

Go! Go! Hypergrind FAQ/Walkthrough

by aiRBat

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Go! Go! Hypergrind FAQ

v. 1.2 by airbat <papayamander@yahoo.com>.

3/03/04

Legal: *Yawn* You know the drill...

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Written exclusively for the good people at www.gameFAQs.com.

If any other website is using this, please inform me.

This is my first FAQ, and probably my last. It was born out of the
need to HAVE an FAQ for this great game someplace.

Version History:

0.1 Started this damn thing *grumble grumble*

1/16/04

0.3 Character stats, basic move list, *some* of the secrets info, and special
move list completed. Info on the 10 main tracks is done.

1/17/04

0.5 Finished up various bits that needed finishing.

1/19/04

0.7 Added Kevin to the Secrets & Unlockables section, as well as info to the
Levels section.

1/20/04

1.0 Added correct figurine info, as well as finished up most of the
Levels/Walkthrough section. Reformatted as well.

1/21/04

1.2 Changed some grammatical errors and added some info for Single
Session mode. Color info and gear list added as well. Added the one,
the only, Captain Milky to the credits as well.

3/03/04

To do:

All that is really left to do is the Gold Figurine info and the Single Session
info; And maybe info about Battle, Race and other modes. A ASCII title would

be nice too (*hint hint* loyal readers).

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1. Introduction.

Go! Go! Hypergrind (GGH) is the product of a union between Atlus and SPUMCØ (the animation company behind Ren & Stimpy, Ripping Friends, and the flash cartoon Weekend Pussy Hunt). The result is a skateboarding game where you have to decapitate, flatten and blow-up your skater to win. It's the type of game that grows on you as well. The first time I played it, I thought it was merely okay. As time wore on, I found myself really enjoying it; trying to get 70+ Negative Reaction combos, the hyper-addictive music, the frustrating and oddly satisfying race modes, and trying to figure out how the hell to unlock the figurines.

It's not Tony Hawk Pro Skater; nowhere close to it. For some people, this is a HUUUUGE deal, however, if you can deal with it, then feel free to continue on.

2. Controls Basics.

Simple rundown on the controls used to maneuver your skater through the toon world. More detailed information is under the Characters/Move List section.

Control Stick:

Up- speeds up your skater.

Down- slows down your skater.

Left/Right- turns your skater to the left or right.

- Also used to balance your skater during grind, lip, and manual appeals.

Control Pad:

Same as control stick.

C-Stick:

Use to position the camera when your skater is doing a pole appeal.

A Button:

Ollie (jump). The longer you hold in the A button, the higher you will ollie.

B Button:

Use the B button for air appeals and flip appeals.

X Button:

Enters your skater into the "Negative Reaction" (NR) state (if applicable).

Y Button:

Use the Y button to perform grind, lip, and pole appeals.

L/R Button:

Used to turn your skater while in the air, as well as perform reverts when coming down a ramp and to enter your skater into their "switch" stance. Press L+R to do 180° turns, as well as transfer over ramps

and half pipes.

Z Button:

Not used.

Start Button:

Pauses the game and brings up the game menu.

Negative Reactions (NRs)

NRs are the bread and butter of this game. To enter into a NR simply go up to the numerous objects in the game such as fire, saws, etc. When you approach, you should see an X button icon appear. If you hit X at the right time you will enter a NR state. While in the NR state you will have an NR meter. The NR meter allows you to combo multiple appeals together to increase your score. The more NRs you get, the more your multiplier is. With practice, you can easily string 70+ tricks together and be getting scores of 3,000,000. Theoretically, you could have an infinite number of NRs, but if you re-visit one before you have a sufficient number of other "cushion" NRs, your multiplier will be penalized.

NRs are also the way to access different areas of different levels. For instance, the only way to get to higher areas in various levels is to get a fire NR, then go to a bomb and ignite it; the resulting explosion will launch you someplace that you might not have been able to get to ordinarily. Some NRs only appear in one specific area of a stage, so you need to pay careful attention for those in the Simon Says rank event.

Basically, LEARN THE NRs!

Basic Tricks

Key: U= Up UR= Up-right UL= Up-left
L= Left R= Right
D= Down DR= Down-right DL= Down-left

Basic tricks are tricks that every character has access to during their NR phase. When not in a NR, some of the normal moves are replaced by the skaters' special moves.

Air Appeal

Tricks done in the air are known as air appeals. These are your most basic moves and probably the ones that you will use the most. The longer you hold down the B button, the more points you can get for that trick.

U+B= Air walk
UR+B= Christ Air
R+B= Method
DR+B= Board Toss
D+B= Tail Grab
DL+B= Benihana
L+B= Double Grab
UL+B= Air Stand

Flip Appeals.

Flip appeals are also done in the air, but they cannot be held for more points. To pull one off, get some air, hold down the B button, and quickly flick the control stick either U, D, L, or R to pull off a move.

B+U= W. O. A. Kickflip
B+D= W. O. A. Shove-it
B+L= W. O. A. Impossible
B+R= W. O. A. Heel Flip

Grind Appeals.

Grind appeals are done by hitting an edge at an angle (straight on for rails) and holding the joystick in any direction and pressing the Y button. The longer you can hold the grind, the more points you get. Use Left and Right on the control stick/pad to balance yourself.

U+Y= 50-50

UR+Y= Nose Slide

R+Y= F/S Board Slide

DR+Y= 5-0 Grind

D+Y= Dark Slide

DL+Y= Tail Slide

L+Y= B/S Board Slide

UL+Y= K-Grind

Lip Appeals.

Lip appeals are pulled off by hitting any ledge straight-on and hitting a direction plus the Y button. Use Up and Down on the control stick/pad to balance your skater. Like all "balance" tricks, the longer you can hold the lip appeal, the more points you get for it.

U+Y= Rock

UR+Y= W. O. A. Handplant

R+Y= Ho-Ho Plant

DR+Y= Egg Plant

D+Y= Tap

DL+Y= Boneless

L+Y= Board Sit

UL+Y= Dark Tap

Pole Appeals.

In GGH, skaters can grab a hold of certain poles (usually the skinny ones of one solid color), and spin around them, performing a Pole Appeal. To pull one off, just ollie up to whatever pole you want to do the Pole Appeal on and hit the Y button. While in the Pole Appeal state, you can use the C-stick to move the camera around so you can judge your dismount better. To dismount, simply hit the A button.

