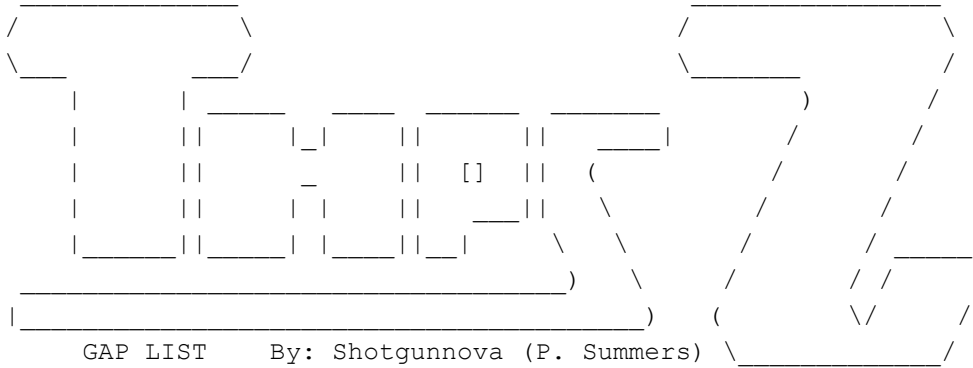


# Tony Hawk's Pro Skater 2 Gap List

by Shotgunnova

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



- | LEVELS | -----  
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- 01) The Hangar <-----/ CTRL+F TO  
02) School II FIND LEVELS  
03) Marseilles MUCH EASIER.  
04) NY City  
05) Venice Beach  
06) Skatestreet  
07) Philadelphia  
08) Bullring  
09) Chopper Drop  
10) Skate Heaven

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THE HANGAR  
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01) Rollin Gap

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

02) Chopper Hop

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

03) Halfpipe Grind

The large halfpipe in the middle area has a bunch of wires arching over it. Grind the wires from start to finish or

by jumping onto it and finishing -- so long as you come down the back of either side of the halfpipe.

04) Flyin High

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

05) It's Cold Up Here

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

06) Halfpipe Hangtime

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

07) Wingtip Hangtime

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

08) Skycrane Hangtime

Clear the helicopter. Easy-peasy stuff.

09) Air Over the Door

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

10) Rail-guided Missile

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

11) Raildrop

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

12) Lil Light Hopper

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

13) Big Light Hopper

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

14) Light Corner

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

15) Instrument Landing

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

16) High Steppin'

Lip-trick/Stall any of the rails.

17) One Half Pipe Lip

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

18) The Other Half Pipe Lip

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

19) Wind Tunnel Back Wall

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

20) Upwind Lip

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

21) Downwind Lip

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

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AIR	\
Rollin Gap	100
Chopper Hop	100
Halfpipe Grind	250
Flyin High	250

It's Cold Up Here	250	
Halfpipe Hangtime	500	
Wingtip Hangtime	500	
Skycrane Hangtime	500	
Air Over the Door	500	
GRIND		
Rail-guided Missile	100	
Raildrop	100	
Lil Light Hopper	250	
Big Light Hopper	500	
Light Corner	500	
MANUAL		
Instrument Landing	500	
LIP		
High Steppin'	100	
One Half Pipe Lip	100	
The Other Half Pipe Lip	100	
Wind Tunnel Back Wall	100	
Unwind Lip	100	
Downwind Lip	100	

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SCHOOL II (43 gaps)  
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01) TC's Roof Gap

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

02) Table Transfer

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

03) Over the Wall...

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

04) Leap of Faith!!!

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

05) Drop Out Roof Gap!

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

06) Awning Hop

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

07) Overhang Air

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

08) And Down the Bank!

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

09) Carlsbad 11 Set

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

10) 3 Points!!!

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

11) Carlsbad Gap

Jump the lawn next to the Carlsbad 11 Set.

12) Crazy Roof Gap!!

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

13) 2 Da Roof!!!

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

14) Huge Transfer!!!

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

15) Suicidal Roof Gap!!!

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

16) Mad Skeelz Roof Gap!!!

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

17) Balcony 2 Awning!!!

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

18) Are You Serious?!!

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

19) Roll Call! Gonz Rail!

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

20) Gym Rail 2 Rail

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

21) Overhang Stomp!

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

22) Rack 'Em Up

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

23) Pole Stomp!

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

24) Roll Call! Opunsezmee Rail!

