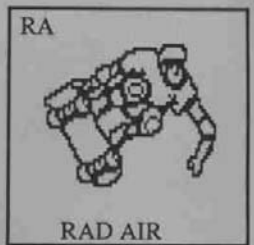
WAIT OR DIE

Boot or Die!



You can use the keyboard or a joystick to control movement in Skate or Die. 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 fire button.

Floppy Disk Users

Before you do anything else, make backup copies of both Skate or Die disks to play with. (NOTE: The 3 1/2 inch version contains *all* the game information on one disk.) Your original disks are write-protected; if you try to play with them, your scores won't be recorded. How will you ever prove your awesome scores?

• **One drive systems**: Put your DOS disk in drive A and at the A> prompt type **DISKCOPY**. With a single drive system, you'll have to swap disks during the copying process. You'll be prompted when to insert your source disk (the original) and when to insert your destination disk (the backup).
• **Two drive systems**: Put your DOS disk in drive A and at the A> prompt type **DISKCOPY A: B:**. You'll be prompted to insert your original disk in drive A and the backup disk in drive B; press **<Enter>** to start copying. With a two drive system, you don't need to swap disks during the copying process.

See your DOS manual if you need more details on using the DISKCOPY command. Put the original disks away in a safe place and play with your copies.

Hard Disk Users

Before you can play, you have to install the game. It only takes a minute or two so don't whine:

1. Put your Program disk in drive A. Type **A:** and press **<Enter>**.
2. Type **INSTALL C:** and press **<Enter>** (If your hard drive is something other than C, enter that drive letter in place of C).
3. The install program will prompt you to swap disks. Follow the onscreen instructions until it's all done.
4. Repeat steps 1 through 3 with the Events disk (unless you're using the 3 1/2 inch version; then you only need to do steps 1 through 3 *once* since all the information's on one disk.)

To Start Skate or Die:

1. Plug in your joystick.
2. Boot your computer with DOS.
3. **Floppy disk users:** Put your *copy* of the Program disk in drive A. Type **SKATE** and press **<Enter>.** You can only use one drive (the A drive) with this game; it will not recognize B drives. During the game, you'll be prompted to change between the Program and Events disks.
   Hard disk users: Type **CD\SKATE** and press **<Enter>**. Then type **SKATE** and press **<Enter>**.
4. Select the graphics mode: **T** for Tandy 1000 series, **E** for EGA 16 colors, or **C** for CGA four colors.
5. After you boot up, you'll see a picture of a skater. Find that skater in the manual and type in the two-letter code of the move he's doing. **You have to identify three skaters before we let you into the game.**

Control Keys

Yeah, yeah, we know you want to skate, but there are some keys we gotta tell you about first. The following sets of keys control your skater like a joystick:

Player 1 controls

↖ ↑ ↗
7 8 9
← 4 5 6 →
1 2 3
↙ ↓ ↘

5 = Jump in alley/downhill
right <Shift> key/<Enter> key = fire button

Player 2 controls

↖ ↑ ↗
Q W E
← A S D →
Z X C
↙ ↓ ↘

S = Jump in alley/downhill
space bar = fire button

P	Pause
<F1>	Toggle music on/off.
<F2>	Toggle sound effects on/off.
<F10>	Return to Townsquare, Skate Shop, or DOS prompt.
<ESC>	Same as F10, except during High Jump.

NOTES: 1) The system clock will stop when this game is running. No big deal. Just reset it when you're done playing. 2) If you've got a clunker of a machine (4.77 mhz) with an EGA card, run it on CGA mode and you'll get faster skating.

Heeeeeere's Rodney!

