LIMITED WARRANTY

Limited Warranty. Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media: EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software: EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Information. If you are having any problems with the product, we are happy to help. Please address all correspondence to Electronic Arts, Customer Service, PO Box 7578, San Mateo, California 94403-7578. Or call us at (415) 572-ARTS.

Warranty Claims. To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the Warranty Period, send the product, in protective packaging, postage prepaid, to Electronic Arts, at the above address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for $7.50. EA or its authorized dealer will, at its option, repair or replace the product, and return it to you, postage prepaid, or issue you with a credit equal to the purchase price. THE FOREGOING STATES THE PURCHASERS SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

Warranty Exclusions. EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

LIMITATIONS ON DAMAGES

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Unless indicated otherwise, all software and documentation is ©1987 Electronic Arts. All rights reserved.

NOTICE

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THE PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS COPYRIGHTED. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS, 1820 GATEWAY DRIVE, SAN MATEO, CALIFORNIA 94404.

ELECTRONIC ARTS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS." ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH REGARD TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. PLEASE SEE THE ELECTRONIC ARTS LIMITED WARRANTY ABOVE.

SOFTWARE © 1987 ELECTRONIC ARTS. ALL RIGHTS RESERVED.
MANUAL BY DAVID K. SIMERLY, MICHAEL KOSAKA, & TIM LITTLE
© 1987 ELECTRONIC ARTS. ALL RIGHTS RESERVED.

160415

Boot or Die!

Skate or Die comes on different computers so find your instructions below and use 'em.

Boot or die.

Commodore 64/128

1. Remove all peripherals and plug the joystick(s) into either port.
2. (C128 owners: Put your computer in C64 mode.) Stick the Skate disk in the disk drive and turn it on. Turn on the computer and monitor.
3. At the READY prompt, type LOAD"EA",8,1 and press RETURN. If you have troubles loading the game, disconnect any secondary peripherals (i.e., the fast loader, second disk drive, or printer) and try loading again.

Apple IIgs

1. Plug in your joystick or mouse.
2. Stick the Skate disk in your boot drive.
3. Turn on the computer.

	Commodore	Apple IIgs
Toggle sound on/off.	Commodore	S
Abort current event or competition and return to Rodney's Skate Shop.	RUN/STOP	A
Control movement of pointer or player*.	Use the joystick.	Use a mouse, a joystick, or the number pad.
Action button.	Joystick button.	Mouse button, joystick button or right SHIFT key.

* Since this game comes on a bunch of different computers, we refer to the thing that controls movement as the "controller." The joystick gives you best control, so use one if you can. When we tell you to "click" on something, move the onscreen pointer onto it and hit the action button.

IIgs Users: If you have two players, one has to use the keyboard while the other uses a joystick or mouse. Speed freaks — set it on the fastest speed on the control panel for best performance; turning off the sound also makes the game run faster.
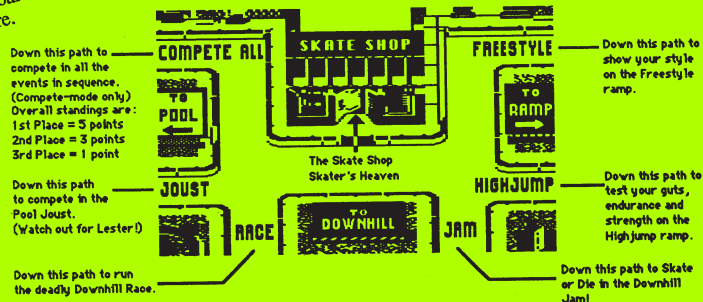
Heeeeeere's Rodney!

After the title screen, you start out in the skate shop (where else?), because you need to register before you skate. Just click the "Sign-In" clipboard, click the number you want, and then type in your name. Remove a name by clicking it, then typing over it or pressing the Spacebar. The Skate Shop is owned by Rodney, the dude behind the counter — he's also Lester's dad (as if you couldn't tell by looking!). Move the pointer around in the Skate Shop and Rodney gives you hints on how to skate. You can also click specific areas (shown in the picture below) to do different things like see high scores or change your board color (after you sign-in of course).