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

25) Big Rancho Bench Gap

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

26) Pole 2 Brix!

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

27) Bank 2 Ledge

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

28) Roll Call! Nightmare Rail!

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

29) Bendy's Curb

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

30) Flyin' the Flag!

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

31) Stage Rail 2 Rail

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

32) Kicker 2 Hook

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

33) Backboard Dance!

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

34) Planter on Edge

At the start of the level, there's a large planter in the

middle of the space before the balcony. Manual the side of the planter.

35) 2 Wheelin' TC's Roof

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

36) Ledge on Edge

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

37) Bendy's Flat

Manual the entire length of Bendy's Curb.

38) Arch Extension

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

39) Starting Blocks Extension!!!

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

40) Lil' Guppy Extension!

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

41) Mid Squid Extension!!

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

42) High Dive Extension!!!

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

43) Rock the Bells!

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

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AIR	\
TC's Roof Gap	250
Table Transfer	250
Over the Wall...	250
Leap of Faith!!!	500
Drop Out Roof Gap!	500
Awning Hop	500
Overhang Air	500
And Down the Bank!	500
Carlsbad II Set	500
3 Points!!!	500
Carlsbad Gap	750
Crazy Roof Gap!!	750



2 Da Roof!!!	750	
Huge Transfer!!!	750	
Suicidal Roof Gap!!!	1000	
Mad Skeelz Roof Gap!!!	1000	
Balcony 2 Awning!!!	1000	
Are You Serious?!!	2500	
GRIND		
Roll Call! Gonz Rail!	250	
Gym Rail 2 Rail	250	
Overhang Stomp!	250	
Rack 'Em Up	250	
Pole Stomp!	250	
Roll Call! Opunsezmee Rail!	250	
Big Rancho Bench Gap	500	
Pole 2 Brix!	500	
Bank 2 Ledge	500	
Roll Call! Nightmare Rail!	500	
Bendy's Curb	500	
Flyin' the Flag!	750	
Stage Rail 2 Rail	750	
Kicker 2 Hook	750	
Backboard Dance!	1000	
MANUAL		
Planter on Edge	250	
2 Wheelin' TC's Roof	500	
Ledge on Edge	500	
Bendy's Flat	500	
LIP		
Arch Extension	500	
Starting Blocks Extension!!!	500	
Lil' Guppy Extension!	1000	
Mid Squid Extension!!	2500	
High Dive Extension!!!	5000	
OTHER		
Rock the Bells!	500	

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MARSEILLE (33 gaps)  
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01) Over the Lil' 4

Jump one of the little four-step stairs.

02) Shorty Dumpster Pop

Ollie over the dumpster near the fenced-off speakers.

03) Shorty Table Pop

Jump over a table "the short way".

04) Dumpster Pop

Jump over a table "the long way".

05) Over the Gate

Jump the crossbar.

06) Table Pop

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

07) 2 the Box

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

08) Over the Table

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

09) Box 2 Box Action

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

10) Up the Lil' 4

Jump up the four-step stairs.

11) Water Up Le Backside

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

12) Up!

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

13) Over the Crossbar

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

14) Big Ol' Stanky Gap

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

15) Up!!

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

16) Freakin' Huge Hip

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

17) Humptey Humps!!!

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

18) Big Mouth Gap

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

19) And Away!!!

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

20) Rail 2 Rail

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

21) Rail 2 Ledge

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

22) Ledge 2 Rail

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

23) The Hidden 4 Kink!

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

24) Dumpster Stomp

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

25) Kink Clank

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

26) Kink Stomp

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

27) Crossbar Stomp

Grind the crossbar.

28) Lamp Stomp

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

29) Knucklin' Futs!!!

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

30) Boomin' Extension

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

31) Stanky Extension

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

32) U.A.A. Extension

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

33) Wall Crawler

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

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AIR	\
Over the Lil' 4	100
Shorty Dumpster Pop	150
Shorty Table Pop	150
Dumpster Pop	200
Over the Gate	250
Table Pop	250
2 the Box	250
Over the Table	250
Box 2 Box Action	250
Up the Lil' 4	250
Water Up Le Backside	250
Up!	250
Over the Crossbar	500
Big Ol' Stanky Gap	500