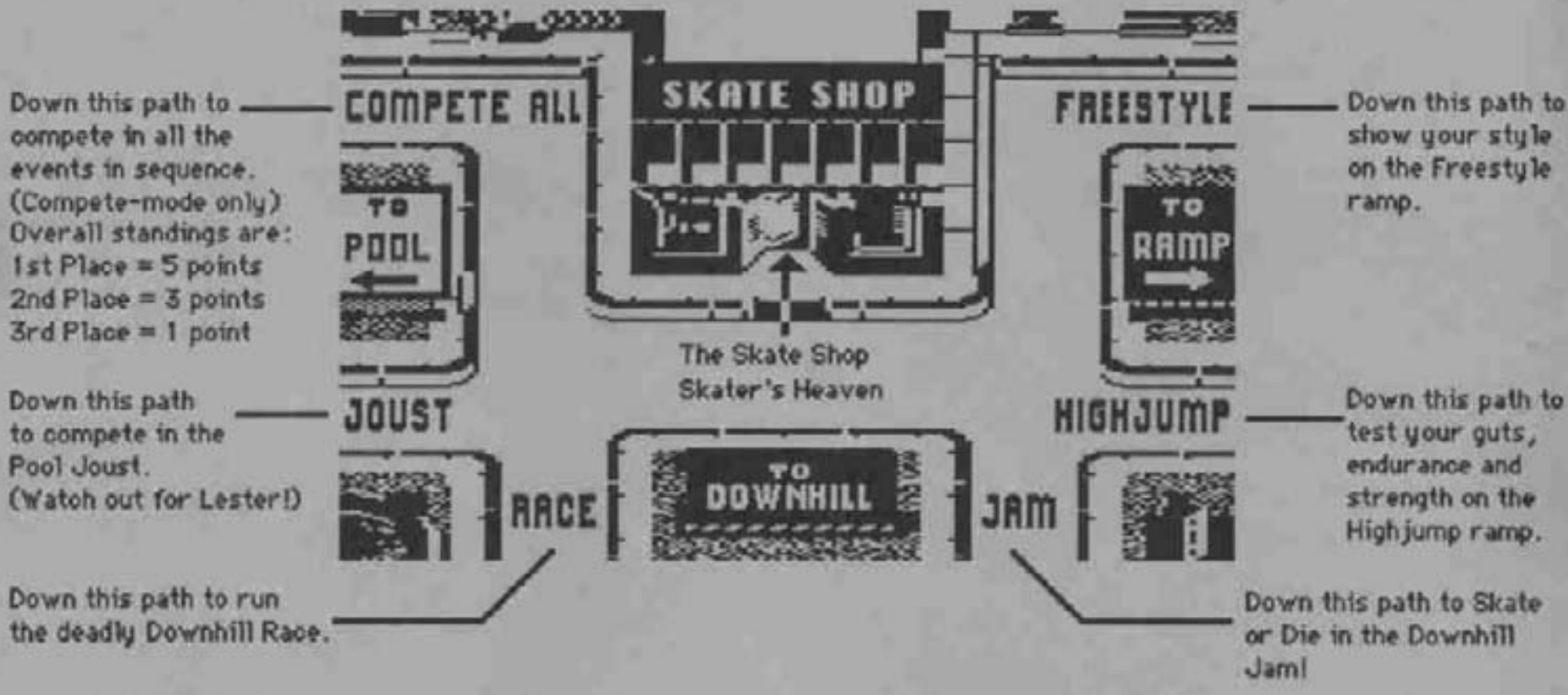
If you just want to practice, move the flashing Skate or Die cursor to "Go Practice" and click the button or hit <Enter>. You'll then start outside the skate shop; skate to the event that you want to practice.

If you want to compete, you have to sign in first. To sign in, move the flashing Skate or Die cursor to "Sign-Up," and click the button or hit <Enter>. Select the number you want using the cursor keys on the keypad, press <Enter>, type in your name, and press <Enter> again. To remove a name, use the cursor keys to select the name you want removed and press <Enter> twice. When you're done signing in, move the cursor to the cancel slot and press <Enter>. Now you're ready to move the flashing Skate or Die cursor to "Go Compete."

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 up 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 pull the joystick back or push the down arrow key to move in the direction you're facing. Crank the joystick right or left, or press the right and left arrow keys to go in one of those directions. Push forward on the joystick or press the up arrow key to slow or stop completely. You can re-enter the Skate Shop by riding your board right up the ramp and into the shop; Rodney doesn't care.

