

Tony Hawk's Pro Skater 2 Secrets FAQ

by Christoff

Updated to v3.0 on Jan 2, 2001

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.

Game: Tony Hawk 2

Console: Sony Playstation

Contained in FAQ: Hard to get stuff, Secrets, Hidden Stuff, Cheats, Gaps, and bugs

Version: 3.0 (The Final Version)

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1) A Bit About Me

Hey, this is my first FAQ. And you'll probably be seeing more of my FAQs around for only the greatest games for the Playstation and Dreamcast. So I figure how about a little information about me to break the ice?

I've always been the guy at the arcades explaining how to do stuff. How to turn on the score counter in House of the Dead 2, how to find the bad guy faster then he can find you in Silent Scope, And how the hell your supposed to use Dan in Marvel VS. Capcom 2(haha, Dan rules). So after I ran across Tony Hawk 2, noticed there wasn't one FAQ on GameFAQs for it, I decided to write one.

I love video games. The only thing I love more then video games are their secrets and cheats (I'm not talking GameShark here. I'm taking IN GAME secrets). So don't expect walkthroughs from me. Expect the hidden stuff, the secrets, and the things in the game you can only find at 3:00AM after playing a game for 14 hours straight. I might throw in a strategy or cool bugs every once in a while too, but none of the basic stuff. No move lists, no walkthroughs, nothing like that. But enough about me, lets get to the important stuff, the stuff you came here for!

2) Version History:

3.0-The Final Update. Oh no! I'm just sick of getting emails 'n stuff from people who cant read. Added some cheats, and a lot of notes to DON'T EMAIL ME! I've been busy lately, but I made some time to add a few more cheats, covering all of them out there, and the sorta secret area in the beach. This is the last update, sorry everyone, and again, DON'T EMAIL ME ABOUT GAPS!! Check gamefaqs.com for gaplists. Don't email me for codes either, they're all in

here. If you have comments (not questions) about my faq, THEN you can email me, no prob.

2.6-Added some small stuff and ALL THE HANGER GAPS! Thanks to NolPurePimp. Oh yeah, added a cool trick for lots of points too.

2.5 made some new sections, made it a little neater Updated secret levels, made the cheats 4 points section and the button cheat section.

2.12-fixed a few typos that made stuff hard to understand

2.11-added the UNLOCK EVERYTHING CHEAT! YEAH!!! WOOHOO!

2.1-Woohoo! Gaps Gaps and more gaps! Thanks to NolPurePimp for oh so many of these gaps. A bug or two has been added. But that's mainly it. I also tracked down some sites that have this FAQ that I forgot to send updates to. You can find the most current version on Gamefaqs.com

2.0-YEAH! Beat THAT Mr. "I Got The Full Gap List Using My Amazing Skills Of Copy And Paste". 2.0, yeah. Personally i didnt think i was gonna get past 1.0. And once i got to 1.2, i thought that was the end. Aow im thinking this is the end, but i know its not gonna be. Maybe i'll write some more FAQs for other games, 'eh? I like writing, but i kant spelle for shite, soe donte buthor me about it, OKE? Im really working on a BUG HUNT, so if anyone knows any bugs NOT LISTED IN THIS FAQ, tell me. Hey, a full, DEATILED gap list might also be in the future of this FAQ. Wouldn't that be nice? All right, enjoy 2.0.

1.2 - Added things people told me to add. Email me a question and I'll put the answer in the next FAQ, as well as email it to you. Also expanded on stuff I already have. This was a big update

1.1 - Added Hidden and Hard To Find Gaps, Hidden Areas, Hidden Characters and Other Really Cool Secrets

1.0 - Its 1.0! Whata think? I'm just putting this here so I don't forget when I update it. AND I WILL UPDATE IT.

3) Hidden Cash Icons of Heat Levels

After realising you need 100% on EVERYTHING to get the cool secrets (more info next update) of Tony Hawk 2, I had to go back to the heat levels and find all the damn cash icons. Well, I found 'em, so here they are for all you people who just aren't as cool as me ;-). The best way to do this is to collect all the cash icons you can in the first heat, then 1 second before the heat ends, pause and select "Restart Competition". You keep all the cash icons you already got (this goes for all levels). After getting them all, restart one more them then really play the Competition. This method will take up less time and it will raise the amount of money you get.

Marseille, France:

2 Cash Icons in plain view

6 Hidden Cash Icons

See the area with the grass and the trees, and that big blue T in the middle? That's your target. Head over there. Go right behind the blue T, there should be a little piece of wood holding it up. Sake right over it. Wait a few seconds after the wood breaks, and the T will crash down into the wall, opening up a

secret. Down there are the secret cash icons. They are all in plain view, EXCEPT one. That one is behind you when you first enter the secret area. NOTE: if you try to get that one, you will go back to the start of the level (you will get it though. but you'll have to knock down the T again), so be sure to get all the other cash icons down there first.

Skatestreet, Ventura:

6 Cash Icons in plain view

2 Hidden Cash Icons

Unlike Marseille, the Hidden cash icons are in 2 different parts of the level. When you first start, these 2 areas are locked off, and entree is imposable. But, a law of video games is if there is a door, there is a way to open it. And this level is no exception. Kinda strange though, because to open these gates you need to get 2 keys. A key in a skateboarding game...all right, whatever. The keys are invisible; in fact they are actually gaps. I'm not sure if you need to get both keys, one key might open up BOTH gates, but I'll put them both here just in case.

Hidden Cash #1 - at the start of the level, instead of going down the ramp, turn around. You will see a fence to the left, and a half pipe to the right. I don't think its very easy to turn around if your turning is set to "tight". I like to always keep it on "loose". Look at the halfpipe. Seams normal, except for that bar running the left end to the right end with a cash icon in the middle. Hop on and grind starting a little bit before the bar starts. Go all the way around, get the cash icon (DONT JUMP or try to combo this one, or else you wont get the gap) when you reach the other side of the halfpipe (its not a long grind) you'll get the gap called "Van Secret Key Area". This will open up the gate to the far left of the halfpipe you got the gap on. Go into that area, you'll be on a mini skatepark outside. Turn right, and there's a \$100 cash icon on top of a van, just waiting to be snatched.

Hidden Cash #2 - The second key you'll probably end of getting it by accident getting the Cash Icons you can already see. To get it, go down the ramp you start on to the BIG quarter pipe in front of you. Grind on the left side of the lump in the middle, then when you reach the end jump off onto the bar. Unless you hold down left or right or you forget to jump, you'll land on it perfectly. That's the "Real Secret Key Area" Gap, and it'll open up the gate to the right of where you land. Go into that area. Another mini skatepark. There is a \$250 cash icon between the two quarterpipes. Build up speed on one then transfer from one to the other. If you go high enough and get your transfer right you'll grab the last cash icon.

Note: If you did it right, you should land on the other quarterpipe after you get the cash icon. Smooth.

The Bullring, Mexico:

6 Cash Icons in....well you can SEE them

4 Hidden Cash Icons

Set aside some time for this one, its not very easy, but then again, all the Cash Icons are worth \$250, and there are 10 of 'em. I'm gonna have to explain how to get all the cash icons.

Cash Icon #1 & #2 - Probably the first you'll get. Start on the halfpipe; just go back and forth until you grind on the black rope above you. Once on it, you'll start grinding away from the halfpipe. Grind until you pick up the cash icon. Do the same with the other side of the rope (which side of the halfpipe you get to the rope determines which cash icon you'll get. You wont be able to turn around, so make sure that you get it on one side of the halfpipe, and the

other side of the halfpipe).

