

# Grind Session FAQ

by Osiris

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GRIND SESSION  
FAQ

Version 2.0  
Last Updated: November 12, 2000

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## About this FAQ

This FAQ was created for the PSX game "Grind Session" in an attempt to create an FAQ that actually had information on it. All FAQs I have read regarding this game have had little or no information prior to the game itself (The important stuff, folks). So, ta-da!

This FAQ should only be located on the following websites:

- [www.GameFAQS.com](http://www.GameFAQS.com)
- [www.GameAdvice.com](http://www.GameAdvice.com)

For permission to use information, etc, please contact  
(Deftones\_x27@hotmail.com)

## Version Updates

Version 1.0: Started FAQ.

Version 2.0: Added more Tech Tips to the Detroit section. Added where the coins are in the Dream House section, and how to get them.

Controls

Menu:

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Highlight Menu Option: Up, Down, Left, or Right  
Confirm/Open Selection: X  
Back to Previous screen/Cancel selection: Triangle  
Close Screen: Circle

During Game:

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Pause Game: START button  
Jump: Press and release X button (for bigger ollies)  
Grabs: Circle button + up, down, left, or right (while in air)  
Brake: Circle  
Board Flips: Square button + up, down, left, or right  
Grinds/Lip Stalls: Triangle button + up, down, left, or right  
Hard Turns: L1 or R1 + left or right  
Spins: Left or right  
Increase Spin: L1 or R1 + Left or right  
Transition/Exit HalfPipes: Hold up button before reaching of  
Skater's Eye: L2  
Toggle Technical Line Graphics On/OFF: R2  
Toggle Balance Meter ON/OFF: SELECT button

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Characters

Willy Santos

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Vertical Skill: [x][x][x][x][ ][ ][ ][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][x][x][x][ ]  
Balance Skill: [x][x][x][x][x][x][x][ ][ ][ ]

Daewon Song

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Vertical Skill: [x][x][x][x][x][ ][ ][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][x][x][ ][ ]  
Balance Skill: [x][x][x][x][x][x][x][ ][ ][ ]

Cara-Beth Burnside

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Vertical Skill: [x][x][x][x][x][x][x][x][x][ ]  
Street Skill: [x][x][x][x][x][ ][ ][ ][ ][ ]  
Balance Skill: [x][x][x][x][x][x][ ][ ][ ][ ]

Ed Templeton

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Vertical Skill: [x][x][x][x][ ][ ][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][x][x][ ][ ]  
Balance Skill: [x][x][x][x][x][x][x][x][ ][ ]

Pigpen

-----  
Vertical Skill: [x][x][x][x][x][x][x][ ][ ][ ]

Street Skill: [x][x][x][x][x][x][ ][ ][ ][ ]  
Balance Skill: [x][x][x][x][x][x][x][ ][ ][ ]

### John Cardiel

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Vertical Skill: [x][x][x][x][x][x][x][ ][ ]  
Street Skill: [x][x][x][x][x][x][ ][ ][ ][ ]  
Balance Skill: [x][x][x][x][x][x][ ][ ][ ][ ]

### ~~Secret Characters~~

### Skator

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Vertical Skill: [x][x][x][x][ ][ ][ ][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][x][x][ ][ ]  
Balance Skill: [x][x][x][x][x][x][x][ ][ ][ ]

### Rex

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Vertical Skill: [x][x][x][x][x][ ][ ][ ][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][x][ ][ ][ ]  
Balance Skill: [x][x][x][x][x][x][x][ ][ ][ ]

### Hang Man

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Vertical Skill: [x][x][x][x][x][x][x][x][ ][ ]  
Street Skill: [x][x][x][x][x][ ][ ][ ][ ][ ][ ]  
Balance Skill: [x][x][x][x][x][x][ ][ ][ ][ ][ ]

### Stanley

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Vertical Skill: [x][x][x][x][ ][ ][ ][ ][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][x][ ][ ][ ]  
Balance Skill: [x][x][x][x][x][x][x][ ][ ][ ]