Manual Appeals.

Manual appeals are the easiest appeals to pull off; you simply need to press the directional stick/pad U,D or D,U. Use Up and Down on the directional stick/pad to balance yourself. The longer you hold it, the more points you get, blah blah blah. Also, all skaters have two Manual Appeal Specials that they can pull off during a manual (except when in a NR of course), which is covered in the Character/Special Moves section.

U,D= Manual

D,U= Nose Manual

3. Characters/Move List

One of the best aspects about GGH is the great characters. Each one is unique down to how they perform even the basic appeals; basically each character has their own unique way of doing everything. The voices add a lot of personality as well and match up with the individual characters. It is a shame that they could not include some various SPÜMCØ personalities as unlockable characters; like Sodey Pop, Ren or Stimpy, Muddy Mudskipper, or Jimmy the idiot boy. Oh well...

Each character starts of with their own unique stats, which can be tweaked through purchasing/winning various gear in the story mode. They also each have 6 unique special moves, and unlike other skateboarding games, you do not need to have any sort of special meter to use them; you can use them whenever you want unless you are in a NR combo.

The move listing is as follows:

Move name: (what the character says*) Move directions (U+B for example)
A basic description of the move, i.e. "Decker does a flip."

*???= Not 100% sure what the character was saying;
during some moves the characters say nothing, and this space is left blank.

In freeride and versus mode you can select the color scheme of your character by holding down the X button and pressing A to select. There are two color schemes for each character; one corresponding to each of the non-gold figurines. (thanks to Captain Milky for figuring this out!)

Decker - The rock'n'roll wolf.

=====
Stats=====

|Ollie: 7|
|Air: 5|
|Rail: 7|
|Manual: 7|
|Lip: 6|
|Reaction: 4|
=====

All the concept art of Decker has him sporting a nose-ring,
but it never appears in-game.

Air Appeal Specials Tornado: (Yee-ha!) D+B
 A spinning headstand with orange flames/sparkles.
 Biting flip: (Come on!) DR+B
 A spinning kickflip with purple flames/sparkles.

Lip Appeal Specials Typhoon: (Let 'er rip!) D+Y
 Decker pivots on his board and spins like a tornado

Grind Appeal Specials Biting Slide:(Woooooooh! *howl*)- DR+Y
 Decker bites the front of his board
 and does a headstand.

Manual Appeal Specials Handstand: (Check this out!)L,R+Y during manual
 Decker does a one-handed handstand on his board.
 Rock'n'roll: (Rock'n'roll!) R,L+Y during manual
 Decker pulls out his guitar and jams with it.

Freddy- The wind-up Frankenstein robot

=====
Stats=====

|Ollie: 2|
|Air: 4|
|Rail: 7|
|Manual: 7|
|Lip: 9|
|Reaction: 3|
=====

Air Appeal Specials Laser Beam: (LASER BEAM!) R+B
 Freddy spins his arm and head around and shoots

lasers from his eyes and fingers.

Jack-in-the-Box: (Duuuuh...) UL+B

Freddy's head opens up and all sorts of nuts, bolts and springs come pouring out.

Lip Appeal Specials

Tiny Robots: (Freddy's ready!) DR+Y

Freddy opens his mouth and pukes out HUNDREDS of tiny Freddy robots.

Grind Appeal Specials

Jet Grind: (TURBO!) UL+Y

Freddy does a handstand while blue flame shoots out of his feet.

Manual Appeal Specials

Shutdown: (Power failure...) L,R+Y during manual

Freddy takes the key out of his back and falls down; if you hold it long enough, birds will start to land on him (a BIG one at the end).

Overheat: (Meltdown...) R,L+Y during manual

Freddy takes the silver key out of his back and replaces it with a gold one, then proceeds to freak out.

Gigi- The pink bunny brat

====Stats=====

|Ollie: 10|

|Air: 8|

|Rail: 3|

|Manual: 4|

|Lip: 4|

|Reaction: 4|

=====

Air Appeal Specials

Love and Peace: (Love and Peace!) UL+B

Gigi does her Vash the Stampede impression. Err, I mean her ears form a heart shape and pink hearts float out of a large heart between her ears.

Rabbit Power: (Fire in the hole!) DL+B

Gigi tucks into a ball and shoots out firework-looking sparkles.

Lip Appeal Specials

Dancin' Machine: (Go Gigi! Go Gigi! Go!) DR+Y

Gigi breaks it down on the dancefloor.

Grind Appeal Specials

Crescent Grind: (Here we go!) DL+Y

Gigi's board turns into a crescent moon and spins around her.

Manual Appeal Specials

Low Gravity: (Whoooo hooooo!) L,R+Y during manual

Gigi gets up on her ears and runs around.

Crayoller: (Doo doo dee doo...) R,L+Y during manual

Gigi pulls out a huge crayon and draws on the ground with it.

The Johnson Brothers- The Two-for-one

====Stats=====

|Ollie: 1|

|Air: 9|

|Rail: 2|

|Manual: 8|

|Lip: 3|

|Reaction: 10|
=====

Air Appeal Specials Johnson Juice: (Oh Yeah!) R+B
The bros twist themselves in opposite directions and squirt out a yellow liquid.
Blow yer Nose: (That's it man!) DL+B
The bros do a robot dance as their noses shoot off their faces.

Lip Appeal Specials Weener Jam: (Don't blow it!) U+Y
The bros get up and dance, dance, dance.

Grind Appeal Specials Yellow Submarine: (We'll be fine. *???) R+Y
The bros lay on their backs and do the backstroke while their noses spin around like periscopes.

Manual Appeal Specials Hive Jive: (*gibberish/Spanish*) L,R+Y during manual
Bees swarm around the bros as they try to swat them away.
Synchro Swim: (Here we go!) R,L+Y during manual
The bros dive into the ground and do a synchronized swimming routine.

Penny- The sex kitten

=====Stats=====

Ollie:	4
Air:	4
Rail:	10
Manual:	5
Lip:	6
Reaction:	3

=====

FYI, the original Penny design was practically naked, clad only in shorts. She didn't have nipples or anything, but the powers that be changed her design anyways.