Cash Icon #3 & #4 - A little harder. Head left or right of the halfpipe you start on. Transfer (hold up) to the stands when you reach the end of the arena. You'll get up to the stands. Now, there are 2 ways to proceed. You can either go up the quarterpipe and try to land on the rope that way (Note that if you go to the left or the right of the quarterpipe, you'll be sent back to the start of the level. very annoying) or you can skate off the ramp and jump onto the wire. Skating off the ramp is a better idea, unless you forgot to raise your character's Ollie and Air. Once on the wire, grind and jump when you reach the cash icon. Keep grinding and there's the second cash icon. Jump when you reach it, its not sitting on the rope, ya gotta jump.

Cash Icon #5 & #6 - not very easy. You can't get both of these at the same time like Cash Icons #3□. Head to the left or right (there's one Cash Icon on each side) of where you start and hit the small halfpipe. You'll go high. Hopefully you can catch a glimpse of the flaggy, ornament thingy up high in the air. You'll know what I'm talking about. Work up speed, hit the halfpipe, and grind on that flaggy thing. If anyone knows what that is called, please tell me. I fell pretty stupid calling it a "Flaggy ornament thingy". There are 2 of those, and each one has a cash icon. You need to JUMP to get it, and time your jump because they are pretty high off of that. You should get 1 a heat, you can get both if you don't mess up.

Hidden Cash Icons #7, #8, #9,

- These took me a while, but yet another video game law proves to be in effect in this game. Danger = Prizes. Figured it out? Its in the area around the arena (just after and below the halfpipe where you had to use to get Cash Icons #5 & #6.) where the bull is. Guess where it's hidden? Yeah, those big green blobs of bullcrap. Run over the ones that are lighter green, they hold the Cash Icons. After running over one, turn around and jump to get it (after you run over one, the Cash Icon pops into the air). If you have good timing, you can jump right when you hit the crap to get the Cash Icon. This saves alot of time. Pick up all 4 in that area and your done!

4) Hidden and Hard to Find Gaps

Here it is, hidden and those hard to find gaps. I'm PROBABLY not gonna explain the easy to find gaps. But maybe I'll get bored and write out a whole list and where they are. This is not finished yet. Thanks to No1 PURE PIMP for a large ammount of these gaps, and soon, ALL OF THEM. That's right, Thanks to him, soon we'll have a full, DETAILED gaplist!. He's really helped out in finding and explaining alot of these hard to find gaps where others have failed

PLEASE DO NOT EMAIL ME ON HOW TO FIND GAPS! I GOT TOO MANY EMAILS, I CANT DEAL WITH THEM ANY MORE. DO NOT EMAIL ME FOR HELP ON GAPS!

= Hard to complete
* = Hard to find
~ = In a hidden area
@ = Often overlooked
% = Thanks to NoPUREPIMP

The Hanger:

THE HANGAR: 21 gaps

Secret Areas for THE HANGAR

1. HIDDEN TAPE SECRET AREA

A) Where is it? - It is located behind the white garage door tainted with dirt left of the stationary helicopter on the left side of the concrete separator that separates the left side of the stage from the right.

B) How do you get inside? - To get inside you need to get in a grind on one of the propellers with the white paint on their tips located on top of the helicopter. As soon as your skater touches the white paint the garage door will explode revealing the HTSA.

2. WIND TUNNEL SECRET AREA

A) Where is it? - It is located behind the bluish metal door with the yellow tipped propeller dangling from it on the right end of the large wooden half pipe located near the very beginning of the stage.

B) How do you get inside? - To get inside you need to get in a grind on the yellow tipped propeller that is dangling from the bluish metal door on the right end of the large wooden half pipe. The propeller will fall off soon after your done grinding on it and the metal door will explode shortly after revealing the WTSA.

KEYWORDS

THE ROLLIN RAMP - The concrete slide ramp you go down at the very beginning of the stage.

THE CONCRETE SEPARATOR - The large concrete wall that separates the left side of the stage from the right side.

AIR GAPS

1. ROLLIN GAP

A) Where is it? - It is located near the very beginning of the stage.

B) How do you get it? - To get this easy gap you need to use the metal quarter pipes on the left and right side of the roll in ramp to jump over and clear the gap in between them.

C) What do the metal quarter pipes look like? - They look like any other metal quarter pipe in which they are metal of course and are of medium size.

Something specific about them would be the one on the right has a blue torch and birdhouse symbol beneath its lip and the left one has a spray painted message in red spray paint. This should make it easier for you to locate them and the sooner you do this the sooner you can get this gap.

D) Are there any other ways to get this gap? - Yes there is another way and that would be to grind the lip of one of the metal quarter pipes and jump to the other one landing in a grind on the lip.

E) Review - Go straight down the roll in ramp then turn left or right. Use the metal quarter pipes to launch over and clear the gap in between them made by the roll in ramp. Remember to aim your skater at a very diagonal angle.

2. CHOPPER HOP

A) Where is it? - It is located towards the left of the end of the roll in ramp.

B) How do you get it? - To get this easy gap you need to jump over and clear the large long concrete separator located in the middle of the stage by using the metal quarter pipes on its left or right end.

C) What does the concrete separator look like? - The concrete separator is long and large and who would have guessed it was concrete? Beats me but one thing to

look for is the collection of spray painted messages all over it.

D) Are there any other ways to get this gap? - There are other ways but the main idea is to jump over and clear the concrete wall so it doesn't matter how you do it.

E) Review - Go straight down the roll in ramp then pan left. Use the metal quarter pipe here or on the other end of the concrete wall and jump over and clear the wall.

3. HALFPIPE GRIND

A) Where is it? - It is located directly forward from where you start at the very beginning of the stage.

B) How do you get it? - To get this easy gap get in a grind on any one of the arch rails that hang over and span across the large wooden half pipe.

C) What does the half pipe look like? -The half pipe is large and wooden and has several arch rails coming out from the left lip and spanning the middle over to and ending on the right lip. Also look for the logos and what not beneath the lips on the left side and right side.

D) Are there any other ways to get this gap? -Yes there is another way would be to jump from one end of the half pipe clear the middle and land in a grind on the lip of the other side.

E) Review - Go straight down the roll in ramp and keep on moving your skater forward. Grind one of the arch rails that span across the interior of the half pipe.

4. FLYIN HIGH

A) Where is it? - It is located inside the WTSA.

B) How do you get it? - To get this moderate gap you need to use the concrete quarter pipes to the left and right of the entrance to the WTSA and jump over and clear the gap between them.

C) What does this area look like? - It is a rather small area with concrete quarter pipes all about and on the right end you will see a fan with icicles hanging from it.

D) Are there any other ways to get this gap? - Not that I know of. You could grind one concrete quarter pipe and try to jump to the other and land in a grind but that would be impossible without the proper cheats.

E) Review - Access the WTSA and use the concrete quarter pipes to the left and right of the entrance to this area. Jump at an extreme diagonal angle and try to clear the gap between these two concrete quarter pipes.

5. ITS COLD UP HERE

A) Where is it? - It is located inside the HTSA.

B) How do you get it? - You need to get some height on the wooden quarter pipe in here to get this simple gap.

C) What does this area look like? - It is small with curving concrete rails on the left and right side. There is also a wooden quarter pipe in located at the end of this area.

D) Are there any other ways to get this gap? - No. There are none that I can think of anyway.

E) Review - Access the HIDDEN TAPE SECRET AREA and get some height on the wooden quarter pipe in here. By "get some height" I mean, "jump high."

6. HALFPIPE HANGTIME

A) Where is it? - It is located directly forward from the very beginning of the stage.