Up!!	500	
Freakin' Huge Hip	1000	
Humptey Humps!!!	1000	
Big Mouth Gap	1000	
And Away!!!	1000	
GRIND		
Rail 2 Rail	50	
Rail 2 Ledge	250	
Ledge 2 Rail	250	
The Hidden 4 Kink!	500	
Dumpster Stomp	1000	
Kink Clank	1000	
Kink Stomp	1000	
Crossbar Stomp	1500	
Lamp Stomp	2000	
Knucklin' Futs!!!	2000	
LIP		
Boomin' Extension	250	
Stanky Extension	250	
U.U.A. Extension	250	
OTHER		
Wall Crawler	500	

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NY CITY (41 gaps)  
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01) Kick It

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

02) Rock It Air

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

03) Pigeon Puddin' Gap

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

04) Ramp to Park Gap

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

05) Awning Air

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

06) Over the Banks Barrier

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

07) Take It To the Bridge

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

08) Ramp to Statue Shorty Gap

On the street overlooking the park is a kicker aimed right at the statue. Get some air on the thin quarterpipe across the way and launch down 'til you're eating the plinth.

09) Pouncer Was Here

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

10) Over the Road

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

11) Big Air Out of the Banks

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

12) Pillar Air

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

13) Re-Rebar

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

14) Bench-hoppin

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

15) Left Side Pit Rail Stomp

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

16) Banks Spank

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

17) Parking Meter Gap

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

18) You're Next In Line

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

19) The Easy Way

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

20) Joey's Sculpture

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

21) Right Side Pit Rail Stomp

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

22) Jamie's Steps

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

23) Banks Fence Gap

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

24) Banks Road Gap

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

25) Rebar to Rail Gap

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

26) Ride the Rails

Grind one part of the el rails to the bottom.

27) Across the Pit

The awnings in the plaza with Joey's Sculpture have a long railing stretching over them, high, high above. There's easy access from the two side-streets (near the sitting areas), so waste no time in jumping/wallriding up there and grinding in its entirety.

28) Corner Cut

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

29) Park Entrance Gap

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

30) Grab A Snack And Sit Down

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

31) Buuurp! Now Go Skate.

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

32) The Hard Way

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

33) Path Less Traveled

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

34) Slam Dunk

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

35) Sidewalk Bomb



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

36) Changin Trains

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

37) The Bridge

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

38) Going Down?

Manual down the escalator.

39) Phat Lip

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

40) Waaaay Up There

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

41) Banks Barrier Wallride

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

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AIR	\
Kick It	50
Rock It Air	50
Pigeon Puddin' Gap	100
Ramp to Park Gap	100
Awning Air	100
Over the Banks Barrier	100
Take It To The Bridge	150
Ramp to Statue Shorty Gap	250
Pouncer Was Here	250
Over The Road	250
Big Air Out Of The Banks	250
Pillar Air	500
GRIND	
Re-Rebar	50
Bench-hoppin	100
Left Side Pit Rail Stomp	100
Banks Spank	100
Parking Meter Gap	100
You're Next In Line	100
The Easy Way	100

Joey's Sculpture	100	
Right Side Pit Rail Stomp	100	
Jamie's Steps	100	
Banks Fence Gap	100	
Banks Road Gap	100	
Rebar to Rail Gap	100	
Ride the Rails	100	
Across the Pit	100	
Corner Cut	100	
Park Entrance Gap	100	
Grab A Snack and Sit Down	100	
Buuurp! Now Go Skate.	100	
The Hard Way	500	
Path Less Traveled	500	
Slam Dunk	500	
Sidewalk Bomb	1000	
Changin Trains	1000	
MANUAL		
The Bridge	250	
Going Down?	250	
LIP		
Phat Lip	100	
Waaaaay Up There	100	
OTHER		
Banks Barrier Wallride	100	
		/

-----  
VENICE BEACH (41 gaps)  
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01) VB Skinny Transfer

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

02) Up!

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

03) Table Pop

Jump a hexagonal table.

04) Shorty Planter Pop

Jump a palm tree planter "the short way".

05) Cake Transfer

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

quarter.

06) West Side Transfer

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

07) Wee Lil' Roof Gap

When you start the level, head left and down the stairs to where you'll find a grindable hip in the corner of a building. Go up the lip and jump outwards and you can grind on the edge of the building. Jump to the other side of the corner and you will get the gap.

08) Up!!

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

09) Canyon Jump

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

10) Ledge 9 Set

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

11) Muska's Gap

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

12) Tight Landing Transfer

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

13) Big Double 5 Set

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

14) VB! Pit Transfer

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

15) Nice Mid Size Roof Gap

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

16) Planter Pop

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

17) Roof 2 Ramp

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

18) And Away!!!