Air Appeal Specials Passion Flower: (;Olé!) D+B
Penny does a Spanish dance (complete with castanets, rose, and Spanish guitar music) while roses fall all about her.
Moon-sault: (The sky's the limit!) L+B
Penny does a backflip and lands back on her board.

Lip Appeal Specials Aloha 'Oe: (This is how it's done.) U+Y
Penny puts on a grass skirt and lei and does a Hawaiian dance.

Grind Appeal Specials Penny Strut: (It's ShowTime!) UR+Y
Penny does her model strut using her board as the runway.

Manual Appeal Specials Cool Chillin': (Impress me.) L,R+Y during manual
Penny chills in a beach chair with a cocktail and her shades.
Cheerleader: (Follow me!) R,L+Y during manual
Penny pulls out some pom-poms and performs a cheerleader routine.

Piggy Sue- The porker in the bikini

====Stats====

|Ollie: 3|
|Air: 3|
|Rail: 7|
|Manual: 8|
|Lip: 3|
|Reaction: 8|
=====

Piggy Sue has a weight problem. She also "keeps drinking too much paint." I kid you not, it is right in the manual, pg 21. The first video-game cartoon skateboarding character with a substance abuse problem. It turns out she used to be quite the cutie as well (Revealed in one of Mr. Smith's movies.)

Air Appeal Specials Impish Wink: (Like what you see?) D+B
 Her big, fat paint-drinking head inflates to even
 larger proportions as she turns to wink at the
 screen and shatter the glass.
Blowin' a Kiss: (There you go!) UR+B
 Piggy blows a kiss and hearts shoot out of her snout.

Lip Appeal Specials Chug-a-Lug: U+Y
 Piggy pulls out bottle after bottle of Cola (Paint!?)
 and chugs them.

Grind Appeal Specials Prima-Ballerina: (It's princess (???) time!) L+Y
 Piggy dons a swan tutu and tiara and does a
 ballerina routine.

Manual Appeal Specials Re-Lax: L,R+Y during manual
 Piggy gets into a bubble bath relaxes in it.
Rub a dub dub: R,L+Y during manual
 Piggy gets into a bubble bath and washes herself.

Pxhbiqt (Bob)- The bling-bling pharaoh

====Stats====

|Ollie: 7|
|Air: 10|
|Rail: 4|
|Manual: 4|
|Lip: 5|
|Reaction: 3|
=====

Air Appeal Specials Snake Copter: (Cobra Copter!) L+B
 Bob's snake spins around like a propeller and spits
 out purple stuff.
Bling-Bling: (Whoo hoo! *???) DR+B
 Bob goes magnet with the money y'all; Represent!

Lip Appeal Specials Snack Attack: (Yum yum!) L+Y
 Bob pulls out a pyramid shaped snack and pops it
 into his mouth.

Grind Appeal Specials Facial: (Look at me!) D+Y
 Bob tucks into his headdress and spins around while
 Egyptian music plays.

Manual Appeal Specials Camel Ride: (Charge everything!) L,R+Y during manual
 Bob pulls out a stick camel and rides it and tosses
 money around.
Snake Dance: (Oh yeah!) R,L+Y during manual

Bob plays his curse flute and lays down the shimmy.

Sally- The mummified schoolgirl witch

=====
Stats=====

|Ollie: 5|
|Air: 6|
|Rail: 5|
|Manual: 6|
|Lip: 5|
|Reaction: 6|
=====

The Atlus GGH Homepage (<http://www.atlus.com/gogo/>) makes Sally out to be a secret character, but she is not. She is available right from the beginning and even appears in the opening movie! She does not appear in the instruction booklet either, so just use your imagination for her background story.

Air Appeal Specials Magic Wand: (Aaugh! *it's me! it's me!*) U+B
 Sally pulls out her wand and summons tiny Sallies.
 Black Magic: (Surprise!) DR+B
 Sally pulls out lots and lots of toads and
 bugs from her hat.

Lip Appeal Specials Speed Reader: (Uh-huh!) D+Y
 Sally puts on her reading glasses and reads
 book after book.

Grind Appeal Specials Flying Broom: D+Y
 Sally summons up her broomstick and grinds with it.

Manual Appeal Specials String Puppet: (Do you like it?) L,R+Y during manual
 Sally plays a haunting melody on her violin while
 mummies dance behind her.

 Mummy Parade: (Here ya go!) R,L+Y during manual
 Sally holds out her wand like a marching baton and
 three tiny mummies start to follow her around.

Mr. Smith- The monkey with the suit

=====
Stats=====

|Ollie: 4|
|Air: 5|
|Rail: 6|
|Manual: 4|
|Lip: 4|
|Reaction: 10|
=====

 Toon actor extraordinaire and father of 15 (must be Catholic).

Air Appeal Specials Smith Paddle: (Smack!) U+B
 Smith attempts to swim in the air, kicking his legs
 and paddling with his arms.
 Soulful Banana: (Getta load of THIS!) DR+B
 Smith performs a Hadoken/Kamehameha and shoots
 out bananas. You need a LOT of air to pull this one
 off; personally I always go at a diagonal on a ramp
 and hold L or R to spin while I do it. This almost
 always gives you enough time to pull it off.

Lip Appeal Specials Pick-a-Winner: R+Y
 Smith does a board sit and picks his nose. He pulls

3rd place will get you \$25,000.

Level 2: Western Film

#6. Appeal Champ

Easy. Don't rely too much on the powder kegs; if you are not careful you could end up penalizing your NR multiplier not to mention just bailing your combo.

#7. Race

Medium. It's mainly about luck here. I have found that the streets and mine areas tend to be a little luckier than the teepee/powderkeg area.

#8. 1 Link Appeal

Easy. I try to stick to the teepee/powderkeg area because of the wooden quarterpipe structure and the railroad; do air/lip on the quarterpipe and grinds on the railroad. 3rd place gets you Gear #92: Samurai.

#9. Simon Says

Easy. Staying in the center of the town seems to help, as long as you know the layout of the NRs.

#10. Mini-Game (TNT)

Super Easy. 3rd place gets you \$25,000.

Level 3: Fantasy Studio

#11. Appeal Champ

Easy. You could probably pull off your first 70+ trick combo here.

#12. Battle

Easy/Medium. The level is fairly open, making it easy to stay on top of the CPU. 1st place will get you Figurine #1.

