof, over the gap, up to the high roof with the wires on it, making this gap much more difficult. Use the long rails on the low roof to help get enough speed to make this gap.

WEE LIL' ROOF GAP

Turn left from the start of the level, and skate down the slope next to the kinked ledge to arrive in an area with a long quarter pipe. Jump over the top right corner of the quarter pipe and land on the roof with the wires going along it. Once you get on top of the roof, turn around and slowly skate back the way you came. Stop just before you get to the corner of the roof, and you should notice that there is a gap between the roof that you're currently on, and a small roof just over the corner. Jump over the small part of the corner to get this gap.

WEST SIDE TRANSFER

Turn right from the start of the level, and skate forward along the white path nearest the fence on the left. Keep skating along until you come to a slope going down. Go down the slope, and then turn left at the end of it. Skate

forward along this path until you come to two quarter pipes with a huge gap between them. Jump from one quarter pipe, over the gap, and land on the other quarter pipe to get this gap.

2.6. Skatestreet - Ventura

BIG AIR RAILING GRIND

Go down the roll-in at the start of the level, and skate forward and slightly to the left until you see some steps leading up onto a platform. Skate to the left before you reach the steps, and you'll soon come to a quarter pipe. Turn left when you get close to the quarter pipe, and skate forward until you see a path leading under the big half pipe to the right. Skate down this path, and you'll soon go under a bridge. To get this gap, get some speed up on the quarter pipe at the far end, then skate toward the small wooden kicker ramp, and use it to launch up to a grind on one of the rails going across the bridge.

BOWL ENVY

Half turn from the start of the level, and jump into the bowl on the left. The part of the bowl nearest the half pipe has an extension on it. Do a liptrick on the extension for this gap.

BOWL LIP

Half turn from the start of the level, and jump into the bowl on the left. Do a liptrick on the bowl to get this gap.

BOWL TO HP

Half turn from the start of the level. You should see that the bowl is on the left side, and the big half pipe is on the right side. To get this gap, get some big air on the bowl, and then launch from the bowl all the way over to the half pipe on the other side.

BULLET BOWL HOP

Half turn from the start of the level, and jump into the bowl on the left. Skate up the length of the bowl, do an air, and then skate fast back down the length of the bowl. To get this gap, launch from the bowl, over the railing, and land on, or over the quarter pipe on the other side. Alternatively, launch from the quarter pipe into the bowl.

CIRCLE THE POOL

Half turn from the start of the level, and jump into the bowl on the left. The part of the bowl nearest the half pipe has an extension on it. Jump to a grind after the extension, and grind all the way around the bowl to get this gap.

CUT THE CORNER

Go down the roll-in at the start of the level, and then turn right. Skate forward until you get to a small slope just to the left of the huge vert wall. To get this gap, you need to jump from the slope going up, over the corner, and land on the small slope going down to the right.

DAAAAAY TRIPPER

Make your way over to the half pipe in this level, and once you're on it, grind along the top of the ramp, and around the curved rail to get the 'Van Secret Area Key' gap. This will open the first secret area near the huge vert wall. Make your way over to the vert wall, and enter the secret outside area. In this area, there will be a van with two ramps on either side of it. To get this gap, launch from one ramp, over the van, and land on the other ramp.

EXTENSION TRANSFER

Half turn from the start of the level, and jump into the bowl on the left. The part of the bowl nearest the half pipe has an extension on it. Jump up onto a grind on the extension, then drop down onto a grind on the normal part of the bowl for this gap.

FUNBOX WHEELIE

Skate down the roll-in at the start of the level, and then skate forward and slightly to the right until you come to a hexagonal funbox. Manual over the funbox to get this gap.

GIMME GAP REDUX

Go down the roll-in at the start of the level, and skate forward and slightly to the left until you see some steps leading up onto a platform. Skate to the left before you reach the steps, and you'll soon come to a quarter pipe. Just jump forward over the quarter pipe, and land on the quarter pipe on the other side to get this simple gap.

GULLY LIP

Go down the roll-in at the start of the level, and then turn right. Skate forward until you reach the huge vert wall. Do a liptrick on the quarter pipe opposite the vert wall to get this gap.

HAVIN A PICNIC

Make your way over to the half pipe in this level, and once you're on it, grind along the top of the ramp, and around the curved rail to get the 'Van Secret Area Key' gap. This will open the first secret area near the huge vert wall. Make your way over to the vert wall, and enter the secret outside area. There will be two red picnic benches that are facing each other in this area. There is a very small gap between the benches. Grind up one of the benches, air over the small gap, and then grind down the other bench to get this gap.

HEXBOX GAP

Skate down the roll-in at the start of the level, and then skate forward and slightly to the right until you come to a hexagonal funbox. Jump over the funbox to get this gap.

HIGH JUMPER

Go down the roll-in at the start of the level, and skate forward and slightly to the left until you see some steps leading up onto a platform. Skate to the left before you reach the steps, and you'll soon come to a quarter pipe. Turn left when you get to the quarter pipe so that you're facing the big half pipe. There is a very small quarter pipe just before the half pipe. There is also a curved rail that comes out of the half pipe. To get this gap, launch from the very small quarter pipe, and land on the other side of the curved rail.

HIGH STICKER

Go down the roll-in at the start of the level, and then turn right. Skate forward until you reach the huge vert wall. The vert wall has stickers very high up on it. Use the quarter pipe opposite the vert wall to get some speed, and then launch as high as you can off of the vert wall to get this gap.

HP LIP

Half turn from the start of the level, and jump into the half pipe on the right. Do a liptrick on the half pipe to get this gap.

HP TO BOWL

Half turn from the start of the level. You should see that the bowl is on the left side, and the big half pipe is on the right side. To get this gap, get some big air on the half pipe, and then launch from the half pipe all the way over to the bowl on the other side.

HP TO RAILBOX

Go down the roll-in at the start of the level, and skate forward and slightly to the left until you see some steps leading up onto a platform. Turn left before you reach the steps to come to a quarter pipe. Turn left when you get to the quarter pipe to face the big half pipe. There is a curved rail that comes out of the half pipe. Below the curved rail is the railbox. The easiest way I've found to get this gap, is to grind around the half pipe until you reach the curved rail. Once you're grinding on the curved rail, jump slightly off to the left and land onto a grind on the railbox. It's difficult to do, as you need to make sure you're going just the right speed to make the gap.

MR. SMALL LIPS

Go down the roll-in at the start of the level, and skate forward and slightly to the left until you see some steps leading up onto a platform. Skate to the left before you reach the steps, and you'll soon come to a quarter pipe. Jump forward over the quarter pipe to land in a very small half pipe. Do a lip trick on one side of the half pipe for this gap.

NAIL THE RAIL

Half turn from the start of the level. You should see that the bowl is on the left side, and the big half pipe is on the right side. To get this difficult gap, get some big air on the bowl, and then launch from the bowl all the way over to a grind on the platform of the half pipe.

NO KIDDING AROUND

Half turn from the start of the level. You will be on the left platform of the big half pipe. Drop in to the half pipe, and make your way up to the top of the right platform. Once up on the right platform, take a look around. There will be a bridge that goes over a big gap. Drop back into the half pipe, and get some big air. To get this gap, launch from the half pipe all the way over to the other side of the bridge.

OVER THE BRIDGE

Go down the roll-in at the start of the level, and skate forward and slightly to the left until you see some steps leading up onto a platform. Skate to the left before you reach the steps, and you'll soon come to a quarter pipe. Turn left when you get close to the quarter pipe, and skate forward until you see a path leading under the big half pipe to the right. Skate down this path, and you'll soon go under a bridge. To get this gap, get some speed up on the quarter pipe at the far end, then skate quickly towards the small wooden kicker ramp, and use it to launch you all the way over the bridge.

OVER THE DECK

Go down the roll-in at the start of the level, and skate forward and slightly to the left until you see some steps leading up onto a platform. There are some platform which run across the top of the steps. On every step but the first one, there is a small ramp going up the side of the steps. To get this gap, use

the small ramp at the side of one of the steps to launch over the deck.

OVER THE WALL

Go down the roll-in at the start of the level, and skate forward and slightly to the left until you see steps leading up onto a platform. Skate to the left before you reach the steps, and you'll soon come to a quarter pipe. There is a tiny little wall sticking out of one part of the quarter pipe. Jump from one quarter pipe, over the wall, and land on the other quarter pipe for this gap.

RAIL SECRET AREA KEY

Go straight forward from the start of the level and you should come up to a large quarter pipe with a sort of wave on it. Grind to the left of the wave. Keep grinding along the rail, and when you're coming to the end of the quarter pipe, jump and land onto a grind on the next rail that goes along. Keep grinding along this rail to get the 'Rail Secret Area Key' gap.

RAIL TO RAIL

Go down the roll-in at the start of the level and turn right. Skate forward until you come to a long rail leading off to the right. Jump onto a grind on the rail. There will be a wall over on the left, and a ledge over on the right. To get this gap, either jump to a grind on the wall, or a grind on the ledge.

