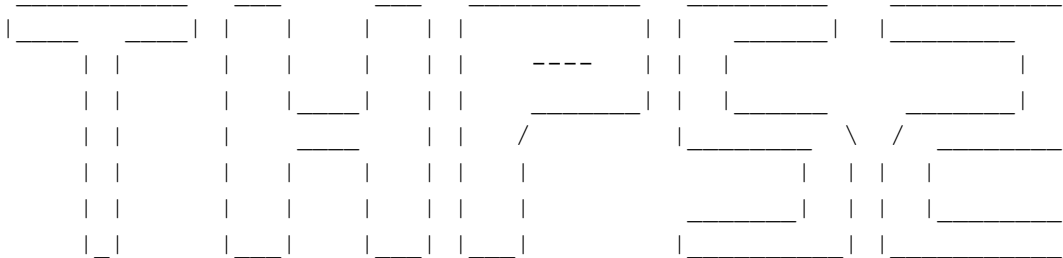


# Tony Hawk's Pro Skater 2 Park Editor Guide

by PoWeRMaN5000

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



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### 1. INTRODUCTION

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In this FAQ, I will teach you how to create a park just for you!  
Please read below for more information.

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### 2. GETTING STARTED

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From the main menu go over to Park Editor and tap X. Once loaded you are now ready to create your park.

Here are the controls:

- Up: Moves Piece/Gap Up
- Down: Moves Piece/Gap Down
- Right: Moves Piece/Gap Right
- Left: Moves Piece/Gap Left
- X: Places Piece
- Square: Rotates View



### 3. PIECES

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The piece in Park Editor are:

#### Set 1 - Starts

- Piece 1 - Player 1 Start Point
- Piece 2 - Player 2 Start Point
- Piece 3 - Horse Start Point

#### Set 2 - Gap

- Piece 1 - Gap Creation Piece

#### Set 3 - Risers

- Piece 1 - Low Quad
- Piece 2 - Low Double
- Piece 3 - Low Single
- Piece 4 - Medium Quad
- Piece 5 - Medium Double
- Piece 6 - Medium Single
- Piece 7 - High Quad
- Piece 8 - High Double
- Piece 9 - High Single

#### Set 4 - Quarter Pipes (metal)

- Piece 1 - Low Quad
- Piece 2 - Low Single
- Piece 3 - Low Corner
- Piece 4 - Low Outside Corner
- Piece 5 - Low Single Low Side Rail
- Piece 6 - Low Single High Side Rail
- Piece 7 - Low Single Low Rail
- Piece 8 - Low Single High Rail
- Piece 9 - Low Rollin
- Piece 10 - High Quad
- Piece 11 - High Single
- Piece 12 - High Corner
- Piece 13 - High Outside Corner
- Piece 14 - Low to High
- Piece 15 - High to Low
- Piece 16 - Low Spine
- Piece 17 - Low Hump

#### Set 5 - Quarter Pipes (wood)

- Piece 1 - Low Quad
- Piece 2 - Low Single
- Piece 3 - Low Corner
- Piece 4 - Low Outside Corner
- Piece 5 - Low Single Low Side Rail
- Piece 6 - Low Single High Side Rail
- Piece 7 - Low Single Low Rail
- Piece 8 - Low Single High Rail
- Piece 9 - Low Rollin
- Piece 10 - High Quad
- Piece 11 - High Single
- Piece 12 - High Corner

Piece 13 - High Outside Corner  
Piece 14 - Low to High  
Piece 15 - High to Low  
Piece 16 - Low Spine  
Piece 17 - Low Hump

Set 6 - Rails

Piece 1 - Low Quad  
Piece 2 - Low Single  
Piece 3 - Low Angle  
Piece 4 - Low Corner  
Piece 5 - Low Junction  
Piece 6 - Low Double Slope  
Piece 7 - High Double Slope  
Piece 8 - Low Single Slope  
Piece 9 - High Single Slope  
Piece 10 - High Quad  
Piece 11 - High Single  
Piece 12 - High Angle  
Piece 13 - High Corner  
Piece 14 - High Junction  
Piece 15 - Low Double Slope  
Piece 16 - High Double Slope  
Piece 17 - Low Single Slope  
Piece 18 - High Single Slope

Set 7 - Offset Rails

Piece 1 - Low Quad  
Piece 2 - Low Single  
Piece 3 - Low Angle  
Piece 4 - Low Corner  
Piece 5 - High Quad  
Piece 6 - High Single  
Piece 7 - High Angle  
Piece 8 - High Corner