#13. 1 Link Appeal

Easy. I prefer to use the castle section for this. The moat is a great place to rack up air appeals and it is easy to recharge your NR meter here as well.

#14. Race.

Medium. Mostly luck; 3rd place nets you Gear #93: Geisha.

#15. Simon Says

Easy. The gingerbread house area is the best place to do this; it gives you plenty of access to lots of different NRs. The spinning wheel counts as a flatten NR.

Level 4: Haunted Night

#16. 1 Link Appeal.

Easy. I recommend keeping it on ground level so you don't have to worry about coming down at an awkward angle and losing your combo. There is also halfpipe that you can get some good air appeals in (and pole appeals if that is your thing).

#17. Race

Medium. The level is small enough that you can go all over it without

worrying about getting to the gate in time. 2nd place gets you
Gear #94: Rice Cake.

#18. Simon Says

Easy. You can cut through the back wall of the house (coming from the inside only; aim for the portrait and ollie, you should smash through the wall and be in the backyard) as a shortcut. The ghost cars count as accordion NRs, and the box NR is located in a coffin behind the stairs in the house.

#19. Appeal Champ

Easy. Once again, the halfpipe in the front yard is a good place to rack up points. 1st place bestows you with \$50,000.

#20. Mini-Game (Pumpkin Smasher)

Easy. Just focus on the pumpkins in the front yard. Grind all the way across the porch and go through the yard again. By the time you get to one end, the pumpkins should have grown back. You can easily get over 50 pumpkins smashed here. 1st place snags you
Gear #95: Gears.

Level 5: Factory

#21. Race

Easy. Its a big open level with lots of NRs. Even getting whammied with a disorder or two shouldn't hurt you *too* much.

#22. Simon Says

Easy. A cement mixer on the second floor is a cylinder NR and the laser beam on the second floor is a decapitate NR. 3rd place will award you with \$25,000.

#23. Battle

Easy/Medium. Open level, lots of NRs. This lets you stay on top of the CPU and snipe them. 2nd place will get you Gear #96: Gavel.

#24. 1 Link Appeal

Easy. Lots of room to do your thing. Just watch out for the roving steamrollers and trucks.

#25. Mini-Game (Furnace Fodder)

Super Easy. The best tactic is to transfer over the furnace walls as opposed to grinding into it. By transferring into it, you reduce the risk of hitting a "sweet spot," which will send you all the way across to the other side of the level. With the transfer method you will more than likely be shot up instead of out, which will allow you to fall right back into the furnace. Get 1st place and you get \$50,000.

Level 6: Jungle

#26. Appeal Champ

Easy. Get the NRs, get the points. 1st place gives you Gear #97: Bronze Medal as well as \$25,000 bonus money.

#27. Race

Hard. The layout of the level makes this one tough. Because the individual areas are so far apart and you HAVE to go to the different ones unless you want to start getting your own items dropped back on ya. This means that you probably will be a ways off from the goal when you get your 3 coins, giving the CPU time to sneak in some

bombs and disorders. 1st place awards you with figurine #2.

#28. 1 Link Appeal

Easy. You should be a master of this by now.

#29. Simon Says

Medium. The placement of the NR items is kinda wonky, and some of them are not BLATANTLY obvious as to what they are. For example, the Hut with the big mouth is a Cylinder NR. Rehearsal, rehearsal, reahearsal!

#30. Mini Game (Turtle jumping)

Easy/Medium. This can be kinda annoying if you get stuck on the side with the gorilla and the laser beams. You basically have to ollie to the little island in the middle of the river, and then ollie onto a turtle, otherwise the cliff gets in the way of your view. The problem with going to the little island is that it makes your jump onto the turtle crooked, which in turn makes your launch crooked. Even with this in mind, you should have no trouble placing high in this one.

Level 7: Ninja Village (Jipang!)

#31. Battle

Easy/Medium. The open layout of the level makes it easier to stay on top of the CPU and hammer them with whatever weaponry you can get a hold of.

#32. Appeal Champ

Easy. Get the NRs and you get the points. The halfpipe on the roof of the dojo is a good place to do air appeals. 1st place gets you Gear #98: Silver Medal.

#33. Simon Says

Easy. The one electrical NR is the disco ball underneath the central dojo. Also, there are accordian, decapitation, and fire NR Ninjas. The lobster tails also count as accordian NRs. 3rd place gets you \$25,000.

#34. Race

Medium. The hardest part about this race is finding the goal. It is in the corner by the koi pond (your starting point), in the large, square alley formed by the wall and the red building with the butterfly paddles on top. Since the goal marker is red, and the building is red, the two blend together at a distance. 1st place gets you \$50,000.

#35. Mini Game (Tea Robot)

Easy. Follow the Tea Robot around and get the paint NR off of it. Try not to approach it from directly behind, as you will just run into it and not get the NR. Try to always hit it at an angle aiming for the tea bowl. 1st place gets you Gear #99: Gold Medal.

Level 8: Hong Kong Night

#36. Race

Medium. This one is mostly luck. The goal is in plain sight by the waterfront. 1st place gets you \$50,000.

#37. Appeal Champ

Easy. You can NR for a LONG time in this level. There are NR items all over the place. Try to avoid doing ollies in the street with all the neon signs. If you misjudge you can hit a sign and lose your NR combo. I try to keep it on the rooftops and the waterfront. 1st place gets you Gear #100: Kevin's Medal.

#38. Simon Says

Easy. The flapping ventilation ducts count as box NRs, while the doors count as pinch NRs. The dragon in the bay is a cylinder NR. 1st place gets you \$50,000.

#39. 1 Link Appeal

Easy. Follow the same strategy you did for the appeal champ and you shouldn't have any problems.

#40. Minigame (Car chaser)

Easy. This is the exact same minigame that was in Toontown. Just stick to the road by the waterfront and you should have no problem doing well on this one.

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5. Single Session Mode

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Single Session mode is fairly similar to the various timed runs that appear in Tony Hawk games; You have a time limit, 120 seconds, to get the highest score you can and receive a ranking at the end of your run. The rankings determine what reward, if any, you receive. These rewards come in the form of SPUMCØ illustrations. They have no real bearing on the game (as far as I can tell) other than something to strive for.