RAILING HOP

Go straight forward from the start of the level to come to a huge quarter pipe. There is a kind of wave in the middle of this quarter pipe. Jump up onto the platform on the left side of the wave, and then turn so that you're facing to the the left. You should notice a small railing at the end of the platform. To get this gap, just jump over the railing.

RIDE THE WAVE

Go straight forward from the start of the level and you should come up to a large quarter pipe with a sort of wave on it. Do a liptrick on the quarter pipe to get this gap.

SHOOT THE GAP

Go straight forward from the start of the level and you should come up to a large quarter pipe with a sort of wave on it. Grind to the left of the wave. Keep grinding along the rail, and when you're coming to the end of the quarter pipe, jump and land onto a grind on the next rail that goes along. Keep grinding this rail to get the 'Rail Secret Area Key' gap. This will open up an outside secret area just to the left of the big quarter pipe with the wave on it. Enter the secret area, and look for the two quarter pipes. Jump the gap

between the two quarter pipes.

SKATIN ON THE DOCK OF THE BAY

Make your way over to the half pipe in this level, and once you're on it, grind along the top of the ramp, and around the curved rail to get the 'Van Secret Area Key' gap. This will open the first secret area near the huge vert wall. Make your way over to the vert wall, and enter the secret outside area. Skate all the way over to far end of this area, and then turn around so that you're facing the way you just came. There should be a high ledge in front of you. On the other side of this ledge is a long quarter pipe. To get this gap, jump over the ledge and grind all the way along the quarter pipe.

SODEE POP GAP

Half turn from the start of the level. You will be on the left platform of the big half pipe. Drop in to the half pipe, and make your way up to the top of the right platform. Once up on the right platform, make your way across the bridge, and turn left once you get over it. You should arrive in an area with a bar, with loads of tables and chairs you can crash into. Turn around so that you're facing the half pipe, and move close to the wall on the right. To get this gap, jump onto a wallride on the wall on the right, and then jump about halfway along the wall, and land on the platform of the half pipe.

STAIRSET

Half turn from the start of the level. You will be on the left platform of the big half pipe. Drop in to the half pipe, and make your way up to the top of the right platform. Once up on the platform, ride across the bridge, and turn right once you get over it. Skate along the path and stay to the left. You'll soon come to a set of steps going down. Jump over the steps for this gap.

SURFIN U.S.A.

Go forward from the start of the level and you should come up to a large quarter pipe with a sort of wave on it. Grind over the wave to get this gap.

VAN SECRET AREA KEY

Half turn from the start of the level, and you should be on top of the half pipe. Going off the edge of the half pipe is a curved rail. Grind around the curved rail to get this gap.

WAVE WALL MINIGAP

Go straight forward from the start of the level and you should come up to a large quarter pipe with a sort of wave on it. Grind to the left of the wave. Keep grinding along the rail, and when you're coming to the end of the quarter

pipe, jump and land onto a grind on the next rail that goes along for this gap.

2.7. Philadelphia - Pennsylvania

AWNING GAP

Skate forward from the start of the level, and then go down the steps on the right side of the fountain. Continue skating forward after going down the steps, and you'll soon come to a blue awning. Just under the blue awning are some small planters which can be used as ramps. To get this gap, launch off one of the planters onto a grind on the awning.

BENCH GAP

Turn left from the start of the level, to see a long planter. There are gaps in the planter, where benches have been placed. To get this gap, grind along the planter, jump over the bench, and then land onto another grind on the planter.

CHILLIN' ON THE BALCONY

From the start of the level, grind the top of the wooden ramp, and then drop off the end. Then, after grinding the ramp, jump over the gap between the two green ramps. Immediately after jumping the gap, grind the rail down the steps. At the end of the rail, you should have enough speed to jump all the way from the planter onto the top of the roof, which will get you this gap. The only tricky part about this gap is getting enough speed to jump from the planter onto the balcony. It may be better to build up your speed by doing tricks off various objects, and then coming back to the starting point to try this gap.

DEATH FROM ABOVE

From the start of the level, grind the top of the wooden ramp, and then drop off the end. Then, after grinding the ramp, jump over the gap between the two green ramps. Immediately after jumping the gap, grind the rail down the steps. At the end of the rail, you should have enough speed to jump all the way from the planter onto the top of the balcony. Once you're up on the balcony, go forward and do a wallride on about the middle of wall, then jump up from the wallride onto a grind on top of the balcony. Once you're grinding on top of the balcony, quickly jump off and land on the roof.

Once up on the roof, turn around to face in the direction of the wire. Move over to the right edge of the roof, and then hold triangle so that you start grinding. After grinding the roof, you will start grinding down the wire. After grinding down some of the wire, you'll soon start to pass over the fountain. If you look at the fountain, you will see that it has some pipes leading out from the centre of it. To get this gap, jump from the wire all the way down to a grind on one of the pipes. You won't get this gap if you jump off the wire at an angle. You have to jump straight forward off the wire to get this gap.

EASY POST OLLIE

Skate forward from the start of the level, and you'll soon come to some tall posts. Ignore these, and skate to the right of them. Go down the steps on the right side of the fountain, and skate forward until you come to small posts near the blue awning. The first post that you come to is smaller than the other posts. Jump over the first post to get this gap.

FLATLANDS TECHIN'

Turn right at the start of the level, and skate forward along the path, going past the small green kicker ramps along the way. You'll soon come up to a large set of stairs. Jump over the stairs, and when you land, turn around so that you're facing the stairs you just jumped over. There are four rails going up the stairs. Grind up one of the rails, and then jump off the rail and land into a manual on the flat. Once you've done this, manual in the direction of the funbox, and go to the right of it. Carry on doing a manual all the way down the path until you reach the stairs, to get this gap. This gap is difficult to do as you need to manual so far. It may make things easier if you grind the top of the wooden ramp, or jump over the funbox to get enough speed to make the gap.

FLY BY WIRE

From the start of the level, grind the top of the wooden ramp, and then drop off the end. Then, after grinding the ramp, jump over the gap between the two green ramps. Immediately after jumping the gap, grind the rail down the steps. At the end of the rail, you should have enough speed to jump all the way from the planter onto the top of the balcony. Once you're up on the balcony, go forward and do a wallride on about the middle of wall, then jump up from the wallride onto a grind on top of the balcony. Once you're grinding on top of the balcony, quickly jump off and land on the roof. Once you're up on the roof, turn around so that you're facing in the direction of the wire. Move over to the right edge of the roof, and hold triangle so that you start grinding. After grinding on the roof, you will start grinding down the wire. Grind all the way down the wire to get this gap.

FOUNTAIN PING!

Skate forward from the start of the level, and then go down the steps on the left side of the fountain. Continue skating forward after going down the steps, and you'll soon come to a blue awning which will be on the right. Go to the left of the awning to get to a big quarter pipe. Get some big air on the quarter pipe, and then skate in the direction of the fountain. You will come to a small wooden kicker ramp at the edge of the fountain. Use the kicker ramp to launch you onto a grind on the centre of the fountain.

FUNBOX TRANSFER

Enter the secret skatepark, and get into the main area of the skatepark by using the wooden kicker ramp to launch you over the top of the bowl. There are

two funboxes in the main skatepark area. One in the middle of the park, and one at the left side which has a ledge on it. Ignore the funbox in the middle of the park, and head over to the funbox with the ledge on it. Skate slightly ahead of the funbox, and then turn so that you're facing the funbox. To get this gap, grind up the ledge on the funbox, and then jump from the ledge onto a grind on the curved rail, that goes around the outside of the skatepark.

FUNBOX WHEELIE

Skate forward and slightly to the left at the start of the level to come to the funbox. To get this gap, get into a manual before you reach the funbox, and then manual all the way over the top of the funbox and down the other side.

GRIND OF FAITH

Skate forward from the start of the level, and then go down the steps and jump into the fountain. Once in the fountain, you should notice that there are some pipes leading from the centre of it. To get this gap, grind along one of the pipes, jump over the centre, and then land onto a grind on the other pipe.

GRIND UP DEM STAIRS

Turn right at the start of the level, and skate forward along the path, going past the small green kicker ramps along the way. You'll soon come up to a large set of stairs. Jump over the stairs, and when you land, turn around so that you're facing the stairs you just jumped over. There are four rails going up the stairs. Grind up one of the rails to get this gap.

HOBO GRIND

Enter the secret skatepark, and look for the long rail that goes all the way from near the entrance to the park, all the way up to the half pipe. To get this gap, grind the whole rail.

JUST VISITING

Skate forward from the start of the level until you come up to a big white planter. You can either grind this planter to the right, or grind this planter to the left. Grind the planter to the left, and grind around the first corner in the planter. Keep grinding along the planter, and it will look like you're about to grind off the end of the planter in the direction of the building with the green rails. The planter actually goes very quickly around a corner to the right. Grind around the very small corner to the right, and then jump off the end of the planter, jump the gap, and land on the other planter below.

