

Grind Session: Hints, Status, and Tricks

by RuffRyder

Updated on Oct 30, 2000

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| (Hints, Status, and Tricks) - Grind Session for PlayStation - By: RuffRyder |  
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1.) In this guide, I will try and provide some assistance for you in some tough or harder spots

in the game. I knew that the first time I played Grind Session, I had a little trouble

-- maybe just like you -- so that's why I'm writing this for you. I made a list of the

Player Stats in the game so you can compare them on your own, to see which player might have

what you're looking for. (By the way, I know that my title up on the top sucks, but hopefully the rest of the guide doesn't.) - RuffRyder

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2.) [Player Status]
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Willy Santos

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Vertical Skill: [][][][][][][][][][] (4)

Street Skill: [][][][][][][][][][] (9)

Balance Skill: [][][][][][][][][][] (7)

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Daewon Song

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Vertical Skill: [][][][][][][][][][] (5)

Street Skill: [][][][][][][][][][] (8)

Balance Skill: [][][][][][][][][][] (7)

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Cara-beth Burnside

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Vertical Skill: [][][][][][][][][][] (9)

Street Skill: [][][][][][][][][][] (5)

When you first enter the warehouse, you should see a white/red ramp, straight ahead, but a little to the left is where you should hit it. Make sure you get enough speed so you can get enough air. Once you're in the air, hold Triangle so you can grind TO THE LEFT! It is important you grind the right way. Then when you see a brown

ramp

that leads into a window (and inside is like a meat-freezer), you can ollie off to the

right side on the ramp, for easier access inside. Now, here's where it get a tad tough.

You need to hit the ramp diagonally up/right. Hit the corner so you can grind right on

the rafters. You will get a Tech Line and if you keep grinding, you will hit a boombox.

[S.F. Mission - Level 2]

Now, going up that railing from the escalator onto the grind rail may be getting on your

nerves... but I'll try and explain it:

You should first be facing the railing you are going to grind upwards. This is crucial:

You have to grind up the LEFT side of the rail. (If you grind up the right, you will not make it onto the grind rail.) Once you get a little ways up there, and you feel you will start falling back, ollie up and grind again on the same rail. From there you should move onto the grind rail and make your way through the window. (Make sure you try extra hard to land the trick, because it's a pain to go back around -- which you can of course, just hit the ramp near the other side of the room that goes right through a white poster.) Balance is the key. By the way, you will find a trashcan inside of the ramp room also.

[Burnside - Level 3]

Just like in Level 1, you might wonder how to grind onto the rafters. This is actually easier than it looks.

When you first start, head left until you see a Yellow Tech Line (which you CAN see from

the start) and follow that wall until you come to -- what looks like -- a mini-kinda-halfpipe-thingie between the support beam of the rafters, and a quarter-pipe.

Just get some air between them and then go left a little up on top of the rafters and balance yourself.

Having some trouble getting in the section with the trucks? Here's a way how:

Start by going into the squarish-bowl in the corner of the level. You need to get some height and then hold up on the side that has the ramps and a 3-piece grind rail on it.

Go to the ramp all the way to the other side and hit it, trying to go a little left so you can grind on the cement. Then just ollie off onto the right and you SHOULD land

in that pesky section.

[Detroit - Level 7]

Now... There might be one more annoying Red Tech Line you have to hit out in the halfpipe near the starting point. The easiest way that I found, was to actually start from the 3rd point. This would mean that once you got up, hold Triangle and hopefully you will grind on the rail. Balance and patience are the best traits you need for completing this Tech Line. Just make sure you ollie to the left or right side.
(Whatever is necessary.)

If you are trying to grind on the Yellow Tech Line inside of the "computer room" and wondering how, just read:

First thing's first. Hit the green ramp closest to the computer a little to the left so you can grind on the computers frame. This will open up two bowls where the green "caps" were. Now here's the tricky part... In the bowl closest to the Yellow Tech Line, you will see a dark-blue crack of some sort in the bowl. You must try and hit The bowl a little to the left of that, but at the same time going in the RIGHT direction. (when I say "RIGHT" I mean in the eastern direction.) You need to grind until you get close enough to the rail on the left, then just ollie onto it and you're home free. This may take a lot of patience. (I know it took a lot out of me...)

4.) [Tips]

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Ok, here are just some tips that I would suggest to help make you a better skater.

(Not in real life of course.)

If you want to get a lot of points in one trick, follow this sequence:

* Grind, Ollie, Jump-trick, Grind, Ollie, Jump-trick etc.

If you follow this procedure until you are about to fall off, you can get up to about 20000 points in one trick. (Good for all photo shoots.)

That reminds me... If you want to get secret characters, just complete the Huntington photo shoot. And it is 8000 points, so I suggest grinding the whole back wall. (Hopefully with my tips above, it should make life easier.)

Hell, I'll even make a list for you:

Willy Santos	unlocks: Skator.
Daewon Song	unlocks: Rex.
Cara-beth Burnside	unlocks: Hang Man.
Ed Templeton	unlocks: Stanley.

Pigpen unlocks: Dave Carnie.
John Cardiel unlocks: Demon.
Custom Skater #1 unlocks: Stinger.
Custom Skater #2 unlocks: Golgotha.

To unlock Master Ao, you need to get every key for every level, and collect every coin in both the East and West wings of the Dream House. You only need to do this with one character, and I would suggest Pigpen because he is the most rounded off player.

[End]

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Ok well, I just wanted to say that this is my first FAQ and I know it sucked. Hey, cut me some slack... I'll get better. - I promise. And I will make everything easier to read, and more condensed.

If you want me to add anything to this guide, you can email me at dsv@www.com I don't know if I'll answer you back, but if I get enough of the same question, I will add it in a newer version of my guide. I hope this guide helps you. (And if you're on IRC, my nickname is RuffRyder on irc.dal.net) - RuffRyder

[Disclaimer]

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If you want to use any parts from my guide for your own FAQ/Guide etc. then please just give me some props at the bottom or something. It's not cool to just rip other peoples stuff for your own. (Unless you're doing a book report the day before it's due... heh.)
<sarcasm> - Ok, just remember: I want props. - RuffRyder