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

19) VB! Ledge Transfer

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

20) Lil' Vent Gap

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

21) Ramp 2 Roof

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

22) Uphill Canyon Jump

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

23) Vent 2 Roof Gap

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

24) VB! Huge Transfer!!!

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

25) Massive 20 Set!

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

26) Siiiiick Roof Gap!!!

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

27) Huge Roof 2 Ramp

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

28) Fatty Transfer

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

29) Big Vent Gap

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

30) Huge Ramp 2 Roof

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

31) Seaside Handrail

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

32) The Venice Ledge

When you do the VB! Ledge Transfer gap, you jump over a

concrete ledge. Grind that ledge all the way to the bottom and you'll get the gap.

33) Bench Trippin'

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

34) Ledge 2 Ledge

The benches in #33 are parallel to a wall, and when you jump off the benches, there is a wall perpendicular to that which runs to the "east" of you. There are two ledges you can grind there, and that's how you complete the gap.

35) 10 Point Landing!

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

36) The High Wire

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

37) 'Round The Horn!!!

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

38) He Could Go...

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

39) All The Way...

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

40) Candy Cane Manual

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

41) Touchdown!!!

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

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AIR	\
VB Skinny Transfer	100
Up!	100
Table Pop	200
Shorty Planter Pop	200
Cake Transfer	250

West Side Transfer	250	
Wee Lil' Roof Gap	250	
Up!!	250	
Canyon Jump	250	
Ledge 9 Set	250	
Muska's Gap	500	
Tight Landing Transfer	500	
Big Double 5 Set	500	
VB! Pit Transfer	500	
Nice Mid Size Roof Gap	500	
Planter Pop	500	
Roof 2 Ramp	500	
And Away!!!	500	
VB! Ledge Transfer	500	
Lil' Vent Gap	500	
Ramp 2 Roof	750	
Uphill Canyon Jump	750	
Vent 2 Roof Gap	750	
VB! Huge Transfer!!!	1000	
Massive 20 Set!	1000	
Siiiiick Roof Gap!!!	1000	
Huge Roof 2 Ramp	1000	
Fatty Transfer	1000	
Big Vent Gap	1000	
Huge Ramp 2 Roof	1500	
GRIND		
Seaside Handrail	200	
The Venice Ledge	250	
Bench Trippin'	500	
Ledge 2 Ledge	500	
10 Point Landing!	500	
The High Wire	1000	
'Round The Horn!!!	2500	
MANUAL		
He Could Go...	250	
All The Way...	500	
Candy Cane Manual	750	
Touchdown!!!	1000	

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Skatestreet (36 gaps)

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01) Over the Wall

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

02) Railing Hop

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

03) Over the Bridge

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

04) HP to Bowl

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

05) Bowl to HP

Same as the HP to Bowl gap, except reversed.

06) Bullet Bowl Hop

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

07) Over the Deck

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

08) Daaaaay Tripper

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

09) Gimme Gap Redux

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

10) Sodee Pop Gap

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

11) Cut the Corner

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

12) High Sticker

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



### 13) Shoot the Gap

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

### 14) No Kidding Around

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

### 15) Stairset

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

### 16) Hexbox Gap

Jump the funbox on the floor.

### 17) High Jumper

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

### 18) Rail Secret Area Key

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

### 19) Rail to Rail

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

### 20) Van Secret Area Key

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

### 21) Nail the Rail

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

### 22) HP to Railbox

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

-sided ramp and jump into the railbox, grinding the rail.

23) Wave Wall Minigap

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

24) Surfin U.S.A.

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

25) Skatin on the Dock of the Bay

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

26) Havin A Picnic

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

27) Extension Transfer

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

28) Big Air Railing Grind

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

29) Circle the Pool

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

30) Funbox Wheelie

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

31) Bowl Lip

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

32) HP Lip

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

33) Ride the Wave

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

34) Gully Lip

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

35) Bowl Envy

In the bowl, there's a large sign on the lip that prevents an easy grind around the parameter of the pool. Lip-trick/stall it.