Set 8 - Low Walls

Piece 1 - Low Double  
Piece 2 - Low Single  
Piece 3 - Medium Double  
Piece 4 - Medium Single

Set 9 - Slopes

Piece 1 - Low Single  
Piece 2 - Low Single Low Rail  
Piece 3 - Low Single High Rail  
Piece 4 - Low Single Corner  
Piece 5 - Low Double  
Piece 6 - Low Double Low Rail  
Piece 7 - Low Double High Rail  
Piece 8 - Low Double Corner  
Piece 9 - High Single  
Piece 10 - High Single Low Rail  
Piece 11 - High Single High Rail  
Piece 12 - High Single Corner  
Piece 13 - High Double

Piece 14 - High Double Low Rail  
Piece 15 - High Double High Rail  
Piece 16 - High Double Corner

Set 10 - Stairs

Piece 1 - Double Set  
Piece 2 - Double Set Low Rail  
Piece 3 - Double Set High Rail  
Piece 4 - Double Set Corner  
Piece 5 - Double Set Inside Corner  
Piece 6 - Double Set High Inside Corner  
Piece 7 - Quad Set  
Piece 8 - Quad Set Low Rail  
Piece 9 - Quad Set High Rail  
Piece 10 - Quad Set Corner  
Piece 11 - Quad Set Inside Corner  
Piece 12 - Quad Set High Inside Corner

Set 11 - Pools

Piece 1 - Bowl  
Piece 2 - Pool  
Piece 3 - Clover Pool  
Piece 4 - Side  
Piece 5 - Corner  
Piece 6 - Outside Corner  
Piece 7 - Floor  
Piece 8 - Pungee Pit

Set 12 - Funboxes

Piece 1 - Small  
Piece 2 - Large  
Piece 3 - Octagonal  
Piece 4 - Large Octagonal  
Piece 5 - Spine Box  
Piece 6 - Wall Box  
Piece 7 - Taxi  
Piece 8 - Pyramid Hip

Set 13 - Kickers

Piece 1 - Small Kicker  
Piece 2 - Large Kicker

Set 14 - Benches

Piece 1 - Park Bench  
Piece 2 - Angle Park Bench  
Piece 3 - Bench  
Piece 4 - Angle Bench  
Piece 5 - Lunch Table  
Piece 6 - Angle Lunch Table  
Piece 7 - Slope Lunch Table

Set 15 - Signs

Piece 1 - Medium Sign 1  
Piece 2 - Medium Sign 2

Piece 3 - Medium Sign 3  
Piece 4 - Large Sign 1  
Piece 5 - Large Sign 2  
Piece 6 - Large Sign 3

Set 16 - Floor

Piece 1 - Neversoft  
Piece 2 - Alt Floor 1  
Piece 3 - Alt Floor 2  
Piece 4 - Alt Floor 3

Set 17 - Foliage

Piece 1 - Planter  
Piece 2 - Small Planter  
Piece 3 - Tree

Set 18 - Misc

Piece 1 - Wall Piece  
Piece 2 - Pillar

This is what each set is used for:

Set 1 - Starts: Determine where one player, two player and horse matches begin. Be careful when placing skaters. Avoid putting them over objects that might cause them to fall.

Set 2 - Gap: This allows you to create and name your own gaps. Be careful: gaps suck memory like nothing else. You will have to place two markers: a starting and ending point. Once you do, you'll be taken to the Gap Menu.

Gap Menu  
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Name Gap: You can name your gap with up to 24 characters.

Set Point Value: This allows you to determine the base value of the trick. Don't make too high of a value for easy tricks, or you'll cheapen your park. Likewise, reward people for hitting amazing gaps.

Set Gap Type: Four choices here are: Air, Rail, Manual, or Wallride. This is largely determined by the apparatus you selected as the beginning and ending points.

Adjust: Determine how much slack you're going to cut skaters. This function allows you to elongate the area in which the gap can be performed in. You determine the plane the rider must break in order to complete your gap.

Set 3 - Risers: Risers set different heights and levels within a course. Since they are the only kind of piece that another piece can rest on, they are important for creating multi-level surfaces. You'll need risers to create any kind of platform in the center of your map.

Set 4 & 5 - Quarter Pipes (metal & wood): Quarter pipes are used to



#### 4. SIMPLE PARKS

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Here I will teach you how to make your own park. A simple park, that is.