LITTLE CORNER GRIND

Half turn from the start of the level, and then skate forward until you get to

the road. Once on the road, turn left, and skate forward down the left side of the road until reach the corner going around to the left. On the right wall on the corner is a long rail. To get this gap, do a Boneless to get enough height to grind at the start of the rail, and then grind all the way around corner and off the end of the rail.

LONG STAIR

Skate forward from the start of the level to see some tall posts. Just behind the posts is the top step of the fountain. Drop down off of this step to get to the medium step of the fountain. Drop down off of the medium step to get to the low step of the fountain. Grind the whole step for this gap.

MANUAL STIMULATION

Enter the secret skatepark, and get into the main area of the skatepark by using the wooden kicker ramp to launch you over the top of the bowl. Once you land in the main area of the park, make your way over to the blue humps. Manual over the blue humps to get this gap.

MEDIUM STAIR

Skate forward from the start of the level, and you'll soon come to some tall posts. Just behind the posts is the top step of the fountain. Drop down off of this step to get to the medium step of the fountain. Grind the whole step to get this gap.

PHILLYSIDE BIG BOWL LIP

Enter the secret skatepark, and get into the main area of the skatepark by using the wooden kicker ramp to launch you over the top of the bowl. Once you land in the main area of the park, turn left to see a huge quarter pipe. Do a liptrick on the quarter pipe to get this gap.

PHILLYSIDE HOP

To get this gap, you first have to open the secret skatepark in this level. To do this, turn slightly to the left from the start of the level, go over the funbox, and skate forward along the path until you come to a building with some green rails on it. Go up the path leading to the top level of the building, and you should notice that over the first corner of the green rail is a wire leading up. Jump onto the wire, and after grinding it, it will fall over and smash down the fences which were once blocking the park. Once the fences have been smashed down, enter the park. There will be a small wooden kicker ramp in this area. To get this gap, use the kicker ramp to launch you over the top of the bowl, and into the park.

PHILLYSIDE HP LIP

Enter the secret skatepark, and make your way over to the half pipe, which is in the top right corner of the park. Once you're on the half pipe, skate towards the top of the ramp, and liptrick on either side of the half pipe.

PHILLYSIDE HP TRANSFER

Enter the secret skatepark, and make your way over to the half pipe in the top right corner. Get some big air on the half pipe, then launch over the top of the half pipe and into the area of the park near the blue humps. Alternatively, launch from the area from the blue humps over into the half pipe for this gap.

PHILLYSIDE MID BOWL LIP

Enter the secret skatepark, and get into the main area of the skatepark by using the wooden kicker ramp to launch you over the top of the bowl. Once you land in the main area of the park, skate straight forward until you get to the blue humps. Just to the right of the blue humps is a small quarter pipe. Do a liptrick on the quarter pipe to get this gap.

PHILLYSIDE NEW BOWL LIP

To get this gap, you first have to open the secret skatepark in this level. To do this, turn slightly to the left from the start of the level, go over the funbox, and skate forward along the path until you come to a building with some green rails on it. Go up the path leading to the top level of the building, and you should notice that over the first corner of the green rail is a wire leading up. Jump onto the wire, and after grinding it, it will fall over and smash down the fences which were once blocking the park. Enter the secret skatepark, and get into the main area of the skatepark by using the wooden kicker ramp to launch you over the top of the bowl. Once you land in the main area of the park, skate straight forward past the blue humps, to get to a small quarter pipe. Do a liptrick on the quarter pipe to get this gap.

PILLAR FIGHT

Enter the secret skatepark, and get into the main area of the skatepark by using the wooden kicker ramp to launch you over the top of the bowl. Once in the main area of the skatepark, look around for pillars which have quarter pipes at the base of them. To get this gap, launch as high as you can up the pillar by using the quarter pipes.

PILLAR HOP

Enter the secret skatepark, and get into the main area of the skatepark by using the wooden kicker ramp to launch you over the top of the bowl. Make your way over to the blue humps, and then look for the pillar just to the blue humps. On either side of this pillar is a quarter pipe. To get this gap, start grinding along the quarter pipe before you reach the pillar, jump, and then land onto a grind on the quarter pipe after you reach the pillar.

PLANTER DOUBLE PILLAR GAP

Skate forward from the start of the level, and then go down the steps on the right side of the fountain. Continue skating forward after going down the steps, and you'll soon come to a blue awning. When you get to the awning, turn right, and skate forward until you come to a road. When you get to the road, turn right and skate forward a little way. Then turn around and face the way that you just came from. A planter will be on the left side of the road. Make sure you're going fast, then jump onto a grind along the planter. You'll soon come to a big gap over two posts. Jump from the planter, over the two posts, and land onto a grind on the other planter.

PLANTER TRANSFER

Half turn from the start of the level, and then skate forward until you get to the road. Once on the road, turn left, and skate forward down the left side of the road until you see a high planter up on the left. To get this gap, jump onto a grind on the high planter, and when you get to the end of it, jump forward over the gap and land on the low planter.

POST OLLIE

Skate forward from the start of the level, and you'll soon come to some tall posts. Jump over one of the posts to get this gap.

RAILING TO PLANTER

From the start of the level, grind the top of the wooden ramp and drop off the end. After grinding the ramp, jump over the gap between the two green ramps. After jumping the gap, grind the rail down the steps. At the end of the rail, you should have enough speed to jump all the way from the planter onto the top of the balcony. Once on top of the balcony, turn left so that you see the white railing. To get this gap, grind along the railing to the right, then jump off the end of it and drop all the way down onto a grind on the planter.

ROCKIN' THE STAIRS

Skate forward from the start of the level, and then go down the four sets of steps on the right side of the fountain. Once you get to the bottom of the steps, turn around so that you're facing the steps. To get this gap, jump into a manual on the first step, then jump into a manual on the second step, then jump into a manual on the third step. Then jump up onto the step where the posts are to get this gap.

SHORT STAIR

Skate forward from the start of the level, and you'll soon come to some tall

posts. Just behind the posts is the top step of the fountain. Grind the whole step to get this gap.

STAIR SET

Turn right at the start of the level, and skate forward along the path, going past the small green kicker ramps along the way. You'll soon come up to a large set of stairs. Jump over the stairs to get this gap.

STATUE HOP

Skate forward from the start of the level, and then go down the steps on the right side of the fountain. Continue skating forward after going down the steps, and you'll soon come to a blue awning. Just under the blue awning are some small planters which can be used as ramps. There is a small gap between the planters. To get this gap, jump from one planter, over the gap, and land on the other planter.

TELEPHONE CO. GAP

From the start of the level, grind the top of the wooden ramp, and then drop off the end. Then, after grinding the ramp, jump over the gap between the two green ramps. Immediately after jumping the gap, grind the rail down the steps. At the end of the rail, you should have enough speed to jump all the way from the planter onto the top of the balcony. Once on top of the balcony, turn left so that you see the white railing. To get this gap, grind along the railing to the left, then jump right off the end of it and grind on the telephone wire.

THPS FOUNTAIN GAP

Skate forward from the start of the level, until you get near the red THPS sign. Shortly after the sign is the top step of the fountain. To get this gap, you need to launch from the top step of the fountain down into the fountain.

TRACK SMACK

Enter the secret skatepark, and you should notice that there are lots of rails going around the outside of the park. Some of the rails have gaps between them, such as the ones at the far left of the skatepark. To get this gap, grind along one of the rails, jump the gap, then land in a grind along the other rail.

TRAIN HARD

Enter the secret skatepark, and get into the main area of the skatepark by using the wooden kicker ramp to launch over the top of the bowl. Once you land in the main area of the park, skate forward past the blue humps, to get to a small quarter pipe. Jump on this quarter pipe near the pillar just after the blue humps, and grind all the way around the quarter pipe to get this gap.

UP THE SMALL STEP SET

Skate forward from the start of the level, and then go down the steps on the left side of the fountain. Turn left around the corner in the wall to see a small set of steps, just before the building with the green rails on it. Jump up the steps to get this gap.

WORLDS MOST OBVIOUS GAP

Turn right at the start of the level, and skate forward along the path until you see some green kicker ramps with a large gap between them. To get this gap, just jump the gap between the two kicker ramps.

WORLDS SECOND MOST OBVIOUS GAP

From the start of the level, grind the top of the wooden ramp, and then drop off the end. Then, after grinding the ramp, jump from the first green ramp, all the way over to a grind going down the rail on the stairs. This is a difficult gap, as you need to be going so fast. The best way to get enough speed is to do a combination of grinds on the wooden ramp at the start of the level. Boneless at the first green ramp to get enough height and distance to make the gap.