Your ranking depends on a few factors. Your score is the primary factor; a score of 700,000 is going to get you a better ranking than one of just 7,000, however, bonuses and variation (or style, if you will) are also taken into consideration.

Bonuses are awarded for various feats like: never falling/bailing, using all 8 air/lip/grind appeals, grinding for X amount of time, hitting all 5 bulls-eye targets, etc. (a full list is in the manual). The variation bit, it's a little murky. I have noticed that when I have skated around the whole level grinding, lip-appealing, and manualing as opposed to just focusing on using a specific half-pipe/area and doing mainly air appeals, my ranking has been better. Whether or not this is actually true has yet to be scientifically proven (or disproven!).

So, in short, a score of 700,000 with multiple bonuses and lots of variation in your appeals will net you a better ranking than just the 700,000 points.

The levels have ascending standards as well. A run that would get you a gold medal ranking in Toon Town might only get you a silver medal ranking in the Western Film stage, etc. To give you an idea of the ranking curve, a 70+ combo with a score of around 3 million points will almost assuredly get you a medal in Toon Town. That same 70+ combo and 3 million points will only get you a C- in the Jungle.

There is not much more to Single Session mode, but here are two additional bits of info:

1. You can choose your character's alternate color scheme by holding down the X button when you select them. The alternate color scheme is the one that appears on the #2 figurine of whatever character you are using.

(Thanks to Captain Milky for pointing this out)

2. The next update of this FAQ *will* feature the location of all the bulls-eye targets in each level. Of course, that could be MONTHS from now (3/03/04) so

don't hold your breath on that one.

6. Gear List

Here it is, a complete listing of all the gear found in Go! Go! Hypergrind.
A very hearty thanks to Enigma for all his hard work!

[001] Digital PRICE: 3000 [OLLIE -1] [MANUAL] [AIR] [LIP] [RAIL] [REACTION +1]	[002] Quartz PRICE: 3000 [OLLIE -1] [MANUAL] [AIR -1] [LIP] [RAIL +2] [REACTION]	[003] Wind-up PRICE: 3000 [OLLIE +2] [MANUAL] [AIR] [LIP -2] [RAIL] [REACTION]
[004] Pouch PRICE: 3000 [OLLIE] [MANUAL] [AIR] [LIP] [RAIL -1] [REACTION +1]	[005] Knapsack PRICE: 3000 [OLLIE +1] [MANUAL] [AIR] [LIP] [RAIL +1] [REACTION -2]	[006] Travel Bag PRICE: 3000 [OLLIE +1] [MANUAL -1] [AIR +1] [LIP] [RAIL] [REACTION -1]
[007] Alpha Ring PRICE: 3000 [OLLIE] [MANUAL] [AIR -2] [LIP] [RAIL] [REACTION +2]	[008] Notch Ring PRICE: 3000 [OLLIE +1] [MANUAL -1] [AIR] [LIP] [RAIL] [REACTION]	[009] Skull Ring PRICE: 3000 [OLLIE +2] [MANUAL] [AIR] [LIP] [RAIL] [REACTION -2]
[010] Wrench PRICE: 3000 [OLLIE +1] [MANUAL -2] [AIR +1] [LIP] [RAIL] [REACTION]	[011] Flathead PRICE: 5000 [OLLIE -2] [MANUAL] [AIR +3] [LIP] [RAIL] [REACTION +1]	[012] Phillips PRICE: 5000 [OLLIE] [MANUAL +1] [AIR -2] [LIP] [RAIL +3] [REACTION]
[013] Blow Torch PRICE: 5000 [OLLIE] [MANUAL] [AIR] [LIP +3] [RAIL -2] [REACTION +1]	[014] Hammer PRICE: 5000 [OLLIE] [MANUAL +3] [AIR] [LIP] [RAIL -2] [REACTION +1]	[015] Buzz Saw PRICE: 5000 [OLLIE +3] [MANUAL] [AIR] [LIP] [RAIL +1] [REACTION -2]
[016] Nut PRICE: 5000 [OLLIE] [MANUAL -2] [AIR] [LIP] [RAIL +1] [REACTION +3]	[017] Bolt PRICE: 7000 [OLLIE +1] [MANUAL -1] [AIR] [LIP] [RAIL +1] [REACTION +1]	[018] Tool Box PRICE: 7000 [OLLIE] [MANUAL +1] [AIR +1] [LIP +1] [RAIL] [REACTION -1]
[019] Lipstick PRICE: 7000 [OLLIE +1] [MANUAL] [AIR -1] [LIP +1] [RAIL +1] [REACTION]	[020] Hair Brush PRICE: 80000 [OLLIE +1] [MANUAL +1] [AIR +1] [LIP +1] [RAIL +1] [REACTION +1]	[021] Hand Mirror PRICE: 7000 [OLLIE -1] [MANUAL +1] [AIR] [LIP] [RAIL +1] [REACTION +1]
[022] Foundation PRICE: 7000 [OLLIE +1] [MANUAL] [AIR +1] [LIP] [RAIL -1] [REACTION +1]	[023] Brush PRICE: 7000 [OLLIE] [MANUAL -1] [AIR +1] [LIP +1] [RAIL +1] [REACTION]	[024] Nail Polish PRICE: 7000 [OLLIE +1] [MANUAL] [AIR -1] [LIP +1] [RAIL +1] [REACTION +1]
[025] Lollypop PRICE: 7000 [OLLIE -1] [MANUAL +1] [AIR +1] [LIP +1]	[026] Sucker PRICE: 7000 [OLLIE] [MANUAL -1] [AIR +1] [LIP +1]	[027] Swirly Pops PRICE: 7000 [OLLIE +1] [MANUAL +1] [AIR +1] [LIP]