B) How do you get it? - You need to jump over and clear the large wooden half pipe completely.

C) What does the half pipe look like again? - Once again, it is wooden and has several arch rails coming from the left lip and spanning the middle over to ad ending on the right lip.

D) Are there any other ways to get this gap? - I don't think there are so all you can do is jump over it.

E) Review - Go straight down the roll in ramp and keep going forward until you reach the half pipe. Jump from one end clearing the middle and land on the other end. Piece of cake right?

7. WINGTIP HANGTIME

A) Where is it? - It is located to the left of the roll in ramp.

B) How do you get it? - All you have to do is jump over the old corroded blue plane.

C) What does the plane look like? - Well, it is of bluish pigment it has some designs on it like checkered lines and stars also it is surrounded by wooden kickers and what not. Just pan left after going down the roll in ramp and you can't miss it

D) Are there any other ways to get this gap? - You can do this gap lots of ways but the basic idea is to just jump over the plane. There's really nothing else you can do besides that.

E) Review - Go straight down the roll in ramp then pan left. When you reach the plane use the wooden kickers all about to jump over the plane. If that was easy for you, then you're going to LOVE this next one.

8. SKYCRANE HANGTIME

A) Where is it? - It is located on the left side of the stage.

B) How do you get it? - To get this simple gap use the long wooden kickers on the left and right side of the helicopter to jump over and clear the helicopter.

C) What does the helicopter look like? - It's similar to the helicopter in Golden Eye. Well if you haven't seen that movie (where the hell have you been!) then it is a green of some sort and has large black propellers with white tips on there ends on top of the helicopter.

D) Are there any other ways to get this gap? - No way, just jump over the helicopter.

E) Review - Go straight down the roll in ramp and then pan left towards the concrete wall. Jump over the wall and enter the left side of the stage where the helicopter resides. Use the long wooden kickers on either side of the helicopter to jump over and clear the helicopter. I knew you would love this one.

9. AIR OVER THE DOOR

A) Where is it? - It is located on the left side of the stage left of the helicopter.

B) How do you get it? - To get this moderate gap use the metal quarter pipes to the left and right of the garage door and clear the little wooden quarter pipe between them.

C) What does the door and wooden quarter pipe look like? - The door is large and looks like a garage door. The wooden quarter pipe is small and sits in between two large metal quarter pipes.

D) Are there any other ways to get this gap? - Not really you just got to jump over the wooden quarter pipe.

E) Review - Go straight down the roll in ramp and then pan left over towards the concrete. Jump over the concrete wall and enter the left side of the stage. Find the small wooden quarter pipe that is sitting in between two large metal quarter pipes. Use the metal quarter pipes to jump over and clear the small wooden quarter pipe. Yeah, that's right this gap really has nothing to do with

the door. The real idea is to just clear that little wooden quarter pipe.

GRIND GAPS

10. RAIL-GUIDED MISSILE

A) Where is it? - It is located to the left after going straight down the roll in ramp.

B) How do you get it? - Grind on the concrete wall and then try to jump to the brown grind that looks like a small pyramid and land in a grind.

C) What do the concrete wall and pyramid grind look like? - The concrete wall is large and obviously concrete it is also watered with spray paint and what not. The brown pyramid grind is that little grind to the right of the concrete wall and to the left of the plane.

D) Are there any other ways to get this gap? - Yes actually. You can launch from the nose of the plane and land in a grind on the concrete wall. This is the only other way to do it but it's a bit of a pain.

E) Review - Go straight down the roll in ramp and then pan left and head towards the concrete wall. Get in a grind on top of the concrete wall and then try to jump to your right (or left whichever way you went) onto the brown grind below. Remember you can try the other way if you can't understand this method.

11. RAILDROP

A) Where is it? - It is located behind the wooden half pipe.

B) How do you get it? - Go behind the half pipe and grind the lip of the metal quarter pipe there. Grind for a bit and then look above and you may notice a clear blue rail sticking out from a billboard sort of object. Jump to this rail and land in a grind. Glide to the end where you should jump off and land in a grind once again on the lip of the same metal quarter pipe.

C) What does the metal quarter look like? - It is large and long and tainted with several large spray painted messages.

D) Are there any other ways to get this gap? - Yes there is actually. There are some other billboard and rail objects all about the stage. One is right of the very beginning, but it is too high to see. So get some height why don't you! Grind the rail once you see it and try to jump to and land in a grind on the lip of the metal quarter pipe below. I think this is the only other way to do this but stick to the first method because this is quite hard to get.

E) Review - Go straight down the roll in ramp and head towards the area behind the half pipe. Once there grind the long metal quarter pipe then try to jump up to the rail sticking out of the billboard type object. Glide along the rail until you reach the end where you should jump off and land on the lip of the very same metal quarter pipe in a grind.

12. LIL LIGHT HOPPER

A) Where is it? - It is located directly forward after going down the roll in ramp.

B) How do you get it? - To get this difficult gap go inside the half pipe and use the left or right sides of the half pipe to launch up to the lights hanging from the ceiling on either side and land in a grind on one of the lights.

C) What do the lights look like? - They're long and black and cast a florescent blue light.

D) Are there any other ways to get this gap? - No way in hell.

E) Review - Go straight towards the wooden half pipe after going down the roll in ramp. Go inside the half pipe and if you want bust out a couple moves for a change. Once your done with your groove session, jump from the left or right side of the half pipe up to the lights above and try to land in a grind. This is a hard gap so don't expect a hole-in-one.

13. BIG LIGHT HOPPER

- A) Where is it? - It is located on the left side of the stage.
- B) How do you get it? - Use the wooden quarter pipe located on the left side of the stage sitting in the middle of the concrete wall and try to jump to and land in a grind on the long light that hangs over the plane and spans over to the middle of the half pipe.
- C) What does the wooden quarter pipe look like? - Remember, I'm not talking about the wooden quarter pipe in between the metal quarter pipes I'm talking about the one right of the helicopter nestled in between the middle of the concrete wall. It is rather large and kind of narrow.
- D) Are there any other ways to get this gap? - Not that I know of.
- E) Review - Go towards the left side of the stage after going down the roll in ramp. Once there, I suggest you make the helicopter lift off by grinding the propellers on top of it. This will make your job a lot easier. Now, use the wooden quarter pipe in the middle of the concrete wall to jump up to the long light above. Land in a grind on the light and glide to the end where you should jump off and land in the middle of the half pipe. Next up... LIGHT CORNER!

14. LIGHT CORNER

- A) Where is it? - Go straight from the LIL LIGHT HOPPER.
- B) How do you get it? - Do the LIL LIGHT HOPPER gap again and grind straight towards the other light ahead. Jump the gap in between the two lights and then keep on going straight until you reach a light facing the opposite direction in which you are going. Jump to this light and land in a grind.
- C) What does the light look like? - Well it's like any other light hanging from the ceiling except it's the only light going the opposite direction from the others. What I mean by this is that all the others are vertical while this one is horizontal.
- D) Are there any other ways to get this gap? - No.
- E) Review - Go straight down the roll in ramp and head towards the wooden half pipe. Try to get the LIL LIGHT HOPPER once again. As soon as you do get it start grinding to the north towards another light. Clear the gap between them and keep going north towards another light facing the opposite direction from which you are going. Jump to this light and land in a grind. You should have the LIGHT CORNER gap now if you understood directions well enough.