36) Mr. Small Lips

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

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

HP Lip	100
Ride the Wave	100
Gully Lip	100
Bowl Envy	100
Mr. Small Lips	100

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Philadelphia (41 gaps)  
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01) Easy Post Ollie

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

02) Post Ollie

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

03) Statue Hop

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

04) Stair Set

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

05) Up the Small Step Set

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

06) Bench Gap

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

07) World's Most Obvious Gap

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

08) Phillyside Hop

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

09) Phillyside HP Transfer

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

10) Pillar Fight

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

11) THPS Fountain Gap

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

12) Chillin' on the Balcony

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

13) Track Smack

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

14) Hobo Grind

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

15) Planter Transfer

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

16) Railing to Planter

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

17) Pillar Hop --[Contributed by Donna Robbins & Julie Capen & Dylan Nobody]

Donna's Way:

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

Julie's Way:

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

Dylan's Way:

"Anyhow, here's how I got the Pillar Hop gap: using the skip to restart at phillyside, grind the rail you start off facing, continue going straight until you see the two big pillars to your left and right. The one on the left is the key here. On either side of it are quarterpipes. The trick is to grind from one lip, and 'hop' before hitting the pillar, then grinding on the lip on the other side of the pillar. It's a bit hard to describe and it even looks glitchy (part of you goes through the pillar) but it's easy to do and very repeatable though it may take a few tries to get the hang of it."

#### 18) Planter Double Pillar Gap

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

#### 19) Just Visiting

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

#### 20) Short Stair

Grind the entire stair closest to the THPS sign.

#### 21) Telephone Co. Gap

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

#### 22) Funbox Transfer

Jump from the lip of the big bowl in Phillyside to the funbox next to it. You'll have to jump the last bit of a rail, too,

though, so be prepared. The funbox is on the side of the big bowl near the rail lines.

#### 23) Medium Stair

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

#### 24) Grind Up Dem Stairs

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

#### 25) Awning Grind

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

#### 26) Little Corner Grind

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

#### 27) Fly By Wire

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

#### 28) Death From Above

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

#### 29) Train Hard

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

#### 30) Long Stair

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

#### 31) World's Second Most Obvious Gap

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

32) Fountain Ping!

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

33) Grind of Faith

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

34) Funbox Wheelie

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

35) Flatlands Techin'

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

36) Manual Stimulation

Manual through the blue bumps in Phillyside.

37) Rockin' the Stairs

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

38) Phillyside New Bowl Lip

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

39) Phillyside HP Lip

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

40) Phillyside Big Bowl Lip

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

41) Phillyside Mid Bowl Lip

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



AIR	
Easy Post Ollie	10
Post Ollie	50
Statue Hop	50
Stair Set	100
Up the Small Step Set	100
Bench Gap	100
World's Most Obvious Gap	100
Phillyside Hop	100
Phillyside HP Transfer	250
Pillar Fight	250
THPS Fountain Gap	500
Chillin' on the Balcony	500
GRIND	
Track Smack	50
Hobo Grind	100
Planter Transfer	100
Railing to Planter	100
Pillar Hop	?
Planter Double Pillar Gap	150
Just Visiting	150
Short Stair	150
Telephone Co. Gap	250
Funbox Transfer	250
Medium Stair	250
Grind Up Dem Stairs	500
Awning Grind	500
Little Corner Grind	500
Fly By Wire	500
Death From Above	500
Train Hard	500
Long Stair	500
World's Second Most Obvious Gap	750
Fountain Ping!	750
Grind of Faith	1500
MANUAL	
Funbox Wheelie	100
Flatlands Techin'	500
Manual Stimulation	500
Rockin' the Stairs	2500
LIP	
Phillyside New Bowl Lip	100
Phillyside HP Lip	100
Phillyside Big Bowl Lip	100
Phillyside Mid Bowl Lip	100

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 BULLRING (31 gaps)  
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01) Wussy Rollin Gap

When you start the level, go down the halfpipe, turn around,

and clear the little gap in the other side of the halfpipe.  
It's called a wussy gap for some reason. =p

02) Plat Gap

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

03) Gate Gap

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

04) Launchin On Up

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

05) Launchin the Pipe

The spiral pipe (the one you go upside-down on) has a ramp built into the back of it, on one side. Use that to jump over it.

06) Rollin Gap

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

07) Air Toro

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

08) Big Enchilada Mama

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

09) Tight Gap

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

10) Jumpin Da Humps

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

11) Lil Wee Wussy Gap

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

12) Enjoyin The View

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

13) Kink

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

14) Grindin the Pipe

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

15) Friggin A Hombre

Grind the criss-cross rail above the skatepark.