[RAIL] [REACTION +1]	[RAIL +1] [REACTION +1]	[RAIL -1] [REACTION +1]
=====	=====	=====
[028] Cola	[029] Grape Soda	[030] Soda Pop
PRICE: 7000	PRICE: 7000	PRICE: 10000
[OLLIE +1] [MANUAL]	[OLLIE +1] [MANUAL +1]	[OLLIE +2] [MANUAL]
[AIR +1] [LIP +1]	[AIR +1] [LIP]	[AIR] [LIP +2]
[RAIL +1] [REACTION -1]	[RAIL +1] [REACTION -1]	[RAIL] [REACTION]
=====	=====	=====
[031] Fridge	[032] Scale	[033] Apmlifier
PRICE: 10000	PRICE: 10000	PRICE: 110000
[OLLIE] [MANUAL +2]	[OLLIE] [MANUAL]	[OLLIE +2] [MANUAL +2]
[AIR +2] [LIP]	[AIR] [LIP]	[AIR +2] [LIP +2]
[RAIL] [REACTION]	[RAIL +2] [REACTION +2]	[RAIL +2] [REACTION +2]
=====	=====	=====
[034] Camera	[035] Exercycle	[036] Treadmill
PRICE: 8000	PRICE: 8000	PRICE: 8000
[OLLIE +3] [MANUAL]	[OLLIE] [MANUAL +3]	[OLLIE +1] [MANUAL]
[AIR] [LIP]	[AIR] [LIP]	[AIR +1] [LIP]
[RAIL] [REACTION]	[RAIL] [REACTION]	[RAIL +2] [REACTION]
=====	=====	=====
[037] Suitcase	[038] Rare Flower	[039] Blackboard
PRICE: 8000	PRICE: 10000	PRICE: 10000
[OLLIE] [MANUAL +1]	[OLLIE +2] [MANUAL]	[OLLIE] [MANUAL]
[AIR] [LIP]	[AIR] [LIP]	[AIR] [LIP +2]
[RAIL +1] [REACTION +2]	[RAIL] [REACTION +2]	[RAIL +2] [REACTION]
=====	=====	=====
[040] Basket	[041] Guitar	[042] Chair
PRICE: 8000	PRICE: 8000	PRICE: 8000
[OLLIE] [MANUAL]	[OLLIE] [MANUAL]	[OLLIE] [MANUAL]
[AIR] [LIP]	[AIR] [LIP]	[AIR +3] [LIP]
[RAIL +3] [REACTION]	[RAIL] [REACTION +3]	[RAIL] [REACTION]
=====	=====	=====
[043] MicroPhone	[044] Snow Maker	[045] Fan
PRICE: 12000	PRICE: 12000	PRICE: 130000
[OLLIE +5] [MANUAL -1]	[OLLIE -1] [MANUAL -1]	[OLLIE +3] [MANUAL +3]
[AIR -1] [LIP -1]	[AIR +5] [LIP -1]	[AIR +3] [LIP +3]
[RAIL -1] [REACTION -1]	[RAIL -1] [REACTION -1]	[RAIL +3] [REACTION +3]
=====	=====	=====
[046] Treasure	[047] Throne	[048] Poster Bad
PRICE: 12000	PRICE: 12000	PRICE: 12000
[OLLIE -1] [MANUAL -1]	[OLLIE -1] [MANUAL +5]	[OLLIE -1] [MANUAL -1]
[AIR -1] [LIP -1]	[AIR -1] [LIP -1]	[AIR -1] [LIP +5]
[RAIL +5] [REACTION -1]	[RAIL -1] [REACTION -1]	[RAIL -1] [REACTION -1]
=====	=====	=====
[049] Wallscroll	[050] Minicar	[051] Slugger
PRICE: 12000	PRICE: 150000	PRICE: 13000
[OLLIE -1] [MANUAL -1]	[OLLIE +4] [MANUAL +4]	[OLLIE] [MANUAL +3]
[AIR -1] [LIP -1]	[AIR +4] [LIP +4]	[AIR +3] [LIP]
[RAIL -1] [REACTION +5]	[RAIL +4] [REACTION +4]	[RAIL] [REACTION]
=====	=====	=====
[052] Boom Box	[053] Oil Drum	[054] Gas Pump
PRICE: 13000	PRICE: 13000	PRICE: 13000
[OLLIE] [MANUAL]	[OLLIE +3] [MANUAL]	[OLLIE -1] [MANUAL]
[AIR] [LIP +3]	[AIR] [LIP]	[AIR +2] [LIP +2]
[RAIL +3] [REACTION]	[RAIL] [REACTION +3]	[RAIL] [REACTION +2]
=====	=====	=====
[055] 20in TV	[056] Dim Sum	[057] Rare Vase
PRICE: 13000	PRICE: 13000	PRICE: 13000
[OLLIE +2] [MANUAL]	[OLLIE] [MANUAL +2]	[OLLIE +2] [MANUAL -1]
[AIR] [LIP +2]	[AIR +2] [LIP]	[AIR +2] [LIP]