MANUAL GAPS

15. INSTRUMENT LANDING

- A) Where is it? - Pan left after going down the roll in ramp.
- B) How do you get it? - To get this very easy gap jump off one of the kickers next to the plane and land in a manual on the other side. Manuals are done by tapping Up Down on the directional pad.
- C) What does the plane look like again? - Again, it is of bluish pigment it has some designs on it like checkered lines and stars also it is surrounded by wooden kickers and what not.
- D) Are there any other ways to get this gap? - No. That's right no fin' way.
- E) Review - Go straight down the roll in ramp and then pan left. Use the kickers surrounding the plane and jump over and clear the plane and land in a manual on the other side. Easy enough right?

LIP GAPS

16. HIGH STEPPIN'

- A) Where is it? - It is located to the right of the roll in ramps end.
- B) How do you get it? - To get this hard gap use the metal quarter pipe to the

right of the roll in ramp to launch up to an unseen rail. Do a lip trick on this rail and score the HIGH STEPPIN' gap.

C) What does the rail look like? - It has a bluish pigment to it and it is sticking out of a large piece of wood or so it seems.

D) Are there any other ways to get this gap? - No.

E) Review - Go straight down the roll in ramp and then turn right. Use the metal quarter pipe there to launch high above to an unseen by the naked eye rail. Lip trick on this rail and gain this easy gap.

17. ONE HALF PIPE LIP

A) Where is it? - It is located inside the half pipe.

B) How do you get it? - To get this easy gap do a lip trick on the lip of the right side of the half pipe.

C) What does the right side of the half pipe look like? - Well when you first look at it you should notice a little devils head indicating the toy machine logo. It also has three never soft logos beneath its lip.

D) Are there any other ways to get this gap? - None that I can think of.

E) Review - Go straight towards the half pipe from the very beginning. Once there do a lip trick on the right side of the half pipe.

18. THE OTHER HALF PIPE LIP

A) Where is it? - Inside the half pipe.

B) How do you get it? - Do a lip trick on the lip of the left side of the half pipe.

C) What does the left side of the half pipe look like? - This side doesn't have any never soft logos on it.

D) Are there any other ways to get this gap? - No.

E) Review - Go straight down the roll in ramp and head towards the half pipe. Do a lip trick on the lip of the left side of the half pipe.

19. WIND TUNNEL BACK WALL

A) Where is it? - It is located inside the WTSA.

B) How do you get it? - Do a lip trick on the lip of the long concrete quarter pipe that spans the entire back wall of the wind tunnel.

C) What does the back wall look like? - The back wall has several sequences of the numbers 1-10 spray painted on it with red spray paint. If you look close enough there are several hash marks then the numbers then several more hash marks.

D) Are there any other ways to get this gap? - What do you think?

E) Review - Access the wind tunnel and do a lip trick on the lip of the long concrete quarter pipe spanning the entire back wall.

20. UPWIND LIP

A) Where is it? - It is located inside the WTSA

B) How do you get it? - Access the WTSA and then immediately turn left upon entry. Do a lip trick on the lip of the concrete quarter pipe there.

C) What does this concrete quarter pipe look like? - Well, it is a lot smaller than the one spanning the back wall it is relatively the same.

D) Are there any other ways to get this gap? - No.

E) Review - Access the wind tunnel and immediately turn left upon entry. Do a lip trick on the concrete quarter pipe there to gain one of the easiest gaps in the game.

21. DOWNWIND LIP

A) Where is it? - It is located inside the WTSA.

- B) How do you get it? - To get this gap you need to access the WTSA and then immediately turn right upon entry. Do a lip trick on the lip of the concrete quarter pipe there.
- C) What does this concrete quarter pipe look like? - Well, it is a lot smaller than the one spanning the back wall it is relatively the same.
- D) Are there any other ways to get this gap? - No way.
- E) Review - Access the wind tunnel and immediately turn right upon entry. Do a lip trick on the concrete quarter pipe there and give yourself a pat on the back for you have just completed all the gaps in THE HANGAR!

School II:

@Bendy's Curb/*Poll Stomp/*Rail 2 Brix: Hit all 3 of these gaps together. Go by the Roll Call: Gonz Rail gap. Grind the area that's off the ground a little bit (where a bell is). That's the Bendy's Curb gap. GO STRAIGHT after you get off it. Crash right into that poll. It'll fall down. NOW, go back and do Bendy's Curb again, then jump to the poll for Poll Stomp! Then jump to brick area after it to get Pole 2 Brix!. There ya go! 2 Hidden gaps and an often overlooked gap, all in one big shot.

##%ARE YOU SERIOUS?!) - from the starting point in the school go straight and then take a right down the corridor with the concrete wall rail in the middle. this leads to the what i like to call the "bathroom area". once inside this area stop and look for a little wooden quarter pipe on the right end of the island section located in the middle of this area. what you need to do is jump off this wooden ramp to get speed then let your skater cruise down the "island" until you reach a slew of wooden planks right before a planter. if you have enough speed you should be able to launch from the planter up on the roof with two jump ramps on it. next task is to jump from either one of these ramps onto the other roof with the flag poles sticking out it. if you're feeling lucky you can just clear the gap with a leap of faith to get the MAD SKEELZ ROOF GAP or just jump to the flagpoles and grind one of them to reach this new "secret" area. Most people call this the Carlsbad area, so that's what i will refer to it as. this area is small and has a wooden quarter pipe nestled on the right wall. use this pipe to get some speed then go straight and let your character cruise for a bit. hit the first wooden ramp that you see! not the one next to the wall! remeber this. OK if you make it past the curved rail after you use this little kicker ramp, then jump off the other wooden ramp straight ahead to get over the wall and make it to the roof with the vent system on it. USE THE MOON PHYSICS CHEAT! i did, there is no crime in doing this and you still recieve the gap if you do use it. i think it's accesible if you beat the game with Officer Dick but that remains to be proven. good luck on getting this gap without this cheat!

Marsielle:

*Knucklin Futs: This one isn't too hard. All you have to do is grind the top of the blue T, the one you knock down to get to the secret area (See section 3: Hidden Cash Icons of Heat Levels). To do this, work up some speed on the area in front of it, then transfer out of that area and onto the T. If you find yourself going over to T often, try transferring on an angle.

New York City:

@Going Down? -Manual down the escalator (where you go up to the subway tracks). Simple as that.

@The Bridge-Manual across the brdige by the subway token. Its close to the statue.

*%Pillar Air: From the starting point of NY turn right a little up to the subway escalator. If you don't know where it is or what it is, you must first have all of the tokens to access it. If you don't know where it is, form the staring point pan right and it is the huge pillar with the red and white spray paint on the back. After finding and going up the escalator grind on the "subway" rails leading to the "secret area" called the Banks. When you're in the banks go straight down to the water lined by the chain-linked fence. To the right (assuming you're looking straight at the water) you'll find a small wooden quarter pipe. This is the one RIGHT NEXT to the water! Do NOT mistake it for the others. Your next task is fairly simple. Session this quarter pipe to get some adequate speed. Just cruise along the chain linked fence and go straight and just NAIL the pillar. Did you do that? Ha, good. This is the pillar you need to launch off of. Now that you know this, session off the quarter pipe once again and head towards the pillar again. But, THIS TIME remember NOT to hit it! This time, jump at a diagonal angle to the pillar on the left. In case you are foggy on this, it is the two pillars linked with the rail above the ground. Good luck on this one.

