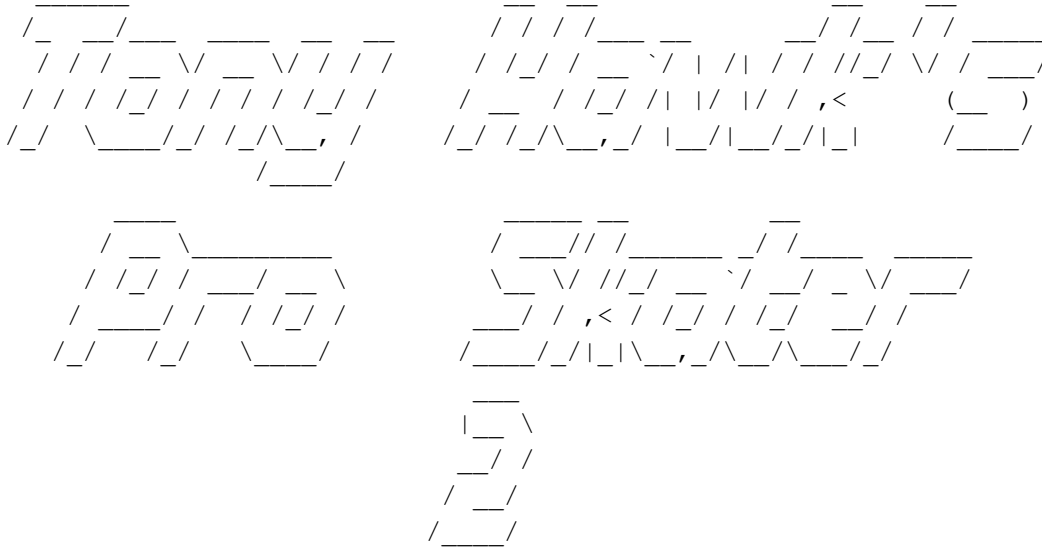


Tony Hawk's Pro Skater 2 Character FAQ

by SpacePirate

Updated to v3.2 on Jun 13, 2004

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.



Tony Hawk's Pro Skater 2
PlayStation
Character FAQ
Version 3.2
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6-13-04

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1. Introduction

Welcome to my guide on the characters in the game, Tony Hawk's Pro Skater 2. This game let's you play as a real pro skater and do goals in large and fun levels. You can also do some awesome moves you wished

you could do. The game let's you take control of the character in ways no other skateboarding game (except the original Tony Hawk) does. You can control your skaters stats, and his/her special moves. That's why I made this FAQ.

I wanted to make a full Walkthrough but I'm not good with words and I can't describe how to finish the goals. That, plus I really want to make a FAQ and a full FAQ will take a while. I'm really good at this game and I have beaten the game with each character. So, I can tell you how to get big points with the character you want to play as. So, let's get started.

2. Characters

Here's the Character FAQ. It includes the characters bios, moves, stats and how to use the characters. I won't put the Created Skaters stuff because you can change the moves and stats and they don't have bios. Also, 80's Tony doesn't have a bio or a Using the Character part.

```
+-----+
|Tony Hawk                                     |
+-----+
|Bio:                                         |
|Possibly the most influential skateboarder of all time, Tony has |
|invented hundreds of tricks including the stalefish, madonna, and 720,|
|and is the only person to land the vaunted 900.                         |
+-----+
|Stats:                                       |
|Air:           7                            |
|Hang time:    5                            |
|Ollie:        2                            |
|Speed:        6                            |
|Spin:         8                            |
|Landing:      5                            |
|Switch:       3                            |
|Rail Bal:     3                            |
|Lip Bal:      6                            |
|Manuals:      5                            |
+-----+
|Specials:                                    |
|Overturn- Down, left, grind                |
|The 900- Right, down, grab                 |
|Sacktap- Up, down, grab                    |
+-----+
|Using the Character:                        |
|Tony can get height and he has some high point value grabs.         |
|He's ok on street but try to keep him on the ramps. And do spins    |
|while you do tricks.                                                         |
+-----+
```

```
+-----+
|Bob Burnquist                               |
+-----+
|Bio:                                         |
```

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

|-----
|Stats:

|Air: 6
|Hang time: 5
|Ollie: 5
|Speed: 5
|Spin: 5
|Landing: 3
|Switch: 8
|Rail Bal: 2
|Lip Bal: 7
|Manuals: 4

|-----
|Specials:

|Rocket Tailslide- Left, down, grind
|Racket Air- Left, down, grab
|One Foot Smith- Right, down, grind

|-----
|Using the Character:

|Bob can get major air and he has grab tricks that need
|air. And he is awesome in switch. Try to do all your tricks in
|switch to get more points. He isn't that good at street. You can get
|some decent gaps with him but that's about it.