[RAIL +2] [REACTION -1]	[RAIL -1] [REACTION +2]	[RAIL +2] [REACTION]
=====	=====	=====
[058] Windmill	[059] Badge	[060] Barrel
PRICE: 15000	PRICE: 15000	PRICE: 180000
[OLLIE +2] [MANUAL +2]	[OLLIE +1] [MANUAL -1]	[OLLIE +5] [MANUAL +5]
[AIR +1] [LIP +1]	[AIR +2] [LIP]	[AIR +5] [LIP +5]
[RAIL] [REACTION -1]	[RAIL +2] [REACTION +1]	[RAIL +5] [REACTION +5]
=====	=====	=====
[061] Cactus	[062] Swan Tutu	[063] Dodo Tutu
PRICE: 30000	PRICE: 30000	PRICE: 30000
[OLLIE +2] [MANUAL +3]	[OLLIE] [MANUAL]	[OLLIE] [MANUAL +2]
[AIR] [LIP]	[AIR +3] [LIP]	[AIR +3] [LIP]
[RAIL] [REACTION +2]	[RAIL +2] [REACTION +2]	[RAIL] [REACTION +2]
=====	=====	=====
[064] Carp Flag	[065] Clapperboard	[066] Bee
PRICE: 18000	PRICE: 18000	PRICE: 18000
[OLLIE +7] [MANUAL -1]	[OLLIE -1] [MANUAL -1]	[OLLIE -1] [MANUAL -1]
[AIR -1] [LIP -1]	[AIR +7] [LIP -1]	[AIR -1] [LIP -1]
[RAIL -1] [REACTION -1]	[RAIL -1] [REACTION -1]	[RAIL +7] [REACTION -1]
=====	=====	=====
[067] Bathtub	[068] Cobra Pipe	[069] Pointed Hat
PRICE: 18000	PRICE: 18000	PRICE: 18000
[OLLIE -1] [MANUAL +7]	[OLLIE -1] [MANUAL -1]	[OLLIE -1] [MANUAL -1]
[AIR -1] [LIP -1]	[AIR -1] [LIP +7]	[AIR -1] [LIP -1]
[RAIL -1] [REACTION -1]	[RAIL -1] [REACTION -1]	[RAIL -1] [REACTION +7]
=====	=====	=====
[070] Broom	[071] Crayon	[072] Stick Camel
PRICE: 20000	PRICE: 20000	PRICE: 20000
[OLLIE +4] [MANUAL]	[OLLIE -2] [MANUAL +4]	[OLLIE -1] [MANUAL -1]
[AIR +4] [LIP]	[AIR] [LIP +4]	[AIR] [LIP]
[RAIL -2] [REACTION]	[RAIL +4] [REACTION -2]	[RAIL +3] [REACTION +5]
=====	=====	=====
[073] Spectacles	[074] Magic Wand	[075] Violin
PRICE: 20000	PRICE: 30000	PRICE: 30000
[OLLIE -1] [MANUAL +4]	[OLLIE +5] [MANUAL +2]	[OLLIE +8] [MANUAL]
[AIR -1] [LIP]	[AIR +3] [LIP +3]	[AIR +6] [LIP]
[RAIL +4] [REACTION -2]	[RAIL -2] [REACTION]	[RAIL] [REACTION]
=====	=====	=====
[076] Tass	[077] Spinning Top	[078] Ref's Flag
PRICE: 20000	PRICE: 30000	PRICE: 20000
[OLLIE +5] [MANUAL]	[OLLIE] [MANUAL +6]	[OLLIE] [MANUAL +5]
[AIR +5] [LIP]	[AIR] [LIP]	[AIR] [LIP]
[RAIL] [REACTION]	[RAIL +8] [REACTION]	[RAIL +5] [REACTION]
=====	=====	=====
[079] Tuna Sushi	[080] Tamago Sushi	[081] Ebi Sushi
PRICE: 30000	PRICE: 30000	PRICE: 240000
[OLLIE +2] [MANUAL]	[OLLIE] [MANUAL +2]	[OLLIE +6] [MANUAL +6]
[AIR] [LIP]	[AIR] [LIP]	[AIR +6] [LIP +6]
[RAIL] [REACTION +7]	[RAIL +2] [REACTION +5]	[RAIL +6] [REACTION +6]
=====	=====	=====
[082] Tomahawk	[083] Pike	[084] Broad Blade
PRICE: 40000	PRICE: 30000	PRICE: 40000
[OLLIE] [MANUAL +7]	[OLLIE] [MANUAL +4]	[OLLIE +4] [MANUAL +3]
[AIR] [LIP]	[AIR] [LIP]	[AIR +3] [LIP]
[RAIL +8] [REACTION]	[RAIL +4] [REACTION]	[RAIL] [REACTION +3]
=====	=====	=====
[085] Sword	[086] Shuriken	[087] Ninja Knife
PRICE: 50000	PRICE: 30000	PRICE: 30000
[OLLIE +6] [MANUAL +3]	[OLLIE +1] [MANUAL +3]	[OLLIE +4] [MANUAL +1]
[AIR +5] [LIP +3]	[AIR +1] [LIP +2]	[AIR +4] [LIP +1]

[RAIL] [REACTION]	[RAIL +4] [REACTION]	[RAIL +1] [REACTION]
=====	=====	=====
[088] Rifle	[089] Machine-Gun	[090] Stun Gun
PRICE: 30000	PRICE: 30000	PRICE: 300000
[OLLIE +1] [MANUAL +1]	[OLLIE] [MANUAL +4]	[OLLIE +9] [MANUAL +9]
[AIR +4] [LIP +1]	[AIR +1] [LIP +1]	[AIR +9] [LIP +9]
[RAIL +4] [REACTION]	[RAIL +1] [REACTION +4]	[RAIL +9] [REACTION +9]
=====	=====	=====
[091] Kaminari	[092] Samurai	[093] Geisha
Won in Story Mode	Won in Story Mode	Won in Story Mode
[OLLIE +5] [MANUAL -5]	[OLLIE +9] [MANUAL -5]	[OLLIE -5] [MANUAL -5]
[AIR -5] [LIP +5]	[AIR -5] [LIP -5]	[AIR +9] [LIP -5]
[RAIL -5] [REACTION +2]	[RAIL -5] [REACTION -5]	[RAIL -5] [REACTION -5]
=====	=====	=====
[094] Rice Cake	[095] Gears	[096] Gavel
Won in Story Mode	Won in Story Mode	Won in Story Mode
[OLLIE -5] [MANUAL -5]	[OLLIE -5] [MANUAL +9]	[OLLIE -5] [MANUAL -5]
[AIR -5] [LIP -5]	[AIR -5] [LIP -5]	[AIR -5] [LIP +9]
[RAIL +9] [REACTION -5]	[RAIL -5] [REACTION -5]	[RAIL -5] [REACTION -5]
=====	=====	=====
[097] Bronze Medal	[098] Silver Medal	[099] Gold Medal
Won in Story Mode	Won in Story Mode	Won in Story Mode
[OLLIE -5] [MANUAL -5]	[OLLIE -9] [MANUAL -9]	[OLLIE +2] [MANUAL +2]
[AIR -5] [LIP -5]	[AIR -9] [LIP -9]	[AIR +2] [LIP +2]
[RAIL -5] [REACTION +9]	[RAIL -9] [REACTION]	[RAIL +2] [REACTION -9]
=====	=====	=====
[100] Kevin's Medal		
Won in Story Mode		
[OLLIE -9] [MANUAL -9]		
[AIR -9] [LIP -9]		
[RAIL -9] [REACTION -9]		

Oh, btw, be sure to visit his site! <http://www.aenigmafonts.com/>
Great fonts, games, screensavers and more.

7. Secrets & Unlockables

A. Unlockable Characters

I. Vert: Unlocked by beating the game once, with any character.

Vert- The samurai skater cat

=====Stats=====

Ollie:	8
Air:	8
Rail:	9
Manual:	9
Lip:	8
Reaction:	8

=====

Air Appeal Specials

Banzai Twist: (Banzai twist.) D+B

A very cool ninja flip with green flame.