*%Path Less Traveled: From the starting point in this stage, go straight a little bit and then turn left at the park entrance (it's the first left you will see). Then take a right and go across the bridge. After doing these first couple tasks, stop and take a look at the rail to your right. This is your rail. Now go straight up to the street and then turn around and look at the rail you were just looking at. This time it is on the left (it didn't move don't worry, it's just on your left opposed to your right now). Your next task to accomplish will be to grind this rail. While grinding, take a gaze at the blue bench to your right. This is your gap! Wow, you say, that's quite a distance! Hardly, just use MOON PHYSICS (if you have it) and this gap will be yours in no time. Remember from the street grind the rail to your left. Then after awhile jump to the blue bench on your right. Get all that? I hope so

*%Slam-Dunk: From the starting point, pan right and skate towards the subway escalator. Once up the escalator, grind the "subway" rails leading to the "secret area" called the Banks. Once inside stop! Hug the brick wall to the left of you (assuming that you jumped into the Banks looking straight). Hug the wall until you reach the basketball court. Right before the first basketball hoop you see there is a message in yellow and black spray paint spelling "DAP" or "PAP" on the wall. This wall is the wall you need to wall ride (say that sentence five times fast). OK, here is how to get the gap. I'll try to make it as simple as it really is. First you need to wall ride the wall with the "DAP" or "PAP" message on it. Second try to do a "WALLIE" (basically an "OLLIE" while wall riding) on to the very top of the basketball hoop. Don't get it? There is only one thing to grind on that hoop anyway and that is the very top. So, again wall ride then "WALLIE" then grind. I hope you found this as simple as I did. Good luck!

*%Sidewalk Bomb: From the starting point in this stage pan right once again towards the subway escalator. Go up the escalator and once your skater is at the top, stop! Look at the concrete wall to your left, see it? Grind it. Once you get towards the end of the wall you will see a brown awning below you. Jump to it. See how you did that? Do it again but this time try to jump from the concrete wall and land on the edge of the awning in a grind. THIS IS VERY DIFFICULT! You will not get it the first time but remember this IS the way to get the SIDEWALK BOMB! So again, find concrete wall then grind it then find awning jump to it then try to grind the edge

Venice Beach:

*#HUGE VB Trasnfer: This VB trasnfer is hard. turn right from where you start.

go all the way down, until you reach the quarterpipe. Transfer from that quarterpipe, OVER the one next to it, to the one next to that one. its hard, but if you do it right, you'll get 3 different gaps and alot of points.

@Cane Manual-Go by where you get the letter K (by the Muska gap) on the roof (ring a bell? it should). There is a long vent looking thing that curves a bit. Manual that vent to get the Cane Manual.

@#He Could Go.../All The Way.../Touchdown!-This is a bit hard to do, but you'll hit all 3 of these gaps. Somewhere in this level (its not on a roof, its on the ground. The area right in front of where you start) there is a bunch of tables with wood planks over them. Manual the whole thing without stopping or jumping to get these 3 gaps. It only works in one direction.

@#Huge Gap-Ollie the two 5-set staircases to the left of where you start (moon physics help ALOT) to get this gap

@'ROUND THE HORN!!!-After the huge gap, there is a quarterpipe that wraps around the walls of this small area. Grind the lip of the whole thing to get this gap

%*#Nice Mid Size Roof Gap: I'm going to explain this the LONG way so be prepared. From the starting point of this stage go straight down the little quad set of stairs in front of you. Go past the "CRAZY JOE" graffiti and jump over the next quad set of stairs directly in front of you. Go left into this tiny alcove and straight again until you see a good size wooden quarter pipe. Use this to get onto the roof with the curved ceiling window structure in a pyramid type shape. OK, look straight at this structure then turn left until you see a "vent" ramp (it's rather small and metal). This "vent" ramp leads to another roof with metal quarter pipes and ramps on it. Once on this roof turn right and hop over to the roof below this one (it's the one with the wire structure on it kind of resembling a triangle). OK, first task completed. Now assuming you are looking forward after hopping over to this roof, take a left until you see a small roof with nothing on it. NOTHING AT ALL! Remember this! Now, jump over to it and you may get the WEE LIL ROOF GAP. If you do you are in the right spot so congratulations on following my directions crud though they are. Now, here is how to get this confusing gap. First do the WEE LIL GAP to get used to it. Second try to jump further to the right on the roof. Do you know what I mean? Well, the two roofs kind of make a "V" shape. So, try to make it from the middle of the roof with the wire structure on it to the middle of the roof with nothing on it! Get it? If you do I owe you an award! Good job on following these instructions!

*%Ramp To Roof: From the starting point of this stage go straight down the little quad set of stairs in front of you. Go past the "CRAZY JOE" graffiti and jump over the next quad set of stairs directly in front of you. Go left into this tiny alcove and straight again until you see a good size wooden quarter pipe. This is almost it, you've nearly finished! All you have to do now is to make your skater jump from this wooden quarter pipe onto the metal quarter pipe on the roof to your left. USE MOON PHYSICS to lessen the chance of any physical Play Station damage. Good luck! I hoped these directions helped!

*%#Sick Roof Gap: Déjà vu? Yes it is! This is one of the only times I will do this on any of these gaps but do the NICE MID SIZE GAP but this time make the gap between the two roofs wider by jumping further to the right. I apologize for doing this I can not stress this enough. Look for my COMPLETE gap list soon to be posted for better instructions on this gap.

*%#Huge Roof To Ramp: From the starting point go straight a bit but pan right and grind on top of the chain linked fence in front of you. This fence leads to

a roof. Jump up on here. If you go left after jumping up here you will see a "BLUETORCH" banner hanging from a rail spreading across a space in between the roofs. Follow this banner until you see a curved vent in the shape of a "candy cane." A little ways left of this is a metal quarter pipe. Stop here! Go to the edge of the roof you are on and try to find a wooden half pipe. The left end of the half pipe is the end you need to jump to from the metal quarter pipe on the roof. Got all of this so far? I hope so. Next all you have to do is hope you can clear the gap, but to save the stress you may want to take the easy way and use MOON PHYSICS! Good luck!

*%#10 Point Landing: From the starting point of this stage go straight down the little quad set of stairs in front of you. Go past the "CRAZY JOE" graffiti and jump over the next quad set of stairs directly in front of you. Go left into this tiny alcove and straight again until you see a good size wooden quarter pipe. Use this to get onto the roof with the curved ceiling window structure in a pyramid type shape. OK, look straight at this structure then turn left until you see a "vent" ramp (it's rather small and metal). This "vent" ramp leads to another roof with metal quarter pipes and ramps on it. Once on here stop and turn completely around. Go to the edge of the roof and if you did this correctly you should see a rail to the right of a fleet of stairs. This rail is your key! All you have to do is land on this rail from the roof in a grind! The easy way, behind the first metal quarter pipe you see on this roof is (of course) the left edge. If you grind the left edge to the end and let your skater fall without jumping, you should land on this rail easily. The hard way, blindly trying to make it on the rail. Which do you prefer?

Skatestreet

*%Over The Deck: From the starting point cruise right down that roll in ramp in front of you. After making it down turn left and straight to the small wooden quarter pipe with the "FIRM" logos on it below its lip. Don't session off of this quarter pipe! Instead turn your skater around and look at the succession of ramps in front of the brick steps in front of (if you listened to directions). Getting this? This gap is actually fairly easy if you know what to do and you DO know what to do right? OK, I'll explain further despite your intelligence. All you need to do is launch off of any of the ramps in front of the brick steps and air over the "deck." There is nothing more to say or else I would just be repeating myself, so I hope this much was enough.

*%Cut The Corner: From the starting point cruise down the roll in ramp. When you get down turn right but not too hard. Go straight for a bit and you will see a platform with orange cones on it. Go on the right end of this platform where the Van Secret Key entrance is. Get some speed (somehow) and when you feel your skater is ready launch off of the rightmost ramp on this platform (it has two cones on it and is right next to the Van Secret key entrance) at a diagonal. Try to land on the floor to the left. Confusing? I'm not surprised this is very tricky especially with bad directions. So here we go again, starting point go right find the platform with the orange cones go on the right end of it pick up speed launch off right side at diagonal angle and try to land on floor to the left. Good luck on this gap!