Let's Jam

You're in the Townsquare once you leave the Skate Shop (there's a picture of it below). Choose an event by skating down a path that's spray-painted with the event's name. You do know how to skate don't you? Just push your controller forward to move in the direction you're facing. Crank it right or left to go in one of those directions. Pull back to slow, or stop completely. You can also re-enter the Skate Shop if you want. Just ride your board right up the ramp and into the shop; Rodney doesn't care.

Down this path to compete in all the events in sequence. (Compete-mode only) Overall standings are:
1st Place = 5 points
2nd Place = 3 points
3rd Place = 1 point

Down this path to compete in the Pool Joust. (Watch out for Lester!)

The Skate Shop Skater's Heaven

Down this path to show your style on the Freestyle ramp.

Down this path to test your guts, endurance and strength on the High Jump ramp.

Down this path to run the deadly Downhill Race.

Down this path to Skate or Die in the Downhill Jam!

Event Stuff

OK, here's the royal scam for you soon-to-be ex-poseurs on all the events. That's right, events. The time for playing games is over. There are five events that you can skate individually, or in sequence with "Compete All." But you have to have two joysticks to "Compete All" against a buddy. If you don't have a buddy, we'll supply Lester. In tie situations, skaters that were in first, second, or third place going into the tie, always win the tie.

Downhill Jam: Inner city, back alley blazin'. Pop soda cans, mash trash cans, bust a few bottles, crash flower pots and, hey, why not each other! You fight time and your buddy (if you ain't got one, we supply Lester) to reach the main street first. Careful though, there's a reception party waiting. The controls are like Downhill Race, with REGULAR and GOOFY foot options available. Oh yeah, this time clicking while leaning the controller does the clobberin' stuff. Click and lean *into the direction you're facing* to punch, either high, middle or low depending on where you're leaning the controller.

Click and lean *away from the direction you're facing* to kick, either high, middle or low depending on where you're leaning the controller. (The high and low combat moves are on the diagonals. The middle stuff is straight to the sides.) If you have an odd number of skaters in "Compete All" mode, the odd guy skates against Lester. You won't get any bonus points if you skate longer than two and a half minutes on the C64 or four minutes on the Apple IIgs. (Note: The high score screen on the Apple IIgs will show "Downhill Raking" — it's the same thing as "Downhill Jam".)

Downhill Race: It's a quiet day in the park. No bratty kids. No construction workers. No park rangers. Prime time for thrashin'! Race against time and collect bonuses along the way. Skate under, through, on top of, over, and along any number of "opportunities."

Pick your own style of controls on this one. REGULAR foot means pulling the controller back moves you down-hill, controller forward makes you slow or stop. Click and forward is a jump, click and back is a duck. Click and right/left does a "slide turn" (a fast way to cut a corner). GOOFY foot means you control the skater as if you're on the board. Moving the controller forward moves you down-hill, pulling back makes you slow or stop. The duck, jump, and slide turn moves also work when you skate goofy. Try both styles to see which you like best. You won't get any bonus points if you skate longer than one and a half minutes on the C64 or four minutes on the Apple IIgs.

High Jump: Sheer guts event. No two ways about it. Go fast to get high. While you're in the ramp, move the controller rapidly in any direction to build speed — but you can take a breather while you're in the air if you want. You get a maximum of five passes on the *right* side where the height marker is. Of course, you don't have to wait all five passes. To actually go for it and record the attempt, click the button *at the highest point* of your jump. If you time the click just right, your tweek will add a few inches. If not, it's time to bail.

Pool Joust: An empty pool, a sunny day, and a boffing stick. Skate heaven! Rules are simple. Two go in, one comes out. It's a rad new twist on the game of tag. You get five passes to get your opponent, then he takes the boffing stick and the tables are turned — you're *it*. First one to get three slams on the other guy wins, *but you gotta win by two*. There can be only one winner. If you have more than one skater in "Compete All" mode, then a round-robin determines the lone winner. The controls are a simplified version of Ramp Freestyle, with Rock-n-Rolls, Rail Slides, Kickturns, and Ollies. No pumping needed cause this time a click readies the boffing weapon for action. You can only hit the other guy when your stick is flashing, so think and act quick.

