Nintendo®

GAME BOY®

DMG-KDE-USA

SANTA CRUZ

HANOI

CHERNOBYL

SKATE OR DIE

TOUR DE THRASH™

INSTRUCTION BOOKLET

CAUTIONS DURING USE

- If you play for long periods, take a 10-15 minute break every hour or so.
- Don't expose this equipment to extreme temperatures, or subject it to rough handling or shock (this means don't shred with it on your personage).
- Don't disassemble the unit.
- Don't touch the terminals or let them come in contact with water or your Game Boy could malfunction.
- Don't wipe this equipment with volatile solvents like alcohol, thinner, or benzene.
- Store the Game Pak in its case when you're not using it.

stale fish (stal fish) *adj.*

1. Of, or pertaining to, a backside, backhand skateboard grab performed either in mid-air or during the handplantus awesomus. (Usage: Cool *stale fish* 360 kick flip, Officer Berg.) 2. An international race held in high regard amongst pro skateheads. 3. Seriously intense and twisted. *Antonyms:* violin lessons, family sedans, lawn bowling.

REPUBLIC OF STALE FISH PASSPORT

NAME: YOU

DATE OF FIRST RIP: NOW

FIRST DESTINATION: L.A.

RACE FEE STATUS: PAID

AUTHORITY: ELECTRONIC ARTS PASSPORT AGENCY

DATE OF EXPIRATION: When ya shred yer feet off.

IMMIGRATION SERVICE
15 SEP 1990
(12595)
PANAM

CONTENTS

THE SCENE

Yer bird is leaving, dude. Here's yer passport, yer stick, and a piece of advice: be fearless.

This smash or trash world competition is the rippinest bit o' thrash ever to hit the globe. Start in L.A. and bring shades, sunscreen, and yer skate 'cause this pipe pummel is just the beginning. Race against the best in half-pipe competitions from Las Vegas to Panama City, and show them world-class poseurs what *real* action is.

Skate 'til yer knees show through and you just might blow this cake walk wide open.

WHO'S WHO

Rodney — Rodney's always eating, so it's a safe bet that he'll be out skarfing down some international material, but after really awesome sessions he'll be waiting at the finish line. Look for him when yer shreddin' the ramp, too. Once in a while he'll skate by to congratulate you on a radical twist.

Lester — Lester helps you out with a little info on the pipe locales, but watch him. He can be a real pain in the axle when you're carving up this thrash-a-thon. When you're rampin', flip out over the spine *maybe* he'll rip over to bestow felicitations.

CJ — She's the hottest thing on a board since the invention of the wheel. CJ's cute, but be careful; she's the type that'll skate ya into the ground.
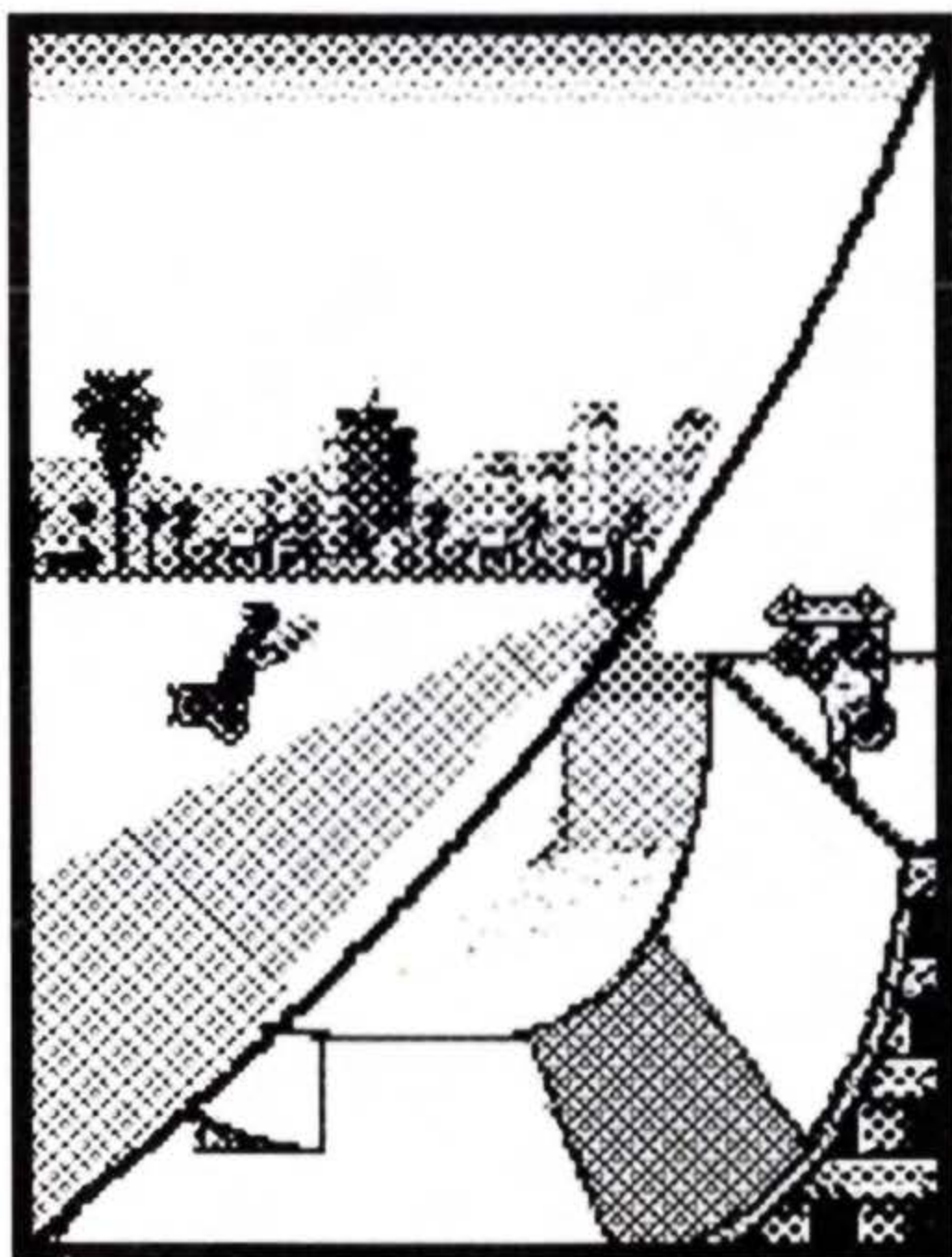

You — You are king o' the boards. Elvis on a stick. They all watch you to see how it's done.

SET UP

1) Be sure the power switch is **OFF**.
2) Insert the Thrash Game Pak as described in your Game Boy owner's manual.
3) Move the power switch to **ON**.

After you turn on your Game Boy on, you see the official Santa Cruz logo followed by the Tour de Thrash title screen.

ON/OFF switch

Screen

Control Pad

"A" Button

"B" Button

SELECT

START

8