@%Rail To Rail: After going down the roll in ramp, turn right hard and you should run into a brick wall with a rail to the right of it. Pick up some speed and grind the brick wall a bit then try and jump over to the rail and land in a grind. This is not too hard at all, right?

*%#Nail The Rail: This is a hard one but fear not. I'll explain it the best that I can. All right, from the starting point turn around completely and face the half pipe. If you found it, then look at the wall at the end with the

painting of a city. Look at it for a bit. Splendid isn't it? Now move your skater to the left and over the lip of the left end of the half pipe. This takes you to the bowl lined with logos and what not below its lip. OK, remember the half pipe lip you just hopped over to get into the bowl? Well, your next task is to jump from the bowl and land in a grind on the lip of the half pipe. This is so hard to get it shouldn't even be a gap. But you know what to do now you just have to do it so remember, jump from the bowl and land in a grind on the lip of the half pipe. Good luck, you're going to need it.

*%Skating On The Dock Of The Bay: For this you will need to access the Van Secret Area. To access it you need to grind the little curved rail linking both sides of the half pipe. The half pipe is right behind you when you start so just grind that little curved you see OK? All right we're on our way. Next you need to find the actual area. So from the starting point of view go down the roll in ramp and turn right and you will see a green light. Behind it is a door, an open one if you've already accessed the secret area. Go in here, skate forward for a bit and then turn right and you will see a concrete quarter pipe. Now all you have to do is grind the lip of the quarter pipe from one end to the other to get the gap. So easy it's impossible.

*%Funbox Wheelie: From the starting point, go down the roll in ramp and pan right to find a hexagonal fun box. Your next task is very simple. All you need to do is to hold a manual all the way across the fun box. YOU MUST MANUAL THE ENTIRE THING ACROSS! Do NOT wander to the left or right or you won't get the gap. Just go straight across!

Philadelphia:

*%Pillar Hop: You must have the PHILLYSIDE secret area to do this. I'm not going to tell how to get in here so if you don't already know how you need to find out else where. OK, from this stages starting point go left towards the PHILLYSIDE secret area. When inside go over to the teal humps (there are four of them). Now do you see the two pillars behind them? (They have red spray paint on them) this is your gap. All you need to do is grind the curved quarter pipe next to the train and grind to the right towards the first pillar with the red spray paint on it that I was just talking about. When you get close to the pillar jump and past the pillar over to the small grind on the other side leading to the other pillar with red spray paint. If you did this correctly then you will have this gap. I know this is hard and this is hard to explain let me tell you so forgiveness for any confusion is all I ask.

*%Just Visiting: From the starting point head straight. Stop at the planter to your right. Now if you grind this planter to the end for me I will appreciate it. Did you notice how it curves at the end towards the planter below? I sure do hope so. Tricky isn't it? Ha, that's what I thought too. Now all you have to do is grind the planter to the end when you reach the curved part try to land and grind on the edge of the planter below. Congratulations on following directions.

*%Funbox Transfer: From the starting point head left towards the PHILLYSIDE secret area. From the direction you are heading you will see two rails to your left inside this secret area. Grind the leftmost one (the one that curves to the right at the end). Once you reach the curve, you should see a fun box right in front of (It is concrete and weird looking). All you need to do is jump from the curved part of the rail onto the concrete rail part of the fun box and land in a grind. Hopefully you get this one.

@%Train Hard: Easy, easy, and easy. From the starting point head left towards PHILLYSIDE once again. Go next to the four teal humps. To the left of them is a concrete quarter pipe with graffiti (some of it is blue and with and some of it

is blue and yellow) around its lip. All you have to do is grind the entire lip from one end to the other to get this simple gap. If this helps, you can actually see a train behind this quarter pipe so it's hard to miss.

%Funbox Wheelie: From the starting point you don't even have to move. Just look at the fun box straight in front of you. This is what you need to manual across. Need my expert explanation? Ha, OK here we go. First find the fun box which shouldn't be hard because it's right in front of you when you first start the stage. Second you need to manual all the way across the fun box from one side to the other. Third pat yourself on the back, good job!

#%Flat Lands Techin: This gap is fairly hard. From the starting point to straight past the fun box and past the planter to your right down the stairs at the end of this path. Stop after going down the stairs. What you need to do now is jump up the stairs and land in a manual. Keep on with the manual past the planter past the fun box and past the two ramps with the barrel in the middle in the distance over to the stairs with four rails on it. Right before the stairs is where the gap ends. In case you want to be brave and jump down the stairs and land in another manual go right ahead. Remember you must be in a manual at ALL times for this gap. If you do slow down a jump and flip move are allowed to get you going

5) Hidden Areas

As of now, I don't know if every level has a hidden area. As I update this FAQ I'll list every secret area I can find. And if someone out there knows of an area not listed here, tell me about it! These are only areas that I KNOW OF.

The Hanger:

Hidden Areas - 1

Somewhat Hidden Areas - 1

Hidden Areas Required for 100% - 2

Total Hidden Areas - 2

Somewhat Hidden Area: This isn't too hard to get to. You need it for the secret tape in this level. Grind the blade of the chopper. The only real point that you MUST grind on is the last white tip. So basically, hit the kicker, grind across the blade, and just don't jump off. This will open up a part of the wall revealing an area outside. The wall is just left of where the chopper just took off (away from where you started the level)

Hidden Area: This isn't hard to get, but it's not the most obvious one either. After you start the level and go down the ramp, turn toward the right. Hit the right wall. Too much speed here will mess you up. Now, go toward the halfpipe in front of you, staying close to the wall. Don't ollie here, instead once you get off the group GRIND. You should grind on a little propeller attached to the wall. Grind TO THE END OF IT, DONT jump off, and if you did everything right (not like its a hard task; Grind and fall) the wall where the propeller is will blow up, revealing a secret area with some cash icons.

School II:

Hidden Areas - 1

Somewhat Hidden Areas - 1

Hidden Areas Required for 100% - 1

Total Hidden Areas - 2

Somewhat Hidden Area: Really simple if you take a good at the situation BEFORE

to attempt it. At the start of the level, take a right and go down the ramp. Head up and hit the quarter pipe. Do a trick or something for some extra air and speed. Now speed down that area, and STAY ON THE RIGHT SIDE of it. Although it's tempting, DONT skate down the middle. At the end, you'll head down a wood plank then hit a little ramp. Ollie when ya hit it to go up onto that wall. Hit the ramp in front of you, then grind on one of the flags. Get the secret tape, then go off that wall. This small area has a gap or two to get and 2 cash icons

Hidden Area: The Gym. Damnit, I did this at first by accident. It took me FOREVER to figure out how to get it to work. But I finally figured it out. You have to make it down to the Opunsezmee Roll Call Rail in under 20 seconds. While the second schoolbell is ringing, (Timer will be around 1:41) start grinding the rail. When you reach the bottom (and get the Opunsezmee gap), the doors to the Gym will open up. The Gym is the set of doors after the LunchTable gap. It shouldn't be hard to find. The Doors will stay open forever after that point (unless you play carrier mode with a different character). The Gym has a bunch of gaps, and easy ways to rack up points, but no cash icons or anything required to get 100%

Marseille:

Hidden Areas - 1
Somewhat Hidden Areas - 0
Hidden Areas Required for 100% - 1
Total Hidden Areas - 1

See section 3: Hidden Cash Icons of Heat Levels

NY City:

Hidden Areas - 0
Somewhat Hidden Areas - 1
Hidden Areas Required for 100% - 1
Total Hidden Areas - 1

Somewhat Hidden Area: This area is where the secret tape is, as well as some cash icons. There are two ways to get into this area. It is behind the brick wall that's straight ahead of you when you start the level. One way to get in is to knock down the streetlight in front of the area (I'm not quite sure HOW, it was just always already knocked down for me. if you know how tell me, or just look down for how to get it the second method). You can also wallride this wall then grind the top of it and get in (if the streetlight isnt down). The second way, which I think is smarter (takes a bit more time though) is to go up the escalator to the above group subway tracks. Hop on the tracks on the LEFT (the trains come right at you on the right, so only go there if you wanna get runaway) and just grind all the way down. You'll get the Grind The Tracks tape. Once you get the tape (the Gap "Railroad Tracks" jump off into the somewhat hidden area. You can take it from here.