+-----
|Steve Caballero

|-----
|Bio:

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

|-----
|Stats:

|Air: 6
|Hang time: 5
|Ollie: 5
|Speed: 6
|Spin: 3
|Landing: 5
|Switch: 5
|Rail Bal: 6
|Lip Bal: 5
|Manuals: 4

|-----
|Specials:

|Hang Ten- Right, up, grind
|Triple Kickflip- Up, left, kickflip
|FS 540- Right, left, grab

|Using the Character: |

|Steve is much more all-around than Bob. He can get air |
|and has those high scoring vert tricks and he also has some awesome |
|street moves like 360 Flips. He's good at grinding and manualing |
|and he can get height. Steve is the best choice if your looking for an |
|all- around skater. |

|
|-----
|

|Kareem Campbell |

|-----
|Bio: |

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

|-----
|Stats: |

|Air: 7 |
|Hang time: 2 |
|Ollie: 6 |
|Speed: 5 |
|Spin: 8 |
|Landing: 4 |
|Switch: 5 |
|Rail Bal: 6 |
|Lip Bal: 2 |
|Manuals: 5 |

|-----
|Specials: |

|Nosegrind to Pivot- Down, up, grind |
|Ghetto Bird- Down, up, kickflip |
|Casper- Left, down, grab |

|-----
|Using the Character: |

|Kareem has some mad skills. He's awesome at grinding, |
|spinning, and he can get air. Combines these things with awesome flip |
|tricks and you got a high scoring character. His grabs aren't that |
|good and his hang time is low, so stay off the ramps. |

|
|-----
|

|Rune Gilfberg |

|-----
|Bio: |

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

|-----
|Stats: |

|Air: 7 |
|Hang time: 7 |
|Ollie: 5 |

|Speed: 6
|Spin: 5
|Landing: 3
|Switch: 4
|Rail Bal: 4
|Lip Bal: 3
|Manuals: 3

|-----
|Specials:

|One Foot Bluntside- Left, up, grind
|Kickflip One Foot Tail- Left, down, kickflip
|Christ Air- Left, right, grab

|-----
|Using the Character:

|Stay on the ramp. His street skills are low but he's great on the
|ramp. So stay on the ramp, not the street.
+-----

+-----
Eric Koston

|Bio:

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

|Stats:

|Air: 4
|Hang time: 3
|Ollie: 7
|Speed: 5
|Spin: 4
|Landing: 4
|Switch: 7
|Rail Bal: 7
|Lip Bal: 3
Manuals: 6

|Specials:

|The Fandangle- Right, down, grind
|Indy Frontflip- Down, up, grab
Pizza Guy- Down, left, grab

|Using the Character:

|Eric is one of my favorite skaters. He's awesome on street.
|So, stay on the street. You can easily link tricks together
|with him. He isn't good on ramps but he isn't horrible.
+-----

+-----
Bucky Lasek

|Bio:

|Hardened on the East Coast and currently refining his skills in
|Carlsbad, CA, Bucky is equal parts power, originality and style. When

|Bucky's not dropping jaws at the local Mission Valley Skate Park
|you'll find him loving life with his wife and daughter.

|-----
|Stats:

|Air: 7
|Hang time: 7
|Ollie: 3
|Speed: 6
|Spin: 7
|Landing: 3
|Switch: 5
|Rail Bal: 3
|Lip Bal: 7
|Manuals: 2

|-----
|Specials:

|The Big Hitter- Left, down, grind
|One Foot Japan- Down, right, grab
|Fingerflip Airwalk- Left, right, grab

|-----
|Using the Character:

|Keep this guy on the ramp. He's one of the best vert
|skaters in the game. He isn't to hot on the street. But on the ramps,
|he kills. You can get major height and he has good grab moves. You can
|also do some lips. He's great on the ramps.