16) Ramp Rail to Banana

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

17) Box to Rail

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

18) Nice Friggin Ankles

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

19) Nailin Da Rail

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

you start in to jump up to the rail hanging overhead.

20) Way To Go Amigo

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

21) Ramp Rail to Rail

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

22) Takin the High Road

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

23) Rail Plat Gap

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

24) Box to Banana

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

25) Launch to Banana

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

26) Clenchfest!

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

27) Finesse Test

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

28) Launch to Rail

Start the level, head down the roll-in and head to the three-sided box underneath the gate. Use it to jump the gate and

then abuse the large quarterpipe there to get some air. Come back down, launch off to the right, and land in a grind on the railbox.

29) Up to the Stands

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

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

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

31) Way To Go Gringo!!!

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

---

AIR		\
	Wussy Rollin Gap	50
	Plat Gap	100
	Gate Gap	150
	Launchin On Up	200
	Launchin The Pipe	300
	Rollin Gap	300
	Air Toro	400
	Big Enchilada Mama	600
	Tight Gap	1000
	Jumpin Da Humps	1500
GRIND		
	Lil Wee Wussy Gap	1
	Enjoyin the View	250
	Kink	400
	Grindin the Pipe	450
	Friggin A Hombre	500
	Ramp Rail to Banana	500
	Box to Rail	500
	Nice Friggin Ankles	500
	Nailin Da Rail	500
	Way To Go Amigo	500
	Ramp Rail to Rail	500
	Takin the High Road	650
	Rail Plat Gap	750
	Box to Banana	1000
	Launch to Banana	1000
	Clenchfest!	1500
	Finesse Test	1500
	Launch to Rail	2000
OTHER		
	Up to the Stands	50
	Threadin the Needle	?
	Way to Go Gringo!!!	5000

---

CHOPPER DROP

01) 70FT

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

02) 80FT

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

03) 90FT

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

04) Into the Heli

Jump into the helicopter door.

05) 1 Potato

Grind the lowest rung on the ship's mast.

06) 2 Potato

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

07) 3 Potato

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

08) Heli Grind

Grind the edge of the helicopter's door.

09) Whoomah

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

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

---

SKATE HEAVEN (71 gaps)

01) Down 2 Tony's Island

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

02) San Dieguito Hall 2 Sadlands

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

03) Grassy Gap

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

04) Weak Sauce Zig Gap

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

05) Weak Sauce Zag Gap

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

06) Weak Sauce Wussy Snake Gap

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

07) San Dieguito Ten Set

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

08) Dropping In On Tony

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

09) Isle of Tony 2 Sadlands

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

10) Platform Gap

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

#### 11) Air's Hole

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

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

#### 12) Big Fat Grassy Gap

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

#### 13) House of Tony 2 Sadlands

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

#### 14) San Dieguito Window 2 Sadlands

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

#### 15) Blowin it Out the Hole!

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

#### 16) Sadlands 2 San Dieguito Hall

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

#### 17) The Holy Crail

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

#### 18) Gutter 2 Sand Dieguito Roof

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



19) Wussy Snake Gap

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

20) Sadlands Path Gap

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

21) Northwest Snake Gap

Use the Sadlands sign as your starting point and head down the path to the left. Watch for where the Snake walkway first touches the path. Use the curved sides on either side of the Snake path to jump it.

22) Northeast Snake Gap

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

23) Up 2 Comb!

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

24) Reverse Wussy Snake Gap

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

25) Southern Snake Gap

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

26) Sadlands Up 2 Isle of Tony

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

27) Over the Dome

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

28) Clearing the Swings

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

29) Jumpin Da Hub

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

30) Tunnel of Luvin

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

31) Zig Gap

Start the level and head to the Snakerun. Get some speed on the bleachers and jump the first hip to your right, i.e. where you usually get the Weak Sauce Zig Gap. To get the gap correctly, you'll need to start at an earlier distance and cover more ground than the WSZG. It's not too hard.

32) Tight Landing

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

33) Zag Gap

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

34) Reverse Zig Gap

Do the Zig Gap, but in reverse. Sheesh!

35) Reverse Zag Gap

Do the Zag Gap, but in reverse. Sheesh!

36) Feed Me!!!

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

37) Pit O Doom!!!