Venice Beach:

Hidden Areas - 0
Somewhat Hidden Areas - 1
Hidden Areas Required for 100% - 1
Total Hidden Areas - 1

This is really hidden, but people have been emailing me to add it. Its pretty easy to get too, there are a ton of ways to get to it. I'll just tell ya the easiest way. Go to your left as soon as you start. Go down the stairs. This area has a quarterpipe going around most of the walls. Head to the right corner and transfer over it. Right into the sand...wait, NO! onto a secret sidewalk!

Skate down it, stay off of the sand to reach this area. A VB transfer is here, and THE VENICE LEDGE gap/tape is there. The ledge down there (the one that says "The Ledge" on it), that's the ledge. Tailslide away.

SkateStreet:

Hidden Areas - 0
Somewhat Hidden Areas - 2
Hidden Areas Required for 100% - 2
Total Hidden Areas - 2

See section 3: Hidden Cash Icons of Heat Levels

Philadelphia:

Hidden Areas - 0
Somewhat Hidden Areas - 2
Hidden Areas Required for 100% - 2
Total Hidden Areas - 2

Somewhat Hidden Area #1 (Skatepark) - not hard to get to at all. Cash icons and a level requirement reside in this cool little area, as well as some gaps you can't get anywhere else. Go to the visitors center (its to the left of the fountain. It has a ramp going up and blue rails on each side. Hard to miss). See that Cash Icon just hanging out on the wire? Grind up that wire and grab it. Once you do, the wire will snap, and the telephone polls will come crashing down onto the fence blocking the skatepark. There ya go. Just go right in and have fun. This is the best area to get points in this level too.

Somewhat Hidden Area #2 (balcony) - This area isn't really hidden, its just a total pain to get too. There are two ways to get to it. Method #1-grind that weird banner like thing in front of you when you start the level. Hit the "Most Obvious Gap", grind down the rails, then Ollie when you get to the little bump (where the pavement ends and the grass begins). You MIGHT be able to make it, but it can be pretty hard. Method #2-Work up some speed before you do this, it'll help. See the wire that goes over the fountain? The one the secret tape is on? Well find where it starts (on a ledge to the left of the fountain) and grind it. Grind and jump, grind and jump. Keep up the speed. When you reach the balcony, DO NOT try to jump to it. Instead keep grinding. Make sure that you don't jump off the end. When the wire ends, instead of you falling to the ground your grind will transfer to the edge of the roof. NOW you jump off. Fall down to the balcony below to shut off the fountain, and if you jump from the balcony to the OTHER wire (not the one you came in on) you can get a \$250 cash icon as well as the "Telephone Company Gap".

The Bullring:

Hidden Areas - 0
Somewhat Hidden Areas - 1
Hidden Areas Required for 100% - 1
Total Hidden Areas - 1

See section 3: Hidden Cash Icons of Heat Levels

6) Hidden Characters

Officer Dick - Beat the game with 100% on every level with any character BESIDES Tony Hawk or a skater you made.

Spiderman - Beat the game with 100% on every level with a skater you created. Spiderman is cool.

Private Carrera - hit all the gaps in the game (ouch)

McSqueeb - Beat every level 100% with Tony Hawk. McSqueeb is Tony from the 80's, his Style 3. He has different moves, pretty cool.

Play as Neversoft Staff and other guys (thanks to Mark Green)-

On the MAIN MENU SCREEN (no, NOT the pause menu) hold down the L1 key and enter USSTRUCT then release L1, the selection wheel should make one complete spin. Then, go to Create A Skater mode and create a new skater, and enter one of the following names exactly:

Jeremy Andersen
Aaron Cammarata
The Pouncer
Ralph D'amato
Edwin Fong
Noel Hines
Gary Jesdanun
Joel Jewett
Ryan McMahon
Nolan Nelson
Nggdynln
Johnny Ow
Scott Pease
Silvio
Chris Rausch
Junki Saita
Kage
Aaron Skillman
Darren Thorne
Jason Uyeda
Mick West
Connor Jewett
Hudson
Robert Earl

If done correctly, the disc will spin briefly after you END the name selection and a hidden preset skater design will be loaded. (Your hometown will change and the appearance of the skater will change.) Some of the appearance settings these skaters use are ones that are not conventionally on the menu. If you change these settings you CANNOT change them back without re-entering the name.

Entering USSTRUCT on the title screen again will cause these names to stop having any effect.

7) Tricks & Cheats for Tons o' Points

This section is for those tricks and loopholes to get a ton of points. Some of these will require cheats, they will be noted. I've marked all the tricks that don't need cheats with a *. These aren't official names for these cheats and tricks, just names I thought of.

*;Mucho Pointas!-

Level: The Bullring

I found this cheat first! Yeah, woohoo. Hehe, sorry, but was the first cool buggy thing I found.

On the BullRing level, go on the backside of the loop-de-loop. The side away from the halfpipe. Stand on the wood part (before the loop starts) and hold downleft or downright. You'll go around in circles. Just do that until you have around 7 seconds left on your timer, then stop spinning and go directly into the loop. After you stop spinning, but sure to press and hold X for more speed.

Heh, do this trick in Freeski. On the 1-minute heat I was able to get a 9260 Way To Go, Gringo! That was around half a million points!

Manual of the Gods-

Level: Any of 'em

This trick requires the perfect balance cheat.

This trick is cool. After you get the perfect balance cheat, get the Casper to 360 flip trick and go into any level. Now, simple jump up in the air and do the trick. Casper to 360 flip is a special manual. The cool thing is, you stop moving when you do it. So with perfect balance, you just stay there forever! Points points and more points! Want evenMORE points? Do a bunch of grinds and kickflips and regular manuals. Get the multiplier to 28.5X, THEN do this trick. (don't do Casper to 360 flip when your working the multiplier up, because the points will be reduced when you need to actually GET the points). Also, if you hold down the button you use to do the trick (either O or Square, whichever one you use) and you'll do Freestylin', a cool little trick that'll get ya a good amount of points.

*Soul Train-

Level: Philidelphia

Get by an area where the train comes and wait for the train to come. Skate next to it and obtain a similar speed. Then, use a no comply or boneless jump (tap up and then let go of x) and try to land on the top of the train by holding triangle and back. It keeps hitting the multiplier cause you can't land. After the train passed, land and you'll get a crapload of points. If ya wanna push your luck a bit, after the train passes do a manual, then go and grind a curb or something. I dunno. (thanks to zippy180)

Grind of the Gods-

Level: Skatestreet

This trick requires the perfect balance cheat or kid mode.