2.8. The Bullring - Mexico

AIR TORO

Go down the roll-in at the start of the level, and then turn right once you get onto the half pipe. Skate forward until you reach the end of the half pipe, then turn right. Skate forward until you come to the quarter pipe behind the half pipe. On the quarter pipe is a small gap. Way up high above the gap is a roll-in. To get this gap, use the quarter pipe on one side to launch you over the top of the roll-in, and then land on the quarter pipe on the other side.

BIG ENCHILADA MAMA

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, head over to the right side of the half pipe to see the full pipe. Make sure you're going fast, then go all the way around the full pipe. When you come out of the full pipe, you'll be facing a red and white hump. Shortly after the first hump is another red and white hump. To get this gap, use the humps as quarter pipes, and launch from one of the humps to the other.

BOX TO BANANA

Go down the roll-in, and then turn right when you get onto the half pipe. Skate forward until you come to the small wooden ramp next to the stands. To the left of the small wooden ramp is the banana rail quarter pipe. Launch from the small wooden ramp, to a grind on top of the banana rail quarter pipe.

BOX TO RAIL

Go down the roll-in, and then turn right when you get onto the half pipe. Skate forward until you come to the small wooden ramp next to the stands. To the right of the small wooden ramp is a long rail. To get this gap, launch from the small wooden ramp onto a grind on the rail.

CLENCHFEST!

Go down the roll-in at the start of the level, then turn right once you get onto the half pipe. Go over to the quarter pipe where the stands are, and use the banana rail quarter pipe to help you go faster. Once you're going fast enough, launch yourself from the quarter pipe all the way up onto a grind on the rail with the flags on it. To get this gap, grind to the end of the high rail, and jump to a grind on one of the rails that goes across the whole level.

DONT LOOK DOWN!

Go down the roll-in at the start of the level, and then turn right when you get onto the half pipe. Skate forward until you come to the small wooden ramp next to the stands. Use the small wooden ramp to launch you up, over the gate, onto the big kicker ramp on the stands. Go down the kicker ramp, use the quarter pipe on top of the stands to get some speed, and then skate towards the big kicker ramp. Use the kicker ramp to launch you high enough to make it onto a grind on one of the rails that goes all the way across the big half pipe. When you first start grinding along the rail, you'll get the 'Way To Go Amigo' gap. Keep grinding along the rail to get this gap.

ENJOYIN THE VIEW

Go down the roll-in at the start of the level, then turn right once you get onto the half pipe. Go over to the quarter pipe where the stands are, and use the banana rail quarter pipe to help you go faster. Once you're going fast enough, launch from the quarter pipe near the stands, all the way up to a grind on the rail with the flags on it. Grind about half of the rail for this gap.

FINESSE TEST

Go down the roll-in, and then turn right when you get onto the half pipe. Skate forward until you come to the small wooden ramp next to the stands. Use the small wooden ramp to launch you up, over the gate, onto the big kicker ramp on the stands. There are four big kicker ramps around the stands. Start grinding the ledge of the stands, and then jump over the kicker ramp, and land onto a grind on the ledge on the other side. This is a very difficult gap to do, as

you need to make sure you jump off at just the right direction. Try grinding very fast, and then jumping just before you reach the ramp.

GATE GAP

Go down the roll-in, and then turn right when you get onto the half pipe. Skate forward until you come to the gate next to the stands. To get this gap, launch over the gate by using the quarter pipes on either side of it.

GRINDIN THE PIPE

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, head over to the right side of the half pipe to see the full pipe. Skate off the half pipe, and go around to the other side of the full pipe. Then turn around so that you're facing the full pipe. There will be a quarter pipe leading up to the full pipe. To get this gap, use the quarter pipe to launch you onto a grind on the pipe.

JUMPIN DA HUMPS

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, head over to the right side of the half pipe to see the full pipe. Make sure you're going fast, then go all the way around the full pipe. When you come out of the full pipe, you'll be facing a red and white hump. Shortly after the first hump is another red and white hump. To get this gap, use the humps as kicker ramps, and launch forward from the centre of one of the humps to the centre of the other hump.

KINK

Go down the roll-in at the start of the level, and skate over to the left side of the half pipe to come to a sort of huge kicker ramp that is attached to the half pipe. To get this gap, jump over the platform of the big kicker ramp, and land onto a grind on the kinked rail.

LAUNCH TO BANANA

Go down the roll-in at the start of the level, and then turn right when you get onto the half pipe. Skate forward until you come to the small wooden ramp next to the stands. Use the small wooden ramp to launch you up, over the gate, onto the big kicker ramp on the stands. Go down the kicker ramp, use the quarter pipe on top of the stands to get some speed, and then skate towards the big kicker ramp. Use the kicker ramp to launch you over to the right, to land onto a grind on top of the banana rail quarter pipe.

LAUNCH TO RAIL

Go down the roll-in at the start of the level, and then turn right when you get

onto the half pipe. Skate forward until you come to the small wooden ramp next to the stands. Use the small wooden ramp to launch you up, over the gate, onto the big kicker ramp on the stands. Go down the kicker ramp, use the quarter pipe on top of the stands to get some speed, and then skate towards the big kicker ramp. Use the kicker ramp to launch you over to the left, to land onto a grind on the rail.

LAUNCHIN ON UP

Go down the roll-in, and then turn right when you get onto the half pipe. Skate forward until you come to the gate next to the stands. To get this gap, use the small wooden ramp to launch up, over the gate, onto the big ramp on the stands.

LAUNCHIN THE PIPE

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, head over to the right side of the half pipe to see the full pipe. Skate off the half pipe to the right, and go around to the other side of the full pipe. Then turn around so that you're facing the full pipe. There will be a quarter pipe leading up to the full pipe. To get this gap, use the quarter pipe to launch you over the pipe.

LIL WEE WUSSY GAP

Go down the roll-in at the start of the level, and get air on the first side of the half pipe. When you come back down, you should be heading in the direction of the roll-in. Grind the half pipe before you get to the roll-in, then jump the roll-in, and land in a grind on the half pipe after the roll-in.

NAILIN DA RAIL

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, you should be heading in the direction of the roll-in. Go all the way up the roll-in, and aim very slightly to the left or right. To get this gap, you need to launch from the roll-in onto a grind on one of the yellow rails that supports it.

NICE FRIGGIN ANKLES

Go down the roll-in at the start of the level, then turn right once you get onto the half pipe. Go over to the quarter pipe where the stands are, and use the banana rail quarter pipe to help you go faster. Once you're going fast enough, launch yourself from the quarter pipe all the way up onto a grind on the rail with the flags on it. To get this gap, grind to the end of the high rail, and drop all the way down onto a grind on the quarter pipe.

PLAT GAP

Go down the roll-in at the start of the level, and skate over to the left side of the half pipe to come to a sort of huge kicker ramp that is attached to the half pipe. To get this gap, jump over the platform of the big kicker ramp.

RAIL PLAT GAP

Go down the roll-in at the start of the level, and skate over to the left side of the half pipe to come to a sort of huge kicker ramp that is attached to the half pipe. Hold forward as you go up the kicker ramp to land on the platform. There are three kinked rails up on the platform. One that goes down to the left, one that goes down the middle, and one that goes down to the right. To get this gap, grind up the kinked rail on the left, jump the platform, and land on the kinked rail on the right.

RAMP RAIL TO BANANA

Go down the roll-in at the start of the level, and grind along the half pipe to the right. When you're coming near the end of the half pipe, jump off to the left and land onto a grind on top of the banana rail quarter pipe.

RAMP RAIL TO RAIL

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, approach the side of the half pipe with the roll-in, and grind it to the left. When you're coming near the end of the half pipe, jump off and land onto a grind on the rail.

ROLL-IN GAP

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, you should be heading in the direction of the roll-in. To get this gap, you need to start the jump far away from the roll-in, and then land far away from the roll-in on the other side.

TAKIN THE HIGH ROAD

Go down the roll-in at the start of the level, then turn right once you get onto the half pipe. Go over to the quarter pipe where the stands are, and use the banana rail quarter pipe to help you go faster. To get this gap, launch from the quarter pipe near the stands, all the way up onto a grind on the rail with the flags on it.

THREADIN THE NEEDLE

Go down the roll-in at the start of the level, and then turn right once you get onto the half pipe. Skate forward until you reach the end of the half pipe, then turn right. Skate forward until you come to the quarter pipe behind the half pipe. On the quarter pipe is a small gap. High above the gap is a roll-in.

There is a small gap between the yellow rails that support the roll-in. To get this gap, use the quarter pipe on one side to launch through the gap in the yellow rails of the roll-in and land on the quarter pipe on the other side.

TIGHT GAP

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, you should be heading in the direction of the roll-in. Go all the way up the roll-in, and launch forward over the gap, to land on the roll-in going down the other side of the gap. The best way to do this gap, is to go up the half pipe roll-in slowly, and then keep going until you get onto the flat of the roll-in. It makes the gap a lot easier to launch from the flat of the roll-in to the flat of the other roll-in.