### Dave Carnie

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Vertical Skill: [x][x][x][x][x][x][x][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][x][ ][ ][ ]  
Balance Skill: [x][x][x][x][x][x][x][ ][ ][ ]

### Demon

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Vertical Skill: [x][x][x][x][x][x][x][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][ ][ ][ ][ ][ ]  
Balance Skill: [x][x][x][x][x][x][ ][ ][ ][ ][ ]

### Stinger

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Vertical Skill: [x][x][x][x][x][ ][ ][ ][ ][ ][ ]  
Street Skill: [x][x][x][x][x][x][x][ ][ ][ ]

Balance Skill: [x][x][x][x][x][x][ ][ ][ ][ ]

### Golgotha

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Vertical Skill: [x][x][x][x][x][ ][ ][ ][ ][ ]

Street Skill: [x][x][x][x][x][x][x][x][ ][ ]

Balance Skill: [x][x][x][x][x][x][ ][ ][ ][ ]

### Master AO

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Vertical Skill: [x][x][x][x][x][x][x][x][x][x]

Street Skill: [x][x][x][x][x][x][x][x][x][x]

Balance Skill: [x][x][x][x][x][x][x][x][x][x]

Custom Skater's Stats currently unknown.

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### Tricks

#### Ground:

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Manual Front: Up, Up, Tri

Manual Back: Down, Down, Tri

No Comply: Left, Right, Tri

Nose Varial: Left, Left, Tri

One Foot Manual: Up, Down, Tri

Back Foot Manual: Down, Up, Tri

#### Board Flips:

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Kickflip: Left, Square

Heelflip: Right, Square

Impossible: Down, Square

Pop-Shuvit: Upperleft, Square

F/S 360 Pop-Shuvit: Upperright, Square

360 Flip: Lowerright, Square

Hardflip: Lowerleft, Square

Disco Flip: Right, Left, Square

F/S Kickflip Varial: Left, Left, Square

Kickflip Under Flip: Left, Right, Square

Heelflip Varial: Right, Right, Square

Frontside Flip" Up, Right, Square

Heelflip Late Shuvit: Down, Left, Square

Big Spin: Up, Left, Square

#### Grabs:

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Nose Grab: Up, Circle

Tail Grab: Down, Circle

Mute Grab: Right, Circle

Melon Grab: Left, Circle

Kickflip to Indy: Up, Left, Circle

Stalefish Grab: Lowerright, Circle

Method: Lowerleft, Circle

Rocket: Up, Up, Circle

Madonna: Up, Down, Circle

Benihanna: Down, Up, Circle  
Airwalk: Down, Down, Circle  
Judo: Upperright, Circle  
Indy Nosebone: Upperleft, Circle  
Japan Air: Left, Left, Circle  
Board Varial: Down, Right, Circle  
Fingerflip: Down, Left, Circle  
Around the World: Right, Down, Circle  
Frontfoot Impossible: Right, Left, Circle  
Roast Beef Grab: Right, Right, Circle  
Christ Air: Left, Right, Circle  
Front Flip: Left, Up, Circle  
Back Flip: Left, Down, Circle  
Christ Flip: Left, Up, Circle  
Jer Air: Up, Right, Circle

Rail (Neutral: Moving Along a Rail)

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50-50: Tri  
5-0: Down, Tri  
Nose Grind: Up, Tri  
Casper: Down, Down, Tri  
One Foot 5-0: Up, Down, Tri  
One Foot Nose Grind: Down, Up, Tri  
Feeble Grind: Upperright, Tri  
K Grind: Upperleft, Tri  
Smith Grind: Lowerright, Tri  
Smith Grind Tail Grab: Lowerleft, Tri

Rail (Perpendicular: Approaching from the side)

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Railslie: Tri  
Darkslide: Up, Down, Tri  
Noselide: Up, Tri  
Dark Noselide: Up, Up, Tri  
Tailslide: Down, Tri  
One-Foot Noselide: Down, Down, Tri  
Noseblunt: Up, Tri  
Bluntside: Down, Tri

Lip Stall (Stall)

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Hand Plant: Tri  
Axel Stall: Up, Tri  
Fakie Rock and Roll: Down, Tri

Launch (After lip stall)

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Nollie: Up, Up, Tri  
Boneless: Down, Down, Tri

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Levels

1) Da Banks (NYC):

Points: 10,000  
Pro Points: 20,000  
Boomboxes: 10

Tech Lines: 10

Earn the Respect of the Big Apple while you get dialed in on the basics. Ground level grinding is just a start so keep your eyes skyward.

Da Banks is the very first level, so it's fairly easy. A lot of level grind rails with gaps inbetween, very easy tech lines (even the red), and a good place to practice your vert skills.

Alright, I'm sure you know how to get most of the tech lines, but in case you need help with a few, here's the most difficult for beginner skaters.

1) The yellow tech on the rail above the hall in the very beginning: Very simple once you figure out how to ollie :s Start by skating towards the right quarter pipe and hit the left of it, and ollie off of it, pushing down so u get a little more edge. If u did it right, you should fly above the rail. GRIND! At the end, dismount, and pull off something cool (I always do disco flips) and skate towards the bottom of the left quarter pipe.

2) The blue tech on the rafters: VERY EASY! When I first started to play this game, I was confused, but now It's a snap. First, skate to the very back of the last room, and hit the large quarterpipe-wall thing that you use to grab one of the boomboxes. Grind the rail to the left, and grond the second. You'll break through glass (don't worry, it doesn't hurt). You can knock off some meat for extra points if u want. Now, for more speed, skate to the right and pull off any trick off the wallramp (that's what I'll call them, k?). Now you'll be skating towards the opposite direction. Pull to the right, and ollie and grind. You SHOULD have grabed the left side of the rafter, if you didn't, TRY AGAIN! Now, just safely grind to the end, where you'll pull off an extra 5 seconds and a boombox!

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2) S.F. Mission:

Points: 10,000  
Pro Points: 30,000  
Trash Cans: 10  
Tech Lines: 10

San Francisco has some great skating by the bay, but now you can do the subway. Play chicken with a train while attempting the world's scariest rail slide down the B.U.R.T. tracks.

Fairly simple stuff here, but I do understand some of you have had trouble with the red tech on the rails leading up by the entrance to the subway. Let me explain:

First, grab some speed. Pull big air off of the wallramps, whatever, I don't really care. Now, skate back towards the rail. Ollie and grind the left side of the rail. If you feel like you're about to slide back down, ollie and grind, you should go back up. Now, when u get up a good distance, ollie and pull left. Grind the rail, BUT DON'T LOOSE YOUR BALANCE! It's VERY easy to loose your balance once you get up here. Be careful. Grind to the end, and you'll fly through glass. There's an extra 20 seconds. Also, a trash cans here. To exit, ollie off of the quarterpipe through the glass on the other side.

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3) Burnside:

Points: 12,000  
Pro Points: 40,000  
Pidgeons: 10  
Tech Lines: 10

This place is one monster chunk of concrete with bowls, ramps, rails, and pipes all molded together to make boarding heaven. Get big air to find what's not obvious.

Alright, a few more things you'll want to know.

1) The parking lot with the Deca trucks: Very simple. Some people have a hard time with this, but it's very easy. First, skate towards the square shaped area heind where you start. Grab air, and fly out. You should be skating towards the parking lot. Now, you know that blue tech on the curved grind in front of you? Ollie over it. Now to clear to the parking lot, you'll want to grind the fence and pull right. It doesn't matter if you fall, you won't grab the yellow tech (YET). You're now inside. Pull of techs, grab birds, and skate out. Do the exact same thing to get out, and grind. You'll get that yellow tech.

2) The rafters above the skate park with the red tech: Easy. Skate to one of the cement poles holding it up, and ollie up it. Grind and you should go the opposite direction. Balance, and when you get to the end, the computer will let you off. Don't get off manually.

3) The large space above the closed off square area: Start the first step (the parking lot scenario) but DON'T ollie out. Instead, skate into the wall, and ollie then. Push up and don't let go of x. You should pull into the area. In here are 2 birds, and a yellow tech.

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4) Slam City Jam:

Points: n/a  
Pro Points: n/a  
Barrels: 10  
Tech Lines: 10

Vancouver has it all including this major league contest. You need 40 respect points to get in the door. Compete in street, vert, and best trick challenges. Buy time on the clock with tech lines and items but for no added respect.

Easy place. I don't feel I have to explain anything. I could tell you about the secret bowl, but you'd just waste you're time to find it. There's nothing there but a bowl, and you go there in the photo shoot anyways. But if you INSIST on finding it, it's somewhere in the room after the long grind-hall.

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5) Atlanta:

Points: 20,000  
Pro Points: 60,000  
Roadblocks: 10  
Techlines: 10

Thrash from the high rise rooftops to the parking garages below. There are lots in between, so don't miss the moster gaps and heart stopping rails on the way to the ground.

Ahh, Atlanta. Home of the first fairly hard pro point challenge (by the way, it IS possible. I pulled it off with 20-some seconds to spare). The tech's are simple once you get them down, nothing very hard to find. Just, go for ALL the rooftops before you head for the ground. And don't go into the parking garage first. That should be LAST.

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#### 6) Playstation Park London:

Points: 30,000  
Pro Points: 70,000  
Bottles: 10  
Techlines: 10

Bonk off junked cars, and nail some of the sickest rails in the circuit. Be careful not to destroy some of the ramps because they're the only roads to some great grinding.

Nice skatepark, tough challenges \*cough pro points cough\*. Nothing TOO difficult. The only thing I think would be a problem is the pro points. The tech lines are all visible and easy to do, and the bottles are too. Custom skater's may have an edge here (at least over Templeton) because of their trick list (i.e. Able to learn Christ Air/Flip, Around the World). Cara-Beth can learn these, but I DID say at least over Ed.

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#### 7) Detroit:

Points: 40,000  
Pro Points: 80,000  
Valves: 10  
Tech Lines: 10

A Gigantic drainage system works double duty as an awesome half-pipe and the rail rides are endless. Hit the right switch and even more cool rides are waiting.

Ok, some things you'll need to know to get maximum respect.

1) Switch-window fiasco: At the VERY beginning skate to the right, and ollie the quarter through a window. Ollie again and grind the switch.

2) How to get through window: I'm just saying this so someone doesn't ask a stupid question. Now, at the very beginning, there's a quarter. Ollie the left, grind the switch, and keep grinding. You'll fly



through a window. Skate to the back, and do the EXACT same thing with another switch. Now skate back towards the front, and grab air off of the right quarter. Skate down, and ollie off the quarter in front. You'll land on a much higher elevated area. Ollie up to another, and turn left. Grind the rail on the ground for the (hopefully) last switch.

3) Computer Room Techs: After you grind the switch through the window, you'll land in a room with a yellow tech and a blue tech. After you pull those, and you ollie off the somewhat spined ramp and land on the ramp above the ramp, and u ollie to the second higher ramp, pull off the blue tech, skate to the left. A little bit before the floor ends, ollie onto the computer next to the wall. Now you'll have pulled off the (hopefully) second to last tech if this is your last room. Now, the green pots should have opened up, revealing two large bowls. Go into the right one, and grab some air. Now, skate off of the large blue crack, and push the \*Triangle\* button. You'll grind the first part of the yellow tech. Now, ollie to the left, and you'll grind the last part. It isn't that hard, is it?

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8) Huntington:

- Points: n/a
- Pro Points: n/a
- Barrels: 10
- Tech Lines: 10

160 respect points lands you at Huntington Beach and the Vans Triple Crown of Skateboarding. Compete in Street, Vert, and Best Trick competitions while the crowd goes crazy. You earn no respect for bagging items or tech lines but they add more time on the clock.

Another competition? You bet. And it's VERY difficult. You're best bet is to restart until the 1st, 2nd, and 3rd spots are as low as possible, and skate like there is NO tomorrow. The minimum the 1st spot I've seen it go to is around 45,000. And in the Vert, 1st usually bags around 50,000, so you better grab at LEAST 55,000 points on the street competition and 45,000 on the vert. I know I'm asking a lot, but you'll thank me.

1) Street/Best Trick: A good way to grab an easy 15,000 on one trick? Yea, I know one. At the beginning, skate right past the two grind rails that lead to 2 lunch tables. Hit it head on and do something easy, like a kickflip or impossible and grind into a Dark Noseslide (if you have it. If not, Darkslide. If not THAT, then something else cool that bags points). Ok, now when you're doing that Dark Noseslide, impossible/hardflip/whatever you feel like, just grab points. Repeat grind/board trick/grind board trick til you get to the end. Now you could try to grind onto the lip of the wallramp, but there's a good chance you'll mess up and crash. Instead, kickflip off and manual/tail manual/one foot manual (any of those are fine) landing you a good 15,000+ points.

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Dream House

The Dream House is a skater's nirvana (Haha, yeah right. It ain't that great. All I used it for was to get Master AO). There are

multiple rooms to explore, and no time limit. You can gain access to the Dream House by getting 3rd or above in Huntington. By getting the maximum amount of respect per level, you acquire a key to one of the rooms in the Dream House. There are two wings in the Dream House: The East Wing and the West Wing. After gaining access to both wings and all the rooms, you can collect 8 coins. By collecting the coins, you gain access to the secret character "Master AO", the ultimate skater. Also, by gathering all the coins, you are able to skate the East Wing and West Wing in free skate, etc.

#### East Wing Coins:

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Bathroom: Pretty easy. Just ollie off the ramp leading to one of the rooms, and if you grabbed enough air, you should pull it off.

Aqua Lounge: Ollie at the beginning of the ramp, and grind the pole, and then grind the second pull to grab it. BY THE WAY! Be careful of the Dorsal Grind....Sharks suck....

The Fountain: Above the lip of the second part of the fountain.

The Music Hall: Skate to the ramp on either side, and ollie up and grind the board on the loudspeakers. Repeat to the next, and grind the metal...thing...And grab the coin.

#### West Wing Coins:

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The Armory: Sometimes hard. Skate off of the ramp leading to the ladder-looking grind. Grind it, and ollie and pull hard to the direction you're on (if u grabbed the left pole, move left) and grind the curved bar.

Dream Bowl: I don't know WHY they called it the Dream Bowl. It's not even a BOWL! It's a very long halfpipe with weird little balls in them! I don't know what they're for, but I like taking out my skating anger on them (Pop!). One of the lips has the coin.

The Drop Room: Drop Room's right. When I first came here, I was surprised. I fell right down. But then, I grabbed air, grinded a pole, and grabbed the coin. Maybe you will too.

The Ramp: It ain't no ramp. It's like the Dream Bowl, only bigger. Well, go to the opposite side, and grab air. Pull to the left, and grind the pole. There's a gap, so ollie, and grind the next, and you'll get the coin. Congrats! Master AO is yours! (By the way, he surprised me. He doesn't look ANYTHING like I imagined! I laughed helluv hard when I got him)

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#### FAQ

Nothing yet. Send me your questions or whatever at  
(Darkstar\_X27@hotmail.com)

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#### Credits

- Shaba Games for creating one of the best skating games ever! (THPS rulz too, so don't yell at me)
- Myself for just taking hours out of my "busy" schedule to write this FAQ.
- Whoever reads this

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