+-----
|Rodney Mullen

|-----
|Bio:

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

|-----
|Stats:

|Air: 2
|Hang time: 2
|Ollie: 6
|Speed: 5
|Spin: 8
|Landing: 2
|Switch: 8
|Rail Bal: 7
|Lip Bal: 2
|Manuals: 8

|-----
|Specials:

|Heelflip Darkslide- Left, right, grind
|Nollieflip Underflip- Down, left, kickflip
|Casper to 360 Flip- Down, right, grab

|-----
|Using the Character:

|Stay off the ramp. He's horrible. Stay on the street.
|He's awesome! Rodney is also one of my favorite skaters. He is
|awesome at street. Do grinds, manuals, and flip tricks. You'll get

|tons of points. So, just do grinds, flip tricks, and manuals. |

+-----+

+-----+
|Chad Muska |

|-----+
|Bio: |

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

|-----+
|Stats: |

|Air: 4 |
|Hang time: 3 |
|Ollie: 8 |
|Speed: 6 |
|Spin: 4 |
|Landing: 7 |
|Switch: 5 |
|Rail Bal: 8 |
|Lip Bal: 3 |
|Manuals: 2 |

|-----+
|Specials: |

|Hurricane- Down, right, grind |
|Mute Backflip- Up, down, grab |
|Muska Nose Manual- Right, up, grab |

|-----+
|Using the Character: |

|Chad is ok on the ramps and is ok on the street. He's a |
|little of both. Combine street tricks with vert tricks to get points |
|with him. |

+-----+

+-----+
|Andrew Reynolds |

|-----+
|Bio: |

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

|-----+
|Stats: |

|Air: 4 |
|Hang time: 2 |
|Ollie: 8 |
|Speed: 4 |
|Spin: 5 |
|Landing: 7 |
|Switch: 5 |
|Rail Bal: 8 |
|Lip Bal: 4 |
|Manuals: 3 |

|-----|
|Specials:

|Nosegrab Tailslide- Up, down, grind
|Triple Heelflip- Up, right, kickflip
Hardflip Late Flip- Up, down, kickflip

|Using the Character:

|Andrew is the same as Chad except you'll want to do more street moves.
+-----+

+-----+
|Geoff Rowley

|-----|
|Bio:

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

|Stats:

|Air: 6
|Hang time: 2
|Ollie: 6
|Speed: 4
|Spin: 5
|Landing: 5
|Switch: 4
|Rail Bal: 8
|Lip Bal: 7
Manuals: 3

|Specials:

|Rowley Darkslide- Left, right, grind
|Double Hardflip- Right, down, kickflip
Half Pipe Casper- Right, left, kickflip

|Using the Character:

|Geoff is exactly like Andrew. He's best at street but good in vert.
+-----+

+-----+
|Elissa Steamer

|-----|
|Bio:

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

|Stats:

|Air: 6
|Hang time: 4
|Ollie: 5
|Speed: 5
|Spin: 5
Landing: 4

|Switch: 5
|Rail Bal: 6
|Lip Bal: 5
|Manuals: 5

|-----
|Specials:

|Madonna Tailslide- Up, left, grind
|Hospital Flip- Left, right, kickflip
|Indy Backflip- Up, down, grab

|-----
|Using the Character:

|Elissa has pretty good moves for the street and vert but try to stay
|on the street.
+-----

+-----
Jamie Thomas

|Bio:

|Originally from Alabama, Jamie has conquered some of the biggest gaps
|and longest rails ever seen- his Video parts in Welcome to Hell and
|Misled youth prove it. Jamie is also the only person to walkaway from
the infamous Leap of Faith with both legs intact.

|Stats:

|Air: 4
|Hang time: 3
|Ollie: 7
|Speed: 6
|Spin: 4
|Landing: 8
|Switch: 4
|Rail Bal: 7
|Lip Bal: 4
Manuals: 3

|Specials:

|Beni F-Flip Crooks- Down, up, grind
|Laser Flip- Down, right, kickflip
|One Foot Nose Manual- Left, up, grab

|-----
|Using the Character:

|This dude is the gap king. Don't do vert stuff. Do gaps and rails.
|Those are his specialties.
+-----

+-----
Officer Dick

|Bio:

|As a youth, poor Richard Ennvee was deemed a 'Poser' by other skaters.
|Distraught and overtaken by the need for revenge, Dick vowed to some
day become what those scaters feared most... the long arm of the law!

|Stats:

Air: 7

|Hang time: 7
|Ollie: 6
|Speed: 8
|Spin: 6
|Landing: 5
|Switch: 6
|Rail Bal: 5
|Lip Bal: 5
|Manuals: 5

|-----
|Specials:

|Assume the Position- Up, down, grab
|Lazy A** Grind- Left, down, grind
|Salute!!!- Left, down, grab

|-----
|Using the Character:

|Dick is best on the ramps but is ok on street. So stay on the ramp and
|street but mostly vert.