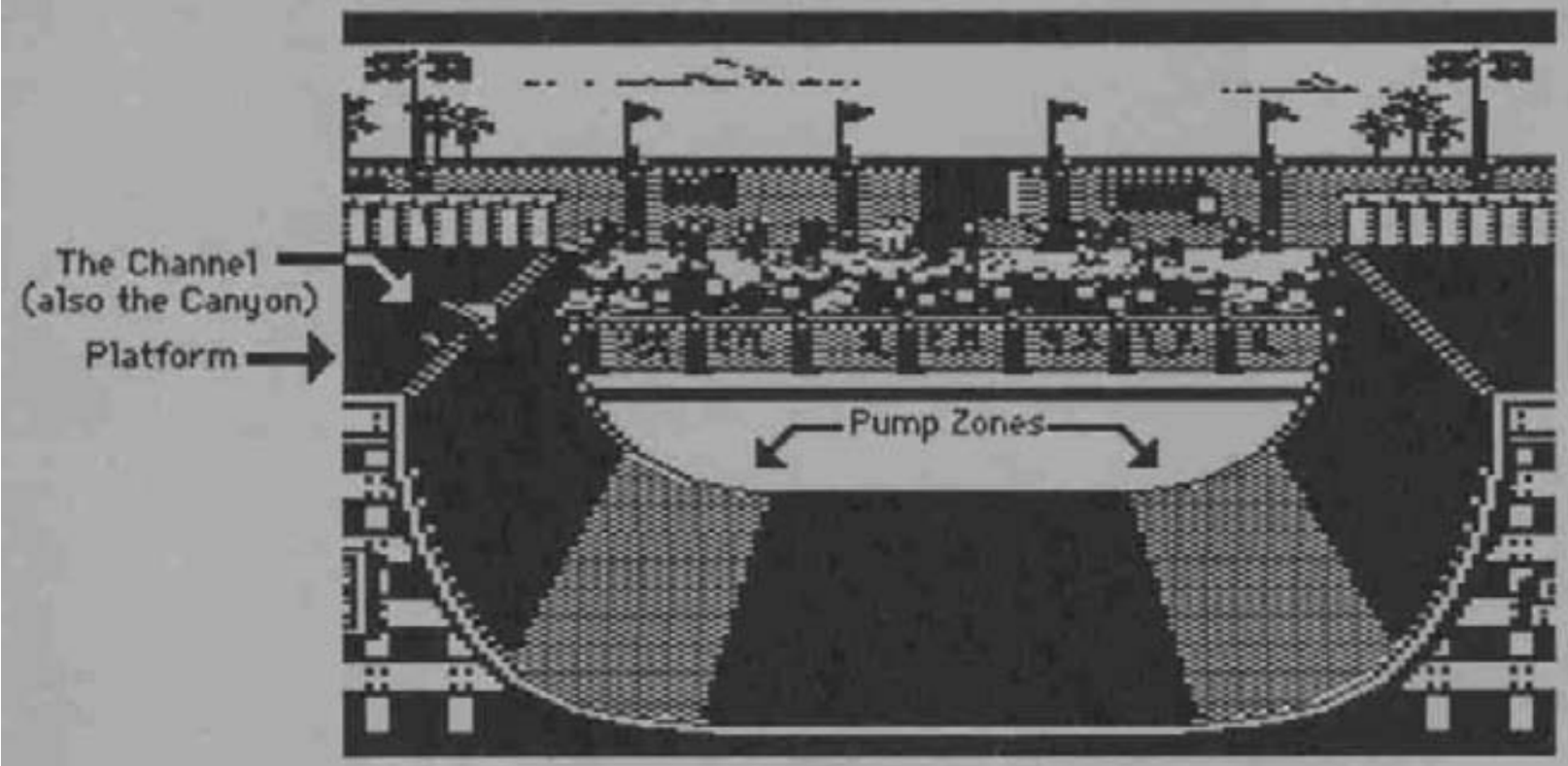


Event Stuff

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." 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.

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 joystick forward or back to choose your entry position. Sorry, no channel drops. The channel is slam territory in this event.

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 joystick either into the direction you're going or *away from* the direction you're going.



Trick	# of Pumps Needed	Lean Joystick
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 joystick 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 joystick 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 joystick 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!

High Jump: Sheer guts event. No two ways about it. Go fast to get high. While you're in the ramp, move the joystick rapidly in any direction or press the arrow keys 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. (We'll warn you now, this event is tough if you're using a keyboard.)

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 joystick back moves you downhill, and pushing the joystick 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* are on the board. Moving the joystick 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.

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 joystick 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 joystick.

Click and lean *away from the direction you're facing* to kick, either high, middle or low depending on where you're leaning the joystick. (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.

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.

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.

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 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.

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