SKATE OR DIE!

Boot or Die!
Remove all peripherals, switch on your computer and follow the loading instructions.

<u>**Disk**</u>
Insert the disk label side up, type RUN "EA" and then press return.

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.

The Controls
At the start of each event you will need to press fire, this defines the control method for the player for that event. It is possible for players to use different control methods for each different event.

Keyboard Controls:
Up: **Q**
Down: **A**
Left: **O**
Right: **P**
Fire: **Space**
There is no abort key on the Amstrad version of Skate or Die!

The Skate Shop
Move the 'skate' cursor around the skate shop and press fire on the required section.

<u>**Heeeeeere's Rodney**</u>

Getting Started
Click on the **'sign in'** option and enter each player for the competition.
Note: You are unable to change the colour of the board on this version of *Skate or Die!*.

Go Skate

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

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

While competing, the scores are displayed after the event and show the results for that event, and

the cumulative scores for each player.

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 it reaches zero then you score the remaining time otherwise you score zero, win or lose. In this version of Skate or Die! the boffing stick does not flash as you try to hit your oppenent.

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.

Please note that the credits for music and sound effects on the inlay are for another version, not for this version.