UP TO THE STANDS

There are red quarter pipes that go around the edge of the level. Jump up into the stands by launching off one of the quarter pipes to get this gap.

WAY TO GO AMIGO

Go down the roll-in, and then turn right when you get onto the half pipe. Skate forward until you come to the small wooden ramp next to the stands. Use the ramp to go up, over the gate, onto the big kicker ramp on the stands. Go down the kicker ramp, use the quarter pipe on top of the stands to get some speed, and then skate towards the big kicker ramp. Use the kicker ramp to launch you high enough to make it onto a grind on one of the rails that goes all the way across the big half pipe. Start grinding along the rail for get this gap.

WAY TO GO GRINGO!!!

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, head over to the right side of the half pipe to see the full pipe. Make sure you're going fast, then go all the way around the full pipe to get this gap.

WUSSY ROLL-IN GAP

Go down the roll-in at the start of the level, and get some air on the first side of the half pipe. When you come back down, you should be heading in the direction of the roll-in. To get this gap, do a small jump over the roll-in.

2.9.

Chopper Drop - Hawaii

1 POTATO

After dropping out of the helicopter, there will be a ladder in front of you up on top of the platform of the half pipe. To get this gap, use the half pipe to launch up onto a grind on the first rung of the ladder.

2 POTATO

After dropping out of the helicopter, there will be a ladder in front of you up on top of the platform of the half pipe. To get this gap, use the half pipe to launch up onto a grind on the second rung of the ladder.

3 POTATO

After dropping out of the helicopter, there will be a ladder in front of you up on top of the platform of the half pipe. To get this gap, use the half pipe to launch you up onto a grind on the third rung of the ladder.

70FT

Drop out of the helicopter, and skate over to the far left of the half pipe. At one side there will be a huge roll-in, at the other side there will be a small kicker ramp. Make sure you're going fast, and then launch off of the kicker ramp and land on the dock.

80FT

In the same location as the '70ft' gap, but land even further on the dock.

90FT

In the same location as the '70ft' and '80ft' gaps, but land even further on the dock. You will need to get a lot of speed for this one. Do a Boneless off of the kicker ramp to help get the extra height and distance to get the gap.

HELI GRIND

Drop out of the helicopter at the start of the level, and get some air on the first side of the half pipe. Make sure you're going fast, then approach the other side of the ramp and launch forward and slightly at an angle onto a grind on the door of the helicopter.

INTO THE HELI

Drop out of the helicopter at the start of the level, and get some air on the first side of the half pipe. Make sure you're going fast, then approach the other side of the ramp and launch forward into the helicopter.

WHOOMAH

Drop out of the helicopter at the start of the level, and air on the first side of the half pipe. Make sure you're going fast, then approach the other side of the ramp and launch forward onto a liptrick on the door of the helicopter.

2.10.

Skate Heaven

90 DEGREE RAMP RAIL GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Once on Tony's Island, jump up onto the platform on the right side of the half pipe. Go up the little slope in the platform, and then follow the platform around the corner to the left. Stop when you get to the edge of the platform, and look over to the left to see a small platform on the half pipe. To get this gap, jump from the big platform, over the gap, and land in a grind on the small platform.

90 DEGREE SADLANDS RAIL GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead off to the right to the entrance of the snakerun. Take the path on the right, and stop before you enter the snakerun. If you look at the snakerun, the first corner turns sharply around to the left. Enter the snakerun, go around the corner, and then turn around so that you're facing the way you just came. To get this gap, jump up onto a grind on the right edge of the snakerun, and then before you grind around the corner, jump over to a grind on the left edge of the snakerun.

AIRS HOLE

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Once on Tony's Island, keep going straight forward onto the half pipe. Stop as soon as you get on the half pipe, and have a look at the ramp. It's a normal half pipe on the left and right side, but there is also a big section at the far end of the half pipe. To get this gap, go forward, and launch from the big section at the far end of the half pipe over to the left. If everything goes well, you'll float around the outside of the gap and land on the small section of the half pipe.

BENCH GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way past the half pipe. Just after passing the half pipe, stop and look to the right. There will be an island down below. There will also be two blue benches on the island with a small gap between them. Jump over the edge of Tony's Island down to the Sadlands island, and skate up to the blue benches. To get this gap, grind one of the blue benches, jump the small gap, and then land onto a grind on the other blue bench.

BENCH GAP SERIES

Turn left at the start of the level, and skate down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead to the entrance of the snakerun. Keep skating straight along the path, and you'll soon come to a set of benches on the left side of the path. There are some small gaps between the benches. To get this easy gap, just grind along one of the benches, jump the gap, and land on one of the other benches.

BIG FAT GRASSY GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating forward until you come to the snakerun. Ride down the snakerun and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way to the steps at the other end. At the bottom of the steps will be some grass. Go down the steps, and jump over the wide part of the grass for this gap.

BLOWIN IT OUT THE HOLE!

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along and grind up the rail leading to the roof of San Dieguito Hall. You will need a lot of speed to get up on the rail, and may need to do combinations of grinds to get up onto the roof.

Once you get near the roof, the volcano will start erupting. Quickly skate back from San Dieguito Hall to the Wallows area near the start of the level. Launch from the one of the slopes into the erupting volcano to get to the secret area. Once in the secret area, go forward down the path until you get to the big wooden half pipe. Skate onto the right side of the half pipe, and look to the left. One part of the half pipe looks slightly different to the rest of the half pipe. Air over the different part of the half pipe to get this gap.

CHEN RAIL SERIES

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along and grind up the rail leading to the roof of San Dieguito Hall. You will need a lot of speed to get up on the rail, and may need to do combinations of grinds to get up onto the roof.

Once you get near the roof, the volcano will start erupting. Quickly skate back from San Dieguito Hall to the Wallows area near the start of the level. Launch from the one of the slopes into the erupting volcano to get to the secret area. Once in the secret area, go forward down the path until you get to the big wooden half pipe. Skate onto the right side of the half pipe, and look to the right. There will be a roll-in. To get this gap, grind along the half pipe, jump the roll-in, and then land onto a grind on the half pipe.

CLEANING THE PIPES

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun until you reach the full pipe. To get this gap, you need to ride all the way around the full pipe. This can be very difficult to do, as the full pipe in this level is very big. There are two ways of doing it. The first way is to get as much speed as you can, and try going around the full pipe that way. The other way is to not get as much speed, and then do a Boneless as you get about quarter of the way up the full pipe.

CLEARING THE SWINGS

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead down to the right. Take the path down to the right, and follow it along until you see some swingrails. There are two swingrails, one on the left, and one on the right. There is a path going up between the two swingrails. Go up the path, and follow it along until you come to a big funbox. Get some big air on the funbox, and then skate back towards the swingrails. Use the small gray slopes to launch over the top of one of the swingrails.

DOWN 2 TONYS ISLAND

At the start of the level, skate forward through the middle of the radramp, and turn left just before you get to the big bowls. Skate around the side of the bowls until you come to the edge of the island. Look over the edge to see Tony's Island down below. To get this gap, just jump from the island with the bowls on it down to Tony's Island.

DROPPING IN ON TONY

At the start of the level, skate forward through the middle of the radramp, and turn left just before you get to the big bowls. Skate around the side of the bowls until you come to the edge of the island. Look over the edge to see Tony's Island down below. On Tony's Island there is a big half pipe. Jump from the island with the bowls on it down to the half pipe on Tony's Island.

FEED ME!!!

Turn left at the start of the level, and skate down the path until you come to a small kicker ramp on the right side of the path. Go down the small slope just after the kicker ramp, and then turn left and use the small gray slope in front of you as a quarter pipe. To get this gap, go straight forward after coming down from the gray slope, and launch forward from the other gray slope all the way into the volcano.

FENCE 2 RADRAMP

Turn left at the start of the level to see a small fence up on the grassy bank near the volcano. To get this gap, grind along the top of the fence, and then jump from the top of the fence onto a grind on the Radramp.

GRASSY GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating forward until you come to the snakerun. Skate down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way to the steps at the other end. At the bottom of the steps will be some grass. Go down the steps and jump over the small part of the grass for this gap.

GUTTER 2 SAN DIEGUITO ROOF

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along and grind along the rail. When you come to the corner in the rail, jump off and land onto a grind on the edge of San Dieguito Roof to get this gap.

GUTTER 2 SAN DIEGUITO ROOF

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house,

and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along, and jump off the end of Tony's roof onto the San Dieguito Roof to get this gap.

HOUSE OF TONY 2 SADLANDS

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along and jump off the top right corner of the roof. Land on the Sadlands island to get this gap.

ISLE OF TONY 2 EDGE

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way past the half pipe. Just after passing the half pipe, stop and look to the right. There will be an island down below. To get this gap, air over the edge of Tony's Island down onto a grind on the edge of the Sadlands island.