Samurai Style: (Samurai slash!) DR+B

Vert pulls out his katana and slashes repeatedly; the screen is cut by his sword and collapses.

Lip Appeal Specials

The Finger: UL+Y

Vert balances on the tip of his board on one finger.

A pretty damn cool Lip Appeal IMHO.

Grind Appeal Specials Pump You Up: (Let's do it.)
Vert does sit-ups and push-ups on his board.

Manual Appeal Specials Balancing Act: L,R+Y during manual
Vert balances his board on his nose.
Samurai Soul: (Hi-ya!) R,L+Y during manual
Vert tosses watermelons into the air and cuts them
in half with his katana.

II. Kevin: Unlocked by beating the game a second time, with any character.

To select Kevin, highlight Vert in the character select menu and
press L+R and A. If you did it correctly you will hear Kevin's voice.

Kevin- The "normal" one

====Stats=====

|Ollie: 8|
|Air: 8|
|Rail: 9|
|Manual: 9|
|Lip: 8|
|Reaction: 8|

=====

Kevin looks like he could be the illegitimate offspring of another SPÜMCØ
character, George Liquor, but probably isn't. Kevin has some really cool
basic moves. His version of the Dark Slide and Board Toss are amongst the
coolest in the game. Kevin is also prone to insane giggling and face-making
during NRs.

Air Appeal Specials Laser Beam: (Laser Beam!) R+B
Kevin shoots lasers from his eyes and hands.
Samurai Style: (Samurai Slash!) DL+B
Just like Vert's, but a tad cooler because you
can see it better.

Lip Appeal Specials Tiny Kevin: (It's all me baby!) DR+Y
Kevin pukes out tiny Kevin heads. Weird.

Grind Appeal Specials Dark Ballerina: (*insane giggling*) DR+Y
Just like Piggy-Sue's except the music is all
wonky and instead of a swan tutu he has a
vulture one.

Manual Appeal Specials Kickin' Back: L,R+Y during manual
Just like Piggy-Sue's Re-Lax manual.
Synchro Swim: R,L+Y during manual
Similar to Johnson Brother's Synchro Swim
manual, but a little better IMHO.

B. Unlockable Items

I. SPÜMCØ Art.

SPÜMCØ Art is unlocked by winning the various grades in the Single
Session mode. One piece of art is awarded for each rank of C- all the way
through the Gold Medal. There are 12 pieces of art to be found in each level,
for a total of 96.

II. Figurines. (Special thanks to ÆNIGMA for pointing this out to me)

There are 33 figures in all; three for each character (including unlockable characters). The two basic figurines for each character (except Kevin) can be won by getting first place in event matches #12 and #27. You get the figurine for whatever character you are using, so if you use Decker, you will unlock the Decker figurine, etc. The gold figurines are still a mystery, however. More info to be added on them when I figure out how the hell to unlock them.

To unlock the Kevin figurines (including the gold one), you simply have to play the Poponchi shooting gallery mini-game. It is uncertain whether you need to hit a specific number of targets, or meet some other condition (accuracy, etc.) I managed to unlock mine with a score of 16/20 and two scores of 20/20.

III. Movies.

Movies are the easiest to unlock. Just play through the game with a given character to get their movies. All the characters have 3 movies apiece: two story ones, and one victory movie.

C. Poponchi Shooting Gallery Mini-game

The shooting gallery mini-game opens up when you beat the game for the first time. After the credits roll you will be taken to a pink room with a mechanical hand. Use the control stick to change the arc, and the A button to throw the paintballs. The object is to try to hit the portraits of the Poponchi team. At the end you are given a printout of your accuracy, how many team members you hit, etc. You have to play the mini-game at least three times to get the Kevin figurines.

After you beat the game the first time, you can go back and play the mini-game anytime you want. Simply go to the options menu, and select credits. You can either watch the credits roll, or you can hit start to be taken directly to the mini-game. If you want to exit the mini-game before the time limit is up, simply hit start again to be taken to the title menu.

8. Music

This game has really good, hyper-addictive music. Each tune fits extremely well with the level it is paired with, and they are super catchy; I have found the Full Metal Jungle track stuck in my head more times than I would like to remember. So here are all the credited tracks for the game.

If you go under the options menu and go into the sound menu, you can preview the 10 "main" tracks for the game. The credits list more than these 10, but I am not entirely sure where they are played. Info to be added as it is discovered.

Indestructible "ROCK" Joints:

1. Rattle Toy - Toon Town BGM;
performed by GRIZZLY.
2. Jam Jam Hype!?- Opening movie music, Western Film BGM;
performed by GRIZZLY
3. Electric Party- Fantasy Studio BGM
(and Gigi's theme as I like to call it);
performed by Yuki Nakagawa.
4. Dra Spring- Haunted Night BGM; remix of a Vivaldi piece (Spring, from the Four Seasons suite perhaps?) by Yuki Nakagawa.
Performed by Yuki Nakagawa.

5. Russian Roulette- Factory BGM;
performed by Tsunami Bomb.
6. Full Metal Jungle- Jungle BGM;
performed by SHINCO.
7. Trick- Ninja Village (Jipang!) BGM;
performed by PARKING OUT.
8. Masaya Nakahara- Hong Kong Night BGM;
performed by Masaya Nakahara
9. Walkure- Training BGM; a remix of a Wagner piece (From his opera Walkure,
presumably. Flight of the Valkryies, maybe?) by Yuki Nakagawa.
Performed by Yuki Nakagawa
10. Creature- Closing credits theme;
performed by GRIZZLY.

The credits list other songs, which will find their way in here eventually; watching the credits 1000 times in a row and frantically trying to write down the names is a pretty tedious process.

Any help on this is appreciated!

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9. Credits and Misc.
=====

Credits and Thank Yous.

Thanks to Atlus, Poponchi and SPÜMCØ for a great, great game.

Special thanks goes out to ÆNIGMA on the www.gameFAQs.com message board for cluing me in about the figurines. He also went to all the trouble of making the friggin' GREAT gear list. Check out his very excellent site at <http://www.aenigmafonts.com/> (the creator of the 8-bit limit font! Whooo!)

Thanks also to Captain Milky from www.gamefaqs.com message boards for the info on the color selection.

=====
Le Fin
=====