

SKATEBOARD JOUST

© James Closs

Amstrad conversion by John Gillot

THE GAME

It's few millenia into the future and skateboarding has become the most popular sport in the galaxy, with faster, better, and more dangerous skateboards being developed. Competition between planets is fierce and often deadly. To decide the supreme skate champion, the interplanetary skatejoust trials were developed, a series of chambers fraught with obstacles, dangers, and many alien skateboarders after your blood.

To prove yourself as the hippest and most deadly skatejouster in the galaxy, you must use your skateboarding prowess to dispose of all your opponents in each chamber. You will then be teleported to the next chamber.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewind cassette in the cassette unit and press **PLAY**.

2. Hold down **CTRL** and press the **SMALL ENTER** key.

AMSTRAD 664/6128 AND 464 + DISK OWNERS

1. Hold down the **SHIFT** and press the **@** key. Type **TAPE** and press **RETURN**.

2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewind cassette.

3. Hold down **CONTROL** and press the **ENTER** key.

4. Press **PLAY** on the cassette player.

Note: Full loading instructions can be found in your Amstrad Manual

PLAYING THE GAME

Destroy your opponents by jumping off your skateboard and letting it fly into them. You will return to your board automatically. The number of opponents you have to destroy is shown at the bottom of the screen.

Collect the coins for special bonuses.

- BONUS COIN (S):** Gives a score bonus
ZAPPER COIN (Z): Stuns all the aliens
MYSTERY COIN (?): Gives mystery powers.

Controls

Z - Left, **X** - Right, **L** - Thrust, **P** - Jump, or use a joystick.

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