

21 November 2008

By: Andrei Dumitrescu, Games Editor



Dave Mirra Freestyle  
BMX 2  
Wikipedia

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

### *All the Venice 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.

#### &nbsp;GAMEPLAY HINTS

#### &nbsp;**Venice Italy: Gaps**

**Alley Lifftoff Gap:** From the starting point, go straight to the statues, and a red-brick bridge will appear to your left. Go through it, and turn around. Then, transfer from one ramp to the other on both sides of the bridge for the gap.

**Canal Bank Lifftoff Gap:** This is the same as the "Alley Lifftoff," but it is on the other side of the bridge.

**Lifftoff Statue Garden Gap:** This is a little jump a few feet to the right of the "Canal Bank Lifftoff." Transfer from the little ramp over the bridge to the ground.

**Smelly Water Gap:** From the starting point, go up the stairs to your right, and keep going straight to the green and white striped jump. Clear the canal, and land on the other side for the gap.

**Holy Cathedral Gap:** Grind the wires leading to the bell tower by the challenge man.

**Holy Cannoli Gap:** This is straight across from the Cathedral Gap. Jump from one ramp to the other on top of the roofs for the gap.

**The Meow Gap:** Get on top of the roofs where the bell challenge man is located. Slightly to the left a little is a green and white striped jump. Take this to the lower balcony for the gap.

**The Fountain Exchange Gap:** After you clear the "Meow Gap," grind on the wires straight ahead to the fountain across the canal. Do a grind transfer from the wires to the fountain (and land it) for the gap.