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

38) Rail 2 Snakerun

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

rail and `_not_` jump outwards, but have enough speed to let you grind the Snakerun below.

#### 39) Ramp Rail Gap

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

#### 40) Southern Intersect Sad Gap

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

#### 41) Northern Intersect Sad Gap

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

#### 42) Ramp 2 Rail

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

#### 43) 90 Degree Sadlands Rail Gap

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

#### 44) Northern Crossover Sad Gap

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

#### 45) Southern Crossover Sad Gap

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

I approached SDH.

46) Chen Rail Series

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

47) Mid Intersect Sad Gap

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

48) Radramp 2 Island's Edge

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

49) Rimrail Gap

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

50) 90 Degree Ramp Rail Gap

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

51) Fence 2 Radramp

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

52) San Dieguito Hall 2 Edge

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

53) Gutter 2 San Dieguito Roof

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

54) Isle of Tony 2 Edge

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

55) Top of Da World Ma!!!

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

sure to grind the top on the way down.

56) Southern Swingrail

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

57) Northern Swingrail

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

58) Up 2 Pipe Rail

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

59) Kicker 2 Railspan

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

60) Rail 2 Kicker 2 Rail 2 Bench

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

61) San Dieguito Roof 2 Edge

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

62) Radramp 2 Snakerun

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

63) Longrail

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

64) Off the Roof 2 Rail

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

65) Bench Gap

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

66) Swinging the Set

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

67) Time 2 Feed the Volcano!!!

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

68) Kicker 2 Rail

Start the level and turn around, going through that little part of the walkway. The first kicker you see can be used to grind a rail pointed at the hub. Do so.

69) Bench Gap Series

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

70) Woohooo Oh Ho Yeehee!!!

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

71) Cleaning the Pipes

Do a full skating rotation inside the full pipe.

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AIR	\
Down 2 Tony's Island	50
San Dieguito Hall 2 Sadlands	50
Grassy Gap	50
Weak Sauce Zig Gap	50
Weak Sauce Zag Gap	50
Weak Sauce Wussy Snake Gap	50
San Dieguito Ten Set	100
Dropping In On Tony	250
Isle of Tony 2 Sadlands	300
Platform Gap	300
Air's Hole	300
Big Fat Grassy Gap	400
House of Tony 2 Sadlands	500
San Dieguito Window 2 Sadlands	500
Blowin It Out the Hole!	500
Sadlands 2 San Dieguito Hall	500
The Holy Crail	500
Gutter 2 San Dieguito Roof	800
Wussy Snake Gap	800
Sadlands Path Gap	800



| I had a huge list of gaps I didn't have, and I did my very |  
| best to whittle them down to size, but these are still the |  
| ones I can't get, and I can't bear to look at a FAQ. So, if |  
| you can help me, I'd be much obliged for: |

| ...Nothing, really. I tried to make my gap attempts written |  
| in the most simplistic way possible, but if you think you |  
| could one-up me in that department, send 'em in and if it's |  
| at least as good as mine, I'll put it up anyway. Sneaky ways |  
| and the like are always up my alley. >=] |

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| HOW TO GET IN TOUCH |

| If you have any comments or better ways the tricks can be |  
| performed, feel free to drop me a line at shotgunnova (at) |  
| gmail (dot) com. Also drop me a line if you find any errors |  
| in the score or descriptions, and I'd appreciate it. |

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/+++++-----\

| UPDATES |

| 02-24-06 +FAQ hosted initially with |  
| two gaps missing. |

| 04-19-06 +'Threadin the Gap' gap is |  
| found (thanks to Shane |  
| Harder for the submission!) |

| 06-03-06 +'Pillar Hop' gap is found |  
| (thanks to Donna Robbins & |  
| Julie Capen for the finds!) |

| 06-08-06 +'Pillar Hop' addition from |  
| Dylan Nobody. Thankee-sai! |

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| FOR THE LEGAL EAGLES |

| This guide cannot be distributed, hosted, sold, bought, or |  
| edited without the author's consent. I'm a nice guy, so I |  
| usually let people host these things if they ask politely, |  
| so drop me a line and you'll probably get something out of |  
| it. People who don't listen, in THPS2 terms, get BLACKLIST'D |  
| 2 Dere Gravez!!! |

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| SITES THAT HAVE SGN'S CLEARANCE TO HOST: |

| GameTalk |

| Neoseeker |

| Cheat Planet/GamesRadar |

| 1UP |

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