ISLE OF TONY 2 SADLANDS

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way past the half pipe. Just after passing the half pipe, stop and look to the right. There will be an island down below. To get this gap, air over the edge of Tony's Island down to the Sadlands island.

JUMPIN DA HUB

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead down to the right. Take the path down to the right, and follow it along until you see some swingrails. There are two swingrails, one on the left, and one on the right. There is a path going up between the two swingrails. Go up the path, and follow it along until you come to a big funbox. Get some big air on the quarter pipe behind the funbox, and then launch over the top of the funbox to get this gap.

KICKER 2 RAIL

Turn left at the start of the level, and skate down the path until you come to

a small kicker ramp on the right side of the path. Launch from the kicker ramp, all the way over to a grind on the rail going down the grassy bank.

KICKER 2 RAILSPAN

Turn left at the start of the level, and skate down the path. Go past the small kicker ramp on the right side of the path, and keep going until you come to another kicker ramp in the middle of the path. You can either go up this kicker ramp to the left or right. To get this gap, launch from the kicker ramp to the left, all the way over to a grind on the rail going down the grassy bank. It makes this gap a lot easier if you do the 'Kicker 2 Rail' gap first, as it will line you up for this gap.

LONGRAIL

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, turn around so that you're facing in the direction of the full pipe. Hold triangle, and then move over to the edge of the roof to start grinding along the rail. Keep grinding along the rail as it goes around to the right side of the full pipe. When you come to the end of the rail, jump off and land onto a grind on the edge of the snakerun.

MID INTERSECT SAD GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead to the entrance of the snakerun. Enter the snakerun. Go along the snakerun until you come to a gap on the left edge of the snakerun. Skate past the gap, and carry on skating forward until you come another gap on the left and right edge of the snakerun. Jump up onto a grind on one the edge of the snakerun before the gap, jump the gap, then land onto a grind on the edge of the snakerun after the gap.

NORTHEAST SNAKE GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead to one of the entrances of the snakerun. Enter the snakerun, and go through it until you come to the first path on the left. Exit the snakerun by going through the path. Go a little way forward, and then turn around so that you're facing the path. There are small slopes on either side of the snakerun. Use the small slopes to launch over the snakerun.

NORTHERN CROSSOVER SAD GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead to the entrance of the snakerun. Enter the snakerun. Go along the snakerun until you come to a gap on the left edge of the snakerun. Just after you pass the gap, jump up onto a grind on the right edge of the snakerun. Keep grinding along until you come to the corner in the edge. When you come to the corner, jump from the right edge, and grind on the left edge.

NORTHERN INTERSECT SAD GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead to the entrance of the snakerun. Enter the snakerun. Go along the snakerun until you come to a gap on the left edge of the snakerun. To get this gap, jump up onto a grind on the edge before the gap, jump the gap, and then land onto a grind on the edge after the gap.

NORTHERN SWINGRAIL

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead down to the right. Take the path down to the right, and follow it along until you see some swingrails. There are two swingrails, one on the left, and one on the right. Grind the swingrail on the left for this gap.

NORTHWEST SNAKE GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead to one of the entrances of the snakerun. There are small slopes on either side of the snakerun. To get this gap, use the small slopes to launch you over the entrance of the snakerun.

OFF THE ROOF 2 RAIL

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along and jump off the top right corner of the roof. Drop down to a grind on the bench on the Sadlands island for this gap.

OVER THE DOME

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. There is a small gray slope that surrounds the outside of the red dome. To get this gap, use the small gray slope to launch over the top of the red dome.

PIT O DOOM!!!

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead down to the right. Take the path down to the right, and follow it along until you see some swingrails. There are two swingrails, one on the left, and one on the right. Go over to the one on the right, and do a big air on the quarter pipe behind it. After coming down from the quarter pipe, go under the swingrail and you should be coming up to a big gray slope. On the other side of the slope is a massive hole. To get this gap, launch from the gray slope all the way over the hole.

PLATFORM GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Once on Tony's Island, jump up onto the platform on the right side of the half pipe. Go up the little slope in the platform, and then follow the platform around the corner to the left. Stop when you get to the edge of the platform, and look over to the left to see a small platform on the half pipe. Jump from the big platform, over the gap, and land on the small platform.

RAIL 2 KICKER 2 RAIL 2 BENCH

Continuing on from the 'Kicker 2 Railspan' gap, jump off the end of the rail to the left, and land onto a grind on the bench to get this gap.

RADRAMP 2 ISLANDS EDGE

The Radramp is straight in front of you at the start of the level. Get some air on the left side of the Radramp, then approach the other side and grind to the left. When you get near the end of the grind on the Radramp, jump off slightly to the right and land onto a grind on the edge of the island to get this gap.

RADRAMP 2 SNAKERUN

The Radramp is straight in front of you at the start of the level. Get some air on the left side of the Radramp, then approach the other side and grind to the left. When you get near the end of the grind on the Radramp, drop off and land onto a grind on the top step. Keep grinding along the top step, and then drop off the end of the step onto a grind on the other top step. When you come to

the end of the grind on the other top step, drop off the end of the step and land onto a grind going up the edge of the snakerun to get this gap. This gap is actually very easy to do, as you don't need to jump at all. Just make sure you're going fast, and hold triangle from the Radramp, down to the steps, and onto the edge of the Snakerun.

RAIL 2 SNAKERUN

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Go forward, and then turn around so that you're facing the full pipe. There is a small kicker ramp going up the right side of the full pipe. Go up the kicker ramp, and launch onto the rail that goes along the right side of the full pipe. Keep grinding along the rail until you come to the end of it, and then jump off the rail and land onto a grind on the edge of the snakerun.

RAMP 2 RAIL

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Once on Tony's Island, jump up onto the platform on the right side of the half pipe. Go up the little slope in the platform, and then turn around so that you're facing in the direction of the full pipe. There will be a rail at the left of the half pipe. Grind along this, and when you're coming to the end of the rail, jump off onto a grind on the rail that goes around the right side of the full pipe.

RAMP RAIL GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Once on Tony's Island, keep going straight forward onto the half pipe. Stop as soon as you get on the half pipe, and have a look at the ramp. On the left side of the half pipe there is a small gap. To get this gap, grind along the half pipe, jump the gap, and then land onto a grind on the half pipe.

REVERSE WUSSY SNAKE GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the full pipe. Once you get to the full pipe, turn around so that you're facing the snakerun. Skate up the snakerun until you come to the corner that leads around to the right near the full pipe. Air over the corner by holding forward as you jump for this gap.

REVERSE ZAG GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the full pipe. Once you get to the full pipe, turn around so that you're facing the snakerun. Skate up the snakerun until you get to the corner that leads to the left near the middle of the snakerun. Air over the corner by holding forward as you jump. Do a large air over the corner to get this gap.

REVERSE ZIG GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the full pipe. Once you get to the full pipe, turn around so that you're facing the snakerun. Skate up the snakerun until you get to the corner that leads around to the right near the end of the snakerun. Air over the corner by holding forward as you jump. Do a large air over the corner to get this gap.

RIMRAIL GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead down to the right. Take the path down to the right, and follow it along until you see some swingrails. There are two swingrails, one on the left, and one on the right. There is a path going up between the two swingrails. Go up the path, and follow it along until you come to a big funbox. Surrounding the outside of the funbox area is a small gray slope. You can grind the top of the gray slope. Get up some speed by using the funbox as a quarter pipe, and then start grinding along the slope. Grind along until you reach the gap between the slope. To get this gap, jump from the grind on the slope, over the gap, and land onto a grind on the other slope.

SADLANDS 2 SAN DIEGUITO HALL

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way to the steps at the other end. Once you get near the top of the steps, stop and look to the right. There will be an island down below. Jump down from the hall to the island below, skate forward, and then turn around so that you're facing the way you just came. To get this gap, use the small grassy slope at the edge of the Sadlands island to launch up to the hall.

SADLANDS PATH GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead down to the right. Take the path down to the right. This is the path you have to jump over to get this gap. Go down to the bottom

of the path, and turn around so that you're facing the path. To get this gap, use the small gray slope on the one side of the path as a quarter pipe, launch over the path, and land on the small gray slope on the other side of the path.

SADLANDS UP 2 ISLE OF TONY

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way past the half pipe. Just after passing the half pipe, stop and look to the right. There will be an island down below. Jump down from Tony's Island to the island below, skate forward, and then turn around so that you're facing the way you just came. To get this gap, use the small grassy slope at the edge of the Sadlands island to launch you up onto Tony's Island.

SAN DIEGUITO HALL 2 EDGE

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way to the steps at the other end. Once you get near the top of the steps, stop and look to the right. There will be an island down below. To get this gap, air from the hall down to a grind on the edge of the island.

SAN DIEGUITO HALL 2 SADLANDS

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way to the steps at the other end. Once you get near the top of the steps, stop and look to the right. There will be an island down below. To get this gap, air from the hall down to the island.