Note: This is for beginners.

Once you are in the Park Editor press 'Start' and go to 'New Park'. Pick a 30x30 Park to start out with.

Now here are some easy things to make in your first couple of parks:

Halfpipe: To make a halfpipe pick Set 4 (metal) or 5 (wood). Now pick piece 1 for a low halfpipe or piece 10 for a high halfpipe. When placing a halfpipe you will want at least two spaces in between each quarter pipe. If you would like make more spaces in between each quarter pipe.

Pool: To create a pool your own size go to set 11. First, create the corners (piece 5) so you know how big your pool will be. Next, place the sides (piece 4) so they connect to the corners. Finally, place the floor (piece 7) to finish your pool.

Once you have got the hang of how this works. Go to the next section.

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#### 5. ADVANCED PARKS

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Here, I will teach you how to create an 'Advanced' Park.

Note: This is for 'advanced' users.

Once you are in the Park Editor, press 'Start' and then go to 'New Park'. Choose any size of park you choose (I still prefer 30x30).

Halfpipe Bowl (in corner of park): To make a halfpipe (set 4 or 5 bowl, place a low (piece 3) or high (piece 12) corner in the corner of the park. Then place about two single (piece 2) quarter pipes on the edge of the wall/fence (Width-wise). Then place another corner low or high corner after the two singles. Next make a quad quarter pipe (piece 1) next to both corners. On the backside (not against the wall) of the halfpipe bowl, place two more quarter pipes to make it 12 spaces long (not including the corners). Then place a low hump (piece 17) in between each quad quarter pipe. Then width-wise place another two low or high single quarter pipes.

Halfpipe Bowl (not in corner of park): To make a halfpipe bowl that's not in the corner of the park do the same as above. Then on the opposite side of the low hump (piece 17) should be a quad quarter pipe. Switch it to a low hump if you like.

Sets of Rooms: Let's say you want to make a park that has two different rooms. Well, all you would have to do is place a line of Wall Pieces (set 18, piece 1) to divide the rooms equally. If you would like it so you could enter the other room then leave about two spaces for a little door. If you would like, enclose the rooms so you can't get to the other side. Then place Player 1 on one side and place Player 2 on the other side. Then there will be no disruption



going on while you try to do a huge combo.

More to Come Soon!

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6. GAPS

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Alright, as you may already know the gap types are:

- Air
- Rail
- Manual
- Wallride

When you make you gaps don't make them way to easy unless you want few easy ones in there. Also absolutely DO NOT make them too hard. You don't want to make them impossible to do. That's why you test your park to see if the gaps are actually possible to do. The only way someone will get your impossible gap(s) would be if they turned on Moon Physics or Perfect Balance.

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7. GAP POINT VALUES

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Now, when you make your gaps, you want to make the point values fair. Let's say you make "Kicker 2 Kicker" Air gap. You don't want to make it 5,000 points unless the kickers are 6, 7 or 8 spaces apart. If you make a Kicker 2 Kicker transfer and it's two spaces apart it would be worth around 500 points. One space apart it would be 200 or 300.

Now, if it's a grind gap it may vary. Let's say you create a pool. Well, don't make the gap so you have to travel all the way around the pool to get the gap. Then it would be too easy. Make it so it's half way around the pool because all they have to do is grind that section of the pool and it would give you the transfer. You don't have to grind all the way around. It actually depends on the size of the pool for the gap. Let's say it's the size of piece 2. If it was that size then it should be around 1,500 or 2,500.

Now for a manual gap. If you make a manual gap, you'll need it to be actually possible. Let's just say you place 2 Funbox Taxis (piece 7 in set 12) and they're 3 spaces apart. You must manual, jump, manual, jump and then manual once more to get the transfer. This would be maybe 750 points. If you would like it could be worth around 500 points.

Okay now on to the wallride gaps. When you make a wallride gap it should be just like an air gap except it can be a farther jump because the wallride let's you get farther. Now let's say you make another "Kicker 2 Kicker" gap. You must set this against something like the wall or a wall piece so you'll be able to wallride. If it's about 5 spaces in between it would be about 1,000 or 1,500 points.

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8. CONTACT INFO

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If you would like me to add anything to this Park Editor FAQ please

email me at Orbrha@aol.com. Also if there are any mistakes feel free to contact me. Another thing. If you would like to contribute then just say what section it would be in and then the information. I will gladly give you full credit for your part of the FAQ. Again, my email address is Orbrha@aol.com

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