

2 December 2008

By: Andrei Dumitrescu, Games Editor



Dave Mirra Freestyle BMX 2
Wikipedia

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

Do a Kangaroo Flip

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 players 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

Gallon Water Park: Easy Kangaroo Flip

From your starting location go left off the water slide. You should have a good four to five seconds to pull off a Kangaroo Flip.

Lot 8

To get into Lot 8 on the first level, Nose Manual into the garage door. You will go right through the door and into Lot 8. You cannot get in any other way. Note: Keep trying if you are unsuccessful.

Train Yard: Secret location

Go to the small warehouse. You should see that a quarter pipe is on the side and across, there is another one. However, there is a wall covering something. Gain enough speed and jump. Note: This may trigger a glitch that makes you drive directly up the wall. If you bail, it will increase your chances of getting over. Once you are over, you should see a road.

Here's a video:

