ΞL■CTR●NIC ▲RTS®

Boot or Die!

Remove all peripherals, switch on your computer and follow the loading instructions.

Cassette

Enter 48k mode and type **LOAD""**, then press play followed by the **Enter** key, *Skate or Die!* will now Load.

Zero your tape counter to help locate the events on the tape. The tape counter positions quoted are for the Commodore 64, so please enter the individual positions that are valid for your system.

The events are positioned as follows:
Side one: The main control program - the Skate shop, the Freestyle ramp and the High jump.
Side two: The Downhill, the Pool and the Jam.

Skate Shop

Use the **Cursor keys** to move the 'Skate or Die' Pointer around the screen, press **Space** to click on the required section.
Note: You always use the cursors in the skate shop.

There is no abort key on the Spectrum version of *Skate or Die!* due to the ease of simulating the same key value from other input devices, this removes the chance of accidently aborting the game.

Heeeeeere's Rodney

Getting Started

Press **Space** on the 'sign in' option to set up each player for the game.

On the sign up screen use the **up/down cursors** to select an empty slot and then use **Space** to select it. Type in the players name and then press **Enter**. Use the **left/right cursor** keys to select Keyboard, Kempston, port 1 or port 2 and then space to finish.
Press **Break** (Caps shift and space on the rubber key machines) to clear all the names from the sign up screen.
Press **Space** on the cancel option to leave the sign up screen.

Keyboard Controls:
Up: **Q**
Down: **A**
Left: **O**
Right: **P**
Fire: **Space**

Note: You are unable to change the colour of the board on this version of *Skate or Die!*.

Go Skate

Press **Space** on *'Go Practice'* or *'Go Compete'* when you are ready to play.

Note: that Player One always controls the skater in the Town square.

Event Stuff

Lester always provides the opposition for each player in events that require another skater.

Downhill Race

In this version there are no Slide turns.

Jam

These controls apply to both of the **'control foots'**. Lean in the direction you are facing plus fire and then up or down for high or low punches. (On the joystick this is the diagonal up or down). Lean in the opposite direction plus fire to kick. Each player will fight against Lester with the best scores coming out tops.

Pool

To win, there is no limit to the number of games, it's just the first to get 2 slams up on the other skater. The score counts down to zero, if you beat the other guy before he reaches zero then you score the remaining time otherwise you score zero, win or lose.

High Jump

Move left and right to increase speed, press fire while you are in the air on the right hand side to settle for your current high jump score.

Freestyle

A score is awarded for every move and a bonus score is awarded at the end of an event for the combination and variation of moves used. Use clicks in the pump zones and lean the controller between pump zones to select the particular trick.
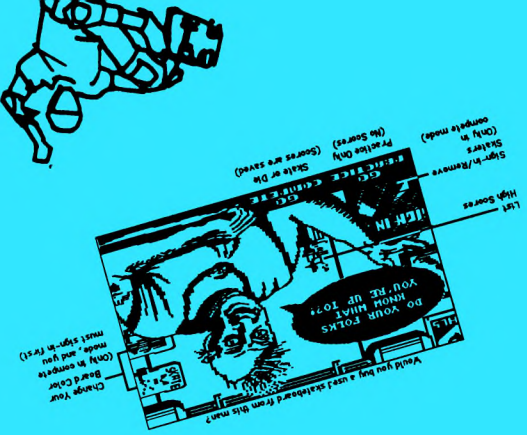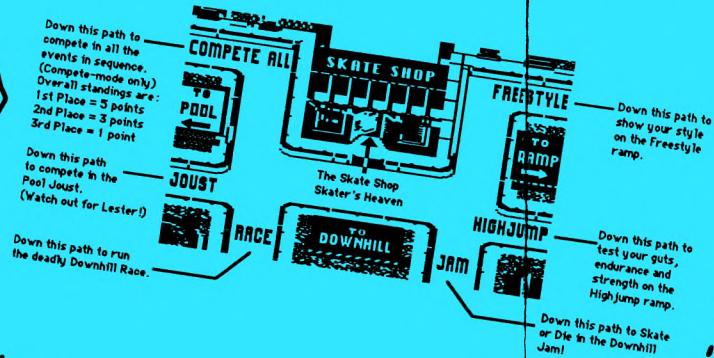
Commodore 64/128 — Boot of Game.

Use a joystick to control your game. Skate or Die is available on a number of different computers that use weird things other than joysticks, so we'll refer to it as "controller" throughout this rag. Oh yeah, and if we tell you "click" on something it and press the joystick button. Now let's boot this puppy.

Disk
1. Remove all cartridges and plug your joystick into either port. Insert Skate or Die in the disk drive and turn it on, then turn on the computer, and monitor.
2. C128 owners: put your computer in C64 mode.
3. At the READY prompt, type LOAD "EA",8,1 and press Return.

Cassette
1. Remove all cartridges and plug your joystick into either port.
2. Insert Skate or Die in the datasette, rewind to the beginning of side 1.
3. Reset the tape counter on the datasette.
4. Hold down the SHIFT key and press the RUN/STOP key.
5. Press play on the datasette.
6. During the load "FOUND EA" will appear on the screen, press the SPACEBAR key to go on.

⊙ You'll find the events in the order shown below at the approximate tape counter location. Since most datasette counters vary, these are only approximations.

Event	Tape Location	Your tape
Skate Shop	0	
Freestyle (Ramp)	70	
High Jump	116	
Downhill	153	
Jam	205	
Pool Joust	243	

Control Keys: Yeah, yeah, we know you want to skate, but there are some keys you ought to know about first:

RUN/STOP ...Aborts the current event or competition and returns you to Rodney's Skate Shop.

Commodore ...Toggles the music on/off.

Rrrreeeeee & 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" Spacebar. The Skate Shop is owned by Rodney — he's also Lester'sdad (as if you couldn't tell by looking!). Move the pointer around in the Skate Shop and Rodney, the dude behind the counter can also click specific areas (shown in the picture below) to do different things like see high scores or change your board colour (after you sign-in of course).

Let's Jam

You're in the Town Square 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.

COMPETE ALL
SKATE SHOP
FREESTYLE — TO RAMP
POOL JOUST
The Skate Shop Skater's Heaven
HIGHJUMP
RACE — TO DOWNHILL JAM

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

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

Down this path to run the deadly Downhill Race.

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

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

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.

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.

The Channel (also the Canyon)
Platform
Pump Zones

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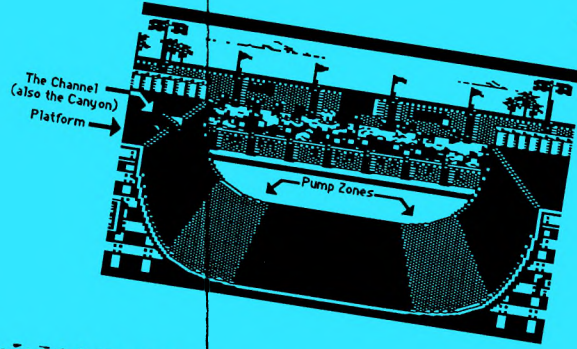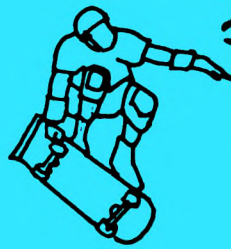
Freestyle Ramp: There's a hundred feet of wood and steel, curved into a wide and smooth U-shape (see next illustration), just waiting for someone like you to pop some incredible moves. You start on the left platform, aching to boogie. Move the controller forward or back to choose your entry position.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

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.

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.

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.

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.

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.

Skate Lingo

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 the skater launches into the air with one foot while keeping the other foot on the ground.

Frontside-air: The opposite of "Backside-air."

Handplant: A one-handed handstand performed while the skater holds the board to his feet with his other hand.

Kickturn: A very simple, very basic move in which the skater forces the tail of the board down, lifting the nose, in order to turn or spin.

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. Usually the object is the coping of the ramp or pool.

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

Slam: You figure it out.