Go around the curving rail on the halfpipe (the halfpipe that is behind you when you start. There's a cash icon on the rail) in ventura very slowly, so you are about to stop. as you finish the curve, you will run out of speed on the lip of the halfpipe because it slopes up. as you stop, you turn around and automatically start grinding the other way. the process repeats itself on the other side, and does so infinitely. you can add tricks by doing them as soon as your character changes direction. if you do it any time other than that, you run the risk of gaining too much momentum and going over the slope on the pipe lip. Also, you'll hit the "Van Secret Area Key" gap each time around, adding even more to the multiplier. (thanks to Bryce)

Grind of the Gods 2-

Level: Philadelphia

This trick requires the perfect balance cheat or kid mode.

Ya know the fountain in the middle of this level? With the perfect balance cheat or kid mode, you can grind the inside of it forever. Rack up an infinite amount of points with this baby!

¡Mi Amigo!-

Level: Bullring

Get up to the balcony in the bullring, either side. Jump up to the wire above and with perfect balance just grind slowing. You'll hit tons of gaps and rack up tons and tons of points really fast. Don't combo this trick with jumps and other tricks, or you'll get too much speed and go off the edge when you reach

the end (as apposed to turning around and grinding some more)

8) Button & In-Game Cheats

YEAH! Button cheats! Just like THPS1! WOOHOO! To use these, pause the game, hold down L1, then enter the button combination. All these codes actually spell something, but I see that a bunch of people havnt figured that out, soooo I added in what all of them actually mean.

Key

U = Up (D-Pad)
D = Down (D-Pad)
R = Right (D-Pad)
L = Left (D-Pad)
C = Circle
T = Triangle
S = Square
X = X

USTUD (You Stud)- When your special bar becomes active (turns yellow) all your stats will be raised to max, or maybe higher. We're not quite sure... (Thanks to tanakasan)

XTCSTUD (Ecstasy Stud)- Raises stats to 10 each.

RUST (Rust)- Turns blood on or off.

XXXXLXXXXLXXXXL (Extra Extra Extra Extra Large...)- Increases Weight of skater. Enter as many times as you want for a heavier skater. (Try doing this one alot. then take a look at your skater, even though he's hard to miss)

XXXXSXXXXSXXXXS (Extra Extra Extra Extra Large...)- Reduces Weight of skater. Enter as many times as you want for a lighter skater (try doing this one alot. then take a look at your skater, if you can find him, that is.)

XTCCULTS (Ecstasy Cults)- Infinite special bar.

DSTRUCDSTRUC (Destruct Destruct)- Makes the game move faster. Pretty cool.

SCULLSRUL (Skulls Rule)- Gives your character a big head (thanks to JonnyWeedSeed)

Scrsrscr - 100000 in competition (unvarified)

LULUDUSTLULUDUST (Lulu Dust Lulu Dust)- Moon Gravity x2 (regular moon cheat times 2. thanks to GotenksSSJ1000)

CRULTCRUD - Sim Mode, makes everything more realistic (thanks to GotenksSSJ1000)

----Jet Pack Mode----

(at main menu, thanks to some guy who didn't give me his name)

UUUUXSUUUUXSUUUU

If you entered it correctly the dial should rotate once. Enter your game as normal, you can press the X button to gain altitude, release it to float back down. While you ollie or get launched into the air press and hold the triangle button to hover.

The flight controls are:

X button = Toggle jet blast on or off.

Triangle button = Hover.

L1 = strafe left

R1 = strafe right

L2 = rotate left

R2 = rotate right

----UNLOCK EVERYTHING----

XXXSTUDLUSTXTCXTC (XXX Stud Lust Ecstasy Ecstasy)-WOW! have all cheats, all levels, two secret levels, \$500,000 (enough money to buy EVERYTHING), and 100% with every one. Then go to end run and the screens will pop up saying that you have completed everything (Thanks to Dylan Stewart for this one!)

Play as Neversoft Staff and other guys-See section 6: Secret Characters

9) Secret Levels

YES! Its True! Hidden levels, 2 of 'em! Here's how to get them and some stuff about them. There's no tapes in these levels, only gaps. But they are pretty fun.

Chopper Drop, Hawaii: Get a gold medal in every competition with every character except Carrera. This level is very small and only has a few gaps.

Skate Heaven: Get 100% in every level with every character except Carrera. Wow, this level is cool. Its really big, and has a bunch of gaps. There's not much I can say about this level, only except its worth it. Very VERY cool level.

10) Bugs 'n Stuff

Yeah, bugs kick ass. Here are some I (and others) have found, and how to get them. I came up with these names :-)

The Blind Man's Video-

Weird. This only works in free skate. You may have noticed a few times if you hit your desk or where you PSX it, after the song the game is on it just stops. Strange, and annoying. But if you wait for a good 10 or so minutes, eventually the game will have to call on SOME audio, so it pulls the audio out of all the video clips. Starting with the Neversoft opening video, then bails, and so on. Pretty cool, but not really useful.

Hoverboard-

This is a weird one. On the school II level, if you land dead center (doesn't always work) of the awning over the Gym, you'll get stuck! What does this mean? Well you can do all the tricks you want, all the spins you want, and everything else you can dream of! Rack up the points! Only problem is, the only way to get out of it is have someone run over you (2 player mode). You won't bail; you'll just fall to the ground, racking up tons of points! Thanks to Drew Squire for this one.

Show Me What You've Got! -

This is really weird. On School II, by the leap of faith instead of jumping off, grind on that small side area. Normally, this is where you would get a Cash Icon, but if you miss where it would be, and fall AND LAND in the corner between the 2 walls (wall of the level, and the part of the wall that comes a bit out, the corner. You'll understand it when you see it) if you hit that corner and land a REGULAR MANUAL, your character will do all their specials, without leaving the ground! This'll rack up some nice points, and the best thing is you can Ollie then do manual again to link it with other moves!

A Little Too Excided-

This is a cool, but strange one. Apparently it can only happen in the Hanger and Bullring. Outa nowhere, your character will just start jumping. SO? Your character Ollies over and over, WITHOUT HITTING THE GROUND! Yay! Multipliers! Do all the tricks you can, hell, do all the tricks you know! When you're finished with this one, just grind to stop it. In bullring, to activate this, wallride on the outside of the stands. A bit tricky. This bug works alot more often if you have gameshark codes on, unlimited special and unlimited stat points seam to aggravate the game the most, and cause the most bugs. Thanks to Drew Squire for this one.

Slip 'n Slide-

This is a very annoying bug that can really ruin a 2 player game (well, for the person it happens too, its pretty damn funny if your not the guy it happened too). This bug happens most of the time on created parks, but it can happen in other levels too, either the real levels or the premade parks, but it happens pretty rarly on regular levels. If you bail on a halfpipe, or even on a ramp, you'll fall but wont get up. You'll start just sliding all over the level in the bail position. you wont be able to get up until the time runs out (or if you fall off some place big).

I paid \$53.62 for a demo?!-

This isnt really a bug, just a little thing. If you go to a level before the level's movie has loaded, it says "Not Avaliable In Demo". Once it loads, that it replaced with the level's movie.

11) Closing

The final update. The last stage. Level 99. \$999,999. Stats maxed out. Whatever you want to call it, this is the end. No more updates. No answering emails for gaps or cheats anymore. I'm just too busy now. Sorry. Maybe when THPS3 comes out...we'll see. I hope you enjoyed my FAQ, and I hope it was helpful. Thanks to everyone who helped me out, contributed info, and everyone who provided moral support. Thanks for sticking around for the end. Maybe you'll see another FAQ by me sometime...and then again...maybe not. Only time will tell.

This is Christoff, signing off.

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