Now we'd like you to meet a few of our local pals (if you can't find your own to joust with.):

Poseur Pete........Just wants to look good for the betties. Don't let him worry you. He's a good one to go against if you're still learning your moves.

Aggro Eddie.......Knows how to blaze in a pinch. Eddie is good competition for most rakers.

Lester ....Deadly. Nothing sketchy about this guy, his old man, Rodney, taught him how to thrash.

Freestyle Ramp: There's a hundred feet of wood and steel, curved into a wide and smooth U-shape (see next illustration), just waiting for someone like you to pop some incredible moves. You start on the left platform, aching to boogie. Move the controller forward or back to choose your entry position. Sorry, no channel drops. The channel is slam territory in this event.

The Channel (also the Canyon) → Platform → Pump Zones
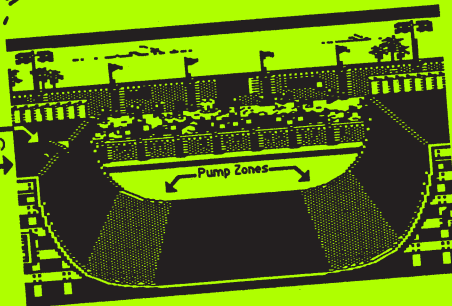
After you drop in, you'll have ten passes through the ramp, executing tricks at the left, right, or both ends. As you make a pass, click the button in the pump zones to increase your speed and to select a particular trick. You'll also need to lean the controller either *into* the direction you're going or *away from* the direction you're going.

Trick	# of Pumps Needed	Lean Controller
Kickturn	None	Away from current direction
Rock-n-Roll	None	Into the current direction (a click or lean drops you back into the ramp. Don't get too greedy with the timing)
Footplant	One	Away from current direction
Rail Slide	One	Into current direction (move controller forward or back when on the platform to rail slide. A click or lean drops you back into the ramp.)
Handplant	Two	Away from current direction (you get a bonus for holding this move...up to a certain point!)
Ollie Air	Two	Into current direction (rotate in the air by leaning the controller left or right — opposite direction to stop spin. 180,360,or 540!)
Aerial	None, One or Two	No lean (rotate in the air by leaning the controller left or right — opposite direction to stop spin. 180,360,540 or 720!!)

Remember, one click in a pump zone counts as one pump. To get two pumps in a pass, pump once in *each* pump zone. Over-the-channel aerials score big, as does executing a wide range of tricks end to end. Gettin' stoked? Try tweeking your aerials by clicking in mid-air! Sound complicated? Ain't no better way to learn than to pull up your pads and GO SKATE!

SkateLingo

Aerial: Any move which causes all the wheels of the board to be off the ground at the same time.

Backside-air: An arcing aerial in which the skater faces the ground with his back to the sky.

Bail: When you abort your trick and prepare to fall.

Betties: Women.

Bio: To skate good or radical.

Coping: The rounded top edge of a ramp or pool.

Drop in: To roll into the pool or ramp from a standing start.

Footplant: A move in which one foot launches into the air with one foot on the board while the other foot holds the board to his feet with his other hand.

Frontside-air: A one-handed handstand performed while the skater holds the board with his hands.

Handplant: A one-handed handstand performed without lifting the nose, in order to turn or spin.

Kickturn: A very simple, very basic move in which the skater forces the tail of the board down.

Ollie: An aerial performed without the skater grabbing the board with his hands.

Rail Slide: A Rock-n-Roll done while sliding the board along the edge of the ramp.

Rock-n-Roll: This is any move performed which balances the board so that each pair of wheels is on a different side of the object, the skater is balanced upon doing a kickturn and rides back.

Sketchy: Skating with uncertainty, or generally, poor skating.

Slam: You figure it out.