SAN DIEGUITO ROOF 2 EDGE

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along, and jump off the end of Tony's roof onto the San Dieguito Roof. To get this gap, air over the edge of San Dieguito Roof down onto a grind on the edge of the Sadlands island.

SAN DIEGUITO TEN SET

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way to the steps at the other end. Jump over the steps for this gap.

SAN DIEGUITO WINDOW 2 SADLANDS

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going forward once you get to Tony's Island, and skate all the way to the steps at the other end. Just to the right of the top of the steps is a window. Jump through the window, and land on the Sadlands island for this gap.

SOUTHERN CROSSOVER SAD GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead to the entrance of the snakerun. Enter the snakerun. Go along the snakerun until you come to a gap on the left edge of the snakerun. Skate past the gap, and carry on skating forward until you come another gap on the left and right edge of the snakerun. Go past this gap, and skate forward until you come to another gap on the left edge of the snakerun. Once you pass this gap, jump up onto a grind of the right edge of the snakerun. Keep grinding along until you come to the corner in the edge. When you come to the corner, jump from the right edge, and land onto a grind on the left edge.

SOUTHERN INTERSECT SAD GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn slightly to the right before you get to the dome, and then enter the snakerun. Go along the snakerun until you come to a gap on the right edge of the snakerun. To get this gap, jump up onto a grind on the edge before the gap, jump the gap and grind on the edge after the gap.

SOUTHERN SNAKE GAP

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn right before you get to the dome, and go through into the entrance of the snakerun. This part of the snakerun is the part you have to jump over to get the gap. To do this, drop down over to the left when you come to the first corner in the snakerun, go forward, and then turn around so that you're facing the entrance of the snake run nearest San Dieguito Hall. To get this gap, use the big gray slope on the left to launch over the snakerun, and land on the small gray slope on the right.

SOUTHERN SWINGRAIL

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead down to the right. Take the path down to the right, and follow it along until you see some swingrails. There are two swingrails, one on the left, and one on the right. Grind the swingrail on the right for this gap.

SWINGING THE SET

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. Turn left before you get to the dome, and go along until you come to a junction in the path. One way will lead straight on, and the other way will lead down to the right. Take the path down to the right, and follow it until you see some swingrails. There are two swingrails, one on either side with a path going up between the two swingrails. Go up the path, and follow it along until you come to a big funbox. Get some big air on the funbox, and then skate back towards the swingrails. To get this gap, use the small gray slopes to launch up to a grind on one of the swingrails.

THE HOLY CRAIL

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along and grind up the rail leading to the roof of San Dieguito Hall. You will need a lot of speed to get up on the rail, and may need to do combinations of grinds to get up onto the roof.

Once you get near the roof, the volcano will start erupting. Quickly skate back from San Dieguito Hall to the Wallows area near the start of the level. Launch from the one of the slopes into the erupting volcano to get to the secret area. Once in the secret area, go forward down the path until you get to the big wooden half pipe. Skate onto the right side of the half pipe, and look to the right. There will be a roll-in. Air over the roll-in to get this gap.

TIGHT LANDING

Turn left at the start of the level, and skate down the right side of the path until you get to the small kicker ramp with the 'Sadlands' sign just behind it. To get this gap, launch from the kicker ramp slightly over to the right, and land on the small platform next to the door that leads to the bottom of the steps of San Dieguito Hall.

TIME 2 FEED THE VOLCANO!!!

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to

launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along and grind up the rail leading to the roof of San Dieguito Hall. You will need a lot of speed to get up on the rail, and may need to do combinations of grinds to get up onto the roof. Once you get near the roof, you will get this gap.

TOP OF DA WORLD MA!!!

Turn left at the start of the level, and skate all the way down the path until you see the small red dome. There is a small gray slope that surrounds the outside of the red dome. To get this gap, use the small gray slope to launch up onto a grind on the top of the red dome.

TUNNEL OF LUVIN

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house. Once up on the top of the house, skate along and grind up the rail leading to the roof of San Dieguito Hall. You will need a lot of speed to get up on the rail, and may need to do combinations of grinds to get up onto the roof. Once you get near the roof, the volcano will start erupting.

Quickly skate back from San Dieguito Hall to the Wallows area near the start of the level. Launch from the one of the slopes into the erupting volcano to get to the secret area. Once in the secret area, go forward down the path until you get to the big wooden half pipe. Skate onto the right side of the half pipe, and look to the left. One part of the half pipe looks slightly different to the rest of the half pipe. Air over the different part of the half pipe to get the 'Blowin It Out The Hole!' gap. Once you've got the gap, there will be a tunnel in the ramp. Go through the tunnel to get this gap.

UP 2 COMBI

At the start of the level, skate forward through the middle of the radramp, and turn left just before you get to the big bowls. Skate around the side of the bowls until you come to the edge of the island. Look over the edge to see Tony's Island down below. On Tony's Island there is a big half pipe. Jump from the island with the bowls on it, down to the half pipe on Tony's Island. Once you've done this, get some big air on the one side of the half pipe, and then approach the other side of the half pipe. To get this gap, launch from the half pipe all the way up to the island with the bowls on it.

UP 2 PIPE RAIL

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the corner that leads around to the left at the

end of the snakerun near the full pipe. Launch over the corner of the snakerun, and grind on the rail going along the side of the full pipe.

WEAK SAUCE WUSSY SNAKE GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the corner that leads around to the left at the end of the snakerun near the full pipe. Air over the corner by holding forward as you jump. You only need to do a small air over the corner to get this gap.

WEAK SAUCE ZAG GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the corner that leads around to the right near the middle of the snakerun. Air over the corner by holding forward as you jump. You only need to do a small air over the corner to get this gap.

WEAK SAUCE ZIG GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the corner that leads around to the left near the beginning of the snakerun. Air over the corner by holding forward as you jump. You only need to do a small air over the corner to get this gap.

WOOHOO OH HO YEEHEE!!!

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Keep going straight forward once you get to Tony's Island, and skate all the way to the steps at the other end. Before you get to the steps, turn to the left, and skate forward in the direction of the volcano. When you get near the edge of Tony's Island, turn around so that you're facing San Dieguito Hall. You should notice a big wall going down the side of the hall. At the end of the wall is a small platform. To get this gap, jump from Tony's Island onto a wallride on the side of San Dieguito Hall, and then jump from the wallride to land on the small platform at the end of the wall.

WUSSY SNAKE GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the corner that leads around to the left at the end of the snakerun near the full pipe. Air over the corner by holding forward as you jump. Do a large air over the corner to get this gap.

ZAG GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the corner that leads around to the right near the middle of the snakerun. Air over the corner by holding forward as you jump. Do a large air over the corner to get this gap.

ZIG GAP

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate down the snakerun until you come to the corner that leads around to the left near the beginning of the snakerun. Air over the corner by holding forward as you jump. Do a large air over the corner to get this gap.

=====

3. Special Tricks

=====

BOB BURNQUIST

One Foot Smith : Right, Down + Triangle
Racket Air : Left, Down + Circle
Rocket Tailslide : Up, Down + Triangle

STEVE CABALLERO

FS 540 : Right, Left + Circle
Hang Ten : Right, Up + Triangle
Triple Kickflip : Up, Left + Square

KAREEM CAMPBELL

Casper : Left, Down + Circle
Ghetto Bird : Down, Up + Square
Nosegrind to Pivot : Down, Up + Triangle

RUNE GLIFBERG

Christ Air : Left, Right + Circle
Kickflip 1 Foot Tail : Left, Down + Square
One Foot Bluntside : Left, Up + Triangle

TONY HAWK

Overturn : Down, Left + Triangle
Sacktap : Up, Down + Circle
The 900 : Right, Down + Circle

ERIC KOSTON

Indy Frontflip : Down, Up + Circle
Pizza Guy : Down, Left + Circle
The Fandangle : Right, Down + Triangle

BUCKY LASEK

Fingerflip Airwalk : Left, Right + Circle
One Foot Japan : Up, Right + Circle
The Big Hitter : Left, Down + Triangle

RODNEY MULLEN

Casper to 360 Flip : Down, Right + Circle
Freestylin : Down, Right + Circle (while skating slowly)
Heelflip Darkslide : Right, Left + Triangle
Nollieflip Underflip : Down, Left + Square

CHAD MUSKA

Hurricane : Down, Right + Triangle
Muska Nose Man : Right, Up + Circle
Mute Backflip : Up, Down + Circle

ANDREW REYNOLDS

Hardflip Late Flip : Up, Down + Square
Nosegrab Tailslide : Up, Down + Triangle
Triple Heelflip : Up, Right + Square

GEOFF ROWLEY

Double Hardflip : Right, Down + Square
Half Flip Casper : Right, Left + Square
Rowley Darkslide : Left, Right + Triangle

ELISSA STEAMER

Hospital Flip : Left, Right + Square

Indy Backflip : Up, Down + Circle
Madonna Tailslide : Up, Left + Triangle

JAMIE THOMAS

Beni Fingerflip Crooks : Down, Up + Triangle
Laser Flip : Down, Right + Square
One Foot Nose Manual : Left, Up + Circle

80'S TONY HAWK

Layback Grind : Right, Left + Triangle
Pogo Air : Left, Right + Circle
The 900 : Right, Down + Circle

OFFICER DICK

Assume The Position : Up, Down + Circle
Lazy A. Grind : Left, Down + Triangle
Salute!!! : Left, Down + Circle

PRIVATE CARRERA

Double Splits : Right, Down + Circle
Fifty-5 Ho Slide : Right, Down + Triangle
Ho Ho Handplant : Left, Right + Triangle

SPIDER-MAN

Spidey Flip : Up, Down + Circle
Spidey Grind : Left, Right + Triangle
Spidey Varial : Left, Right + Square

=====

4. Secret Areas

=====

THE HANGAR - MULLET FALLS, MONTANA

1: Go down the roll-in at the start of the level, and at the right side of the half pipe there will be a propeller. Grind the propeller, and the secret area will open.