+-----
|Private Carrera

|-----
|Bio:

|Originally from Roswell, NM, army brat Private Carrera is ready for
|action. If it's hard... like skateboarding... she's on it! Creator of
|such classic skate moves as the Ho Ho-Ho and Somi Spin, Carrera is
|always ready for some stiff competition.

|-----
|Stats:

|Air: 6
|Hang time: 6
|Ollie: 5
|Speed: 6
|Spin: 5
|Landing: 5
|Switch: 5
|Rail Bal: 7
|Lip Bal: 7
|Manuals: 8

|-----
|Specials:

|Double Splits- Right, down, grab
|Fifty-5 Ho Slide- Right, down, grind
|Ho Ho Handplant- Left, right, grind

|-----
|Using the Character:

|Carrera can get good air and can get awesome points on the ramp.
|And she can get some points on street. She's a little of both.

+-----
|Spider-Man

|-----
|Bio:

|Given fantastic powers after being bitten by a radioactive spider,

|Peter Parker skates and fights crime as the Amazing Spider-Man. |
|Spider-Man's super strength, enhanced reflexes, wall crawling and web |
|slinging make him one of the most spectacular skateboarders around. |

|-----|
|Stats: |

|Air: 8 |
|Hang time: 8 |
|Ollie: 6 |
|Speed: 6 |
|Spin: 6 |
|Landing: 5 |
|Switch: 5 |
|Rail Bal: 7 |
|Lip Bal: 4 |
|Manuals: 5 |

|-----|
|Specials: |

|Spidey Flip- Up, down, grab |
|Spidey Grind- Left, right, grind |
|Spidey Varial- Left, right, kickflip |

|-----|
|Using the Character: |

|Spidey is an awesome vert skater and is also pretty good on street. |
|He can get big air and he has some cool moves. |

+-----+

+-----+
|80's Tony Hawk |

|-----|
|Stats: |

|Air: 8 |
|Hang time: 6 |
|Ollie: 3 |
|Speed: 7 |
|Spin: 9 |
|Landing: 6 |
|Switch: 4 |
|Rail Bal: 4 |
|Lip Bal: 7 |
|Manuals: 6 |

|-----|
|Specials: |

|Layback Grind- Right, left, grind |
|Pogo Air- Left, right, grab |
|The 900- Right, down, grab |

+-----+

3. Contact Information

You can contact me at Nintendomaster@comcast.net

If you are going to ask a question, make sure it is not in the guide.
If it is, then I will not reply. Also, don't make emails that don't make
any sense. And try to include you question in your topic.

If your going to send me letters with complements, then try to ask a question or tell tricks in the game that'll make the guide better. Send all the hate letters you want. They're hilarious. I never look at Spam letters. So don't send me them. I hate those dumb chain letters, so don't send me them.

4. Version History

Version 3.2

6-13-04

I fixed some minor problems like spelling, lining up the stats, and I messed with the art at the top also. I might make a full movelist soon but I have to think about it.

Version 3.0

5-31-04

I did re-did the FAQ yet again. I've added boxes and ASCII Art at the top. I also made the Chapter titles bigger. This will probably be my last update.

Version 2.0

9-27-03

I took Masterzeros advice and totally re-did the FAQ. I combined the bios, stats, specials, and how to use the characters. I added dividers to separate the characters to make it easier to read. And I added to the title.

Version 1.0

7-7-03

The complete version of the FAQ. I thought that would be the final version but it wasn't.

5. Credits

SayainPrince, Masterzero, and Sweet Vengeance for critiquing the guide. CJayC for making GameFAQs and accepting my guide
Neversoft & Activision for making such an awesome game

6. Copyright Information

This document is copyrighted by me, SpacePirate. If you steal this game without my permission, than I will take serious action. If you wish to post this guide on your site, then email me at nintendomaster@comcast.net and make sure you read the Contact Information section. If I don't allow you to use my guide on your site, than don't steal it. That's the worst thing you can do besides not asking and just go straight to stealing it. If you do, be prepared to pay. I have my connections!

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