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[Dave Mirra Freestyle BMX 2 Hints IV \(PS2\)](#)

Get all the gaps

Dave Mirra Freestyle BMX 2 is a video game developed by Z-Axis Ltd. and published by Acclaim Entertainment Inc. It was created for the PlayStation 2 console from Sony, for the original Xbox from Microsoft, the GameCube and the Game Boy Advance. Launched in September 2001, the game is classed as a sports title, based on freestyle bike riding. It boasts great management options and the real-world names of BMX riders who participate in competitions. However, it does not feature any real-world BMX park.

Dave Mirra Freestyle BMX 2 introduces 14 pro riders, including the likes of Ryan Nyquist, Mike Laird and Collin Mackay, who have gained fame from their apparitions on the X Games, during the second half of the 90's. The idea is to use them and their specific stats in order to take them to the top of the official standings, by riding well and performing as many tracks as possible.

There are eight levels you can enjoy, while the different moves you can pull result in more than 1,500 tricks that any player can master and use in the competition. There's a Park Editor mode in the game, which allows the player to create custom tracks on which to display their skills, while the soundtrack is just as varied, with songs from artists like Ozzy Osbourne, The Cult, Methods of Mayhem, Godsmack and Rage Against the Machine.

GAMEPLAY HINTS

Greenville NC gaps

Pole My Finger Gap: Immediately when you start, turn around and transfer from the ramp to the streetlight for the gap.

Ride The Snake Gap: Immediately when you start, turn directly to your left. It is the red rail that is connecting the two big quarter pipes. Grind it all the way across to get the gap.

Pool Slide Gap: Jump from the wooden ramp by the treehouse over the slide (in the backyards where the pools are).

Pool This! Gap: Jump from the circle pool (not the one with the slide) over the wooden fence towards the small park with the yellow lining going around the top of the fence by Dave's Half-pipe.

The Schloopy Latte Gap: Jump the ramp up onto the boarded "rideway" by the big coffee cup on top of the building (the same way you would get into the cup).

Electric Madness Gap: Get on top of the roof with the big coffee cup. Next, jump the ramp over the first set of power lines and grind onto the ones that are going the same way that you are jumping.

Tiltin' The Chandelier Gap: Do the "Electric Madness Gap". Immediately at the end of the grind, jump the ramp into the chandelier directly in front of you.

Doin' The Foxy Gap: Transfer from roof to roof from the other set of ramps to the left of the "Electric Madness Gap".

Telephone Madness Gap: After you clear the "Doin' The Foxy Gap", go up the boards to the right. Grind the telephone wire at the end.

The Pigeon Perch Gap: After the "Doin' The Foxy Gap", go straight ahead and grind the telephone line at the end.

Here's a video:

