

Grind Session FAQ

by KasketDarkfyre

Updated to v1.0 on Oct 30, 2000

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-                               Grind Session                               -
-                               Playstation - {PSX}                         -
-                               Basic's FAQ                                 -
-                               Version 1.0                                 -
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-           Disclaimer           -
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Welcome to my FAQ for Grind Session. Grind Session is a game that is based off of, and is similar to Tony Hawk Pro Skater. Containing various tricks, and levels, it gives a fresh look to the world of video skateboarding. All the information in this FAQ is for personal use, and not for profit. It's all about the gaming and the hobby we enjoy, not the color of the money that can be made from this guide. Remember that.

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-           Control           -
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- In-game controls -

- Pause - Start Button
- Jump - Press and release X {Hold for a bigger jump}
- Grabs - O and any direction {In air}
- Brake - O {While on the ground}
- Kick Flips/Board Flips - Square and any direction {In air}
- Rail Tricks - Triangle and any direction {Near Rail}
- Hard Turn - L1/R1 and any direction {On ground}
- Spin - Any direction {In air}
- Increase Spin - L1/R1 and any direction {In air}
- Transition/Exit Half Pipe - Hold up on the half pipe
- Skater's Eye - Hold L2
- Visible Tech Lines - Hold R2
- Balance Meter - Select button

-- Tricks ==

--Ground Tricks--

- {Manual Front - Up, Up, Triangle
- {Manual Back - Down, Down, Triangle
- {No Comply - Left, Right, Triangle

-{Nose Varial	- Left, Left, Triangle
-{One Foot Manual	- Up, Down, Triangle
-{Back Foot Manual	- Down, Up, Triangle

--Jump Tricks--

-{Kickflip	- Left, Square
-{Heelflip	- Right, Square
-{Impossible	- Down, Square
-{Pop-Shove it	- Up/Left, Square
-{F/S 360 Shove it	- Up/Right, Square
-{360 Flip	- Down/Right, Square
-{Hardflip	- Down/Left, Square
-{Disco Flip	- Right, Left, Square
-{F/S K-Flip Varial	- Left, Left, Square
-{Kickflip Underflip	- Left, Right, Square
-{Heelflip Varial	- Right, Right, Square
-{Frontside Flip	- Up, Right, Square
-{Heelflip Late Shove	- Down, Left, Square
-{Big Spin	- Up, Left, Square

--Air {Off the ramps}--

-{Nose Grab	- Up, Circle
-{Tail Grab	- Down, Circle
-{Mute Grab	- Right, Circle
-{Melon Grab	- Left, Circle
-{Kickflip to Indy	- Up, Left, Circle
-{Stalefish Grab	- Down/Right, Circle
-{Method	- Down/Left, Circle
-{Rocket	- Up, Up, Circle
-{Madonna	- Up, Down, Circle
-{Benihana	- Down, Up, Circle
-{Airwalk	- Down, Down, Circle
-{Judo	- Up/Right, Circle
-{Indy Nosebone	- Up/Left, Circle
-{Japan Air	- Left, Left, Circle
-{Board Varial	- Down, Right, Circle
-{Fingerflip	- Down, Left, Circle
-{Around the World	- Right, Up, 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	- Right, Up, Circle
-{Jer Air	- Up, Right, Circle

--Rail Tricks {While grinding}-

-{50-50 Grind	- Triangle
-{5-0 Grind	- Down, Triangle
-{Nose Grind	- Up, Triangle
-{Casper	- Down, Down, Triangle
-{One foot 5-0 Grind	- Up, Down, Triangle
-{One Foot Nose Grind	- Down, Up, Triangle
-{Feeble Grind	- Up/Right, Triangle
-{K-Grind	- Up/Left, Triangle
-{Smith Grind	- Down/Right, Triangle
-{Smith Grind Tail Grab	- Down/Left, Triangle

--Rail Tricks {While approaching}--

- {Railslide - Triangle
- {Darkslide - Up, Down, Triangle
- {Noselide - Up, Triangle
- {Dark Noselide - Up, Up, Triangle
- {Tailslide - Down, Triangle
- {One Foot Noselide - Down, Down, Triangle
- {Noseblunt - Up, Triangle
- {Bluntslide - Down, Triangle

--Lip Stall {Stall at the edge}--

- {Hand Plant - Triangle
- {Axel Stall - Up, Triangle
- {Fakie Rock & Roll - Down, Triangle

--Launch {After Lip Stall}--

- {Nollie - Up, Up, Square
- {Boneless - Down, Down, Square

- Game Types -

-Training Mode

Training Mode allows you to learn the different steps the game has to offer, taking you step by step through the various In-game controls, from the Skater's Eye, to the different Technical Lines that you must complete to further yourself in the game. Your reward for learning the training mode successfully, is a bonus board for each skater, and more bonus boards for your Create-A-Skater.