2: Go down the roll-in at the start of the level, and turn left so that you're skating towards the glass. Smash through the glass to arrive in the area

with the helicopter. There is a propeller on the helicopter. Grind the propeller, and it will cause the helicopter to fly away. Once it's gone, you should notice that the door that was once closed in this area. Go outside, and jump high on the quarter pipe.

SCHOOL 2 - SOUTHERN CALIFORNIA

1: At the start of the level, skate straight forward, and go to the right of the planter with the tree on it. There will be two tunnels with rails going down them. Take the right tunnel, and when you come out of it, turn left, and go along until you come to a slope leading up to the right. Go up the slope, turn right, and you'll come to a quarter pipe. Get a lot of speed by doing a big trick on the quarter pipe, and then go straight forward and you'll see a gap in the building. You need to use the planter to launch up onto the roof of the building. Next, jump the huge gap over the roof, and drop down over the next roof to arrive in the secret area.

2: This secret area is a big gym. To enter the gym, you have to grind the 'Roll Call! Opunsezmee Rail!' when the bell rings. Head over to the rail and start grinding it when the timer is on about 1:41. If all goes well, the gym doors should open. Turn left when you get off the rail, then go straight forward and into the gym.

CONTEST 1 - MARSEILLE, FRANCE

To open this secret area, go straight forward from the start of the level and jump up over the wooden ledge. You will land on a grassy area with lots of trees. Skate through the stick next to the lamp, and the lamp will fall through the fence. Go through the newly opened fence, and drop down into the mysterious hole. You will arrive in the secret area.

NY CITY - NEW YORK

1: First of all, you need to get 5 Subway Tokens, which can be collected in Career Mode. Then, go forward from the start of the level, and skate all the way up the road until you reach a wall. Do a wallride on the wall, and then quickly jump up into a grind on top of the wall. Once you're grinding on top of the wall, jump over and ride along the top of the wall until you drop down into the secret area.

2: First of all, you need to get 5 Subway Tokens, which can be collected in Career Mode. Head straight forward from the start of the level, and go to the right of the first pillar. The escalator will be on your right, so go a little way in front of it, then turn around so that you're facing it. Go up the escalator to arrive at this secret area.

VENICE BEACH - CALIFORNIA

Turn left at the start of the level, and head down the slope next to the kinked ledge to end up in the area with a long quarter pipe. Use the quarter pipe to launch over the wall at the far right corner to land on a path going around the building, which leads to the secret area.

SKATESTREET - VENTURA

- 1: Make your way over to the half pipe in this level, and once you're on it, grind along the top of the ramp, and around the curved rail to get the 'Van Secret Area Key' gap. This will open the first secret area just before the huge vert wall.
- 2: Go forward from the start of the level and you should come up to a large quarter pipe with a sort of wave on it. Grind to the left of the wave. Keep grinding along the rail, and when you're coming to the end of the quarter pipe, jump and land onto a grind on the next rail that goes along. Keep grinding this rail to get the 'Rail Secret Area Key' gap. This will open up a secret area just to the left of the big quarter pipe with the wave on it.

PHILADELPHIA - PENNSYLVANIA

To open this secret area, turn slightly left at the start of the level, go over the funbox, and skate forward along the path until you come to a building with some green rails on it. Go up the path leading to the top level of the building and you should notice that over the first corner of the green rail is a wire leading up. Jump onto the wire, and after grinding it, it will fall over and smash down the fences which were once blocking the secret skatepark.

CHOPPER DROP - HAWAII

Drop out of the helicopter, and skate over to the far left of the half pipe. At one side there will be a huge roll-in, at the other side there will be a small kicker ramp. Make sure you're going fast, and then launch off of the kicker ramp and land on the dock. Not much of a secret area, but at least it lets you skate away from the half pipe.

SKATE HEAVEN

At the start of the level, skate forward through the middle of the radramp, and carry on skating straight forward until you come to the snakerun. Skate all the way down the snakerun, and then go through the full pipe to arrive at Tony's Island. Use the small bump just to the right of where you exit the full pipe to launch you up onto the top of Tony's house. You may need to wallride the house, and then jump up from the wallride to get on top of Tony's house.

Once up on the top of the house, skate along and grind up the rail leading to the roof of San Dieguito Hall. You will need a lot of speed to get up on the rail, and may need to do combinations of grinds to get up onto the roof. Once near the roof, the volcano will start erupting. Quickly skate back from San Dieguito Hall to the Wallows area near the start of the level. Launch from the one of the slopes into the erupting volcano to get to this secret area.

=====

=====

80'S TONY HAWK VIDEO

To watch the 80's Hawk video, just complete the final competition in Mexico with 80's Tony Hawk.

NEVERSOFT BAILS VIDEO

Complete the game with Officer Dick to unlock this video of Neversoft skating, and also falling as well.

NEVERSOFT MAKES VIDEO

Complete the game with Private Carrera to unlock this video of Neversoft skating.

MCSQUEEB

Beat the game with Tony Hawk to unlock this cheat. McSqueeb is 80's Tony Hawk. That is, he's dressed like Tony Hawk was in the 80's, and even has some of the old 80's tricks that Tony Hawk used to do.

PRIVATE CARRERA

Get all of the gaps in the eight normal levels of the game to get Private Carrera.

SPIDER-MAN

Complete Career Mode 100% with a created skater to get Spider-Man.

OFFICER DICK

Complete Career Mode 100% for the first time with any of the twelve normal characters to get Officer Dick.

SKIP TO RESTART

Complete Career Mode 100% for the second time to get the Skip to Restart Cheat. You can use this cheat to start in certain points around the level.

KID MODE

Complete Career Mode 100% for the third time to get Kid Mode. This makes the characters a lot smaller, and also gives them better balance.

PERFECT BALANCE

Complete Career Mode 100% for a fourth time to get Perfect Balance. This gives you perfect balance on grinds and manuals.

ALWAYS SPECIAL

Complete Career Mode 100% for a fifth time to get the Always Special cheat.

STUD

Complete Career Mode 100% for a 6th time to get the Stud cheat. This gives your character maximum statistics.

WEIGHT MODE

Complete Career Mode 100% for a 7th time to get the Weight cheat.

WIREFRAME MODE

Complete Career Mode 100% for an 8th time to get the Wireframe cheat.

SLOW-NIC

Complete Career Mode 100% for a 9th time to get the Slow-Nic cheat. The game plays at normal speed when you are just skating normally, and then switches to slow motion when you do a trick.

BIG HEAD

Complete Career Mode 100% for a 10th time to get the Big Head cheat.

SIM MODE

Complete Career Mode 100% for an 11th time to get the Sim Mode cheat. It makes the game more realistic, in the way that you don't jump as high or as far as you can normally.

SMOOTH CHEAT

Complete Career Mode 100% for a 12th time to get the Smooth cheat.

MOON PHYSICS

Complete Career Mode 100% with Officer Dick get the Moon Physics cheat.

LEVEL FLIP

Complete Career Mode 100% with Spider-Man to get the Level Flip cheat.

DISCO MODE

Complete Career Mode 100% with Private Carrera to get the Disco Mode cheat.

CHOPPER DROP, HAWAII

Get golds in every competition, with all characters except Private Carrera.

SKATE HEAVEN

Complete Career Mode 100% with every character except Private Carrera. This is a massive secret level, set in space.

=====

6. Copyright Information

=====

This file is Copyright 2000-2008 Tom Hayes. As it can be difficult to keep track of websites that haven't posted the latest version of this file, please do not distribute it without my permission. Send an e-mail to me if you would like to post this file on your website and you will likely receive a positive response. If you do post the file, please keep it in its original form with all of the sections intact and credit the author (Tom Hayes) as the writer of the file. The latest version of the file can be found at www.gamefaqs.com.