-Tournament Mode

Tournament Mode is the cream of the game. Placing you on various courses, your object it to earn something in the following four sections:

- Trick Points
- Pro Points
- Technical Lines
- Vandal Points

Trick Points are the biggest part of the game. In performing successful tricks, you can earn massive points, and pretty much amaze yourself with what you can pull off. Much like Tony Hawk, the more you perform one move, the less it's worth. Combinations are your friend here, and grinds don't earn you as many points as you may hope for. Everything is evened out, and makes for fair scoring, you have to earn it.

Pro Points are points that are above and beyond the set trick points of each level. Consider it High Scoring, and your reward for further hard work. The more points you gain, the higher your pro score will be.

Technical Lines are another big part of Grind Session. By pressing and holding L2, you'll fall into the Skater's Eye, and see where the Technical Lines are on each level. Use the Skater's Eye often, it'll give you the

insight on where the sickest grinds are in the level. Technical Lines do two things, firstly, they give you an edge onto becoming a top notch skater, and they add time to your level clock, allowing you more opportunity to finish up the other sections of the level.

Vandal Points are unique, in which you destroy something level specific for points. It could be garbage cans, boomboxes, road blocks, bottles, and even pigeons. You'll find these scattered through the stages, so be sure to hit them for big points and to fulfill the requirements of the level.

You're probably wondering why you need to do all of these things per level. Well, the main reason is, Respect. Yes, you gain Respect Points for each number of requirements you fulfill. For example, if you were to hit 4 boomboxes, 3 Tech Lines, and 10,000 points {this value varies depending on the stage}. then you would gain 17 Respect Points: 4 Respect Points for the boomboxes, 3 Respect Points for the Tech Lines, and 10 Respect Points for the score. These Respect Points add up over the levels, and unlock other levels to skate on. Your reward for finishing up all the sections on any given level, is a Key, explained later in the FAQ.

-Open Skate Mode

You can skate any of the levels that you've unlocked, to give yourself the edge of knowing where everything is, the Tech Lines, Items to hit, and practice time for the tricks. All of this can be done without the bother of a time limit.

-Endurance Mode

Test your tricks in this battle of time. You must complete a certain amount of tricks within a given time limit. With each passing stage, your time limit increases, as does the number of tricks you must complete to pass. The trick remains on the screen until it is completed. Each stage comes with a higher set of tricks, think of this as Tekken Survival only with a skateboard instead.

- Levels -

-(Level 1: New York City
-Trick Points Needed: 10,000
-Pro Trick Points Needed: 20,000
-Technical Lines: 10
-Vandal Points: 10 Boomboxes

-Respect Gained: 40 Points Total

-(Level 2: S.F. Mission
-Trick Points Needed: 10,000
-Pro Trick Points Needed: 30,000
-Technical Lines: 10
-Vandal Points: 10 Garbage Cans

-Respect Gained: 40 Points Total

-(Level 3: Burnside
-Trick Points Needed: 12,000
-Pro Trick Points Needed: 40,000

- Technical Lines: 10
- Vandal Points: 10 Pigeons

- Respect Gained: 40 Points Total

- {Level 4: Slam City Jam
 - 1st Place 40 Respect Points
 - 2nd Place 20 Respect Points
 - 3rd Place 10 Respect Points

- {Level 5: Atlanta
 - Trick Points Needed: 20,000
 - Pro Trick Points Needed: 60,000
 - Technical Lines: 10
 - Vandal Points: 10 Roadblocks

 - Respect Gained: 40 Points Total

- {Level 6: Playstation Park, London
 - Trick Points Needed: 30,000
 - Pro Trick Points Needed: 70,000
 - Technical Lines: 10
 - Vandal Points: 10 Bottles

 - Respect Gained: 40 Points Total

- {Level 7: Detroit Industrial
 - Trick Points Needed: 40,000
 - Pro Trick Points Needed: 80,000
 - Technical Lines: 10
 - Vandal Points: 10 Gas Valves

 - Respect Gained: 40 Points Total

- {Level 8: Huntington
 - 1st Place 40 Respect Points
 - 2nd Place 20 Respect Points
 - 3rd Place 10 Respect Points

Now, with the total addition of the stages, you need 320 Respect Points to successfully complete the game, and open up all of the rooms to the Dream House. Yes, the Dream House is a secret stage, that is only accesable upon finishing the game with one Key. There is a Key for every stage in the game, the only way to get these keys, outside of Sharking it {Game Shark} is to earn them by completing what is requested of you in the game.

The Dream House is a skateboarders Nirvana, where you'll find that you have no time limit, but several rooms to explore, eight in all once you have the Key's from the game. When you're inside of the Dream House, you'll notice that there are coins to be collected from each room. If you can successfully gather each coin, you'll call forward a master Skater. He's the hidden character of the game. Also, by completing the requirements of each stage, you'll earn a Photo Shoot opportunity to gain real life photos of the game's skaters, from Pig Pen, to Ed Templeton. But in order to do so, you must complete a trick that is worthy enough of the bonus.

Good Luck!

- Credits -

I thank my girlfriend for buying me the game in the first place -
GameFAQs.com for hosting my FAQ
Sony Corporation for making a truly enjoyable skateboarding game.
All the gamers out there that use this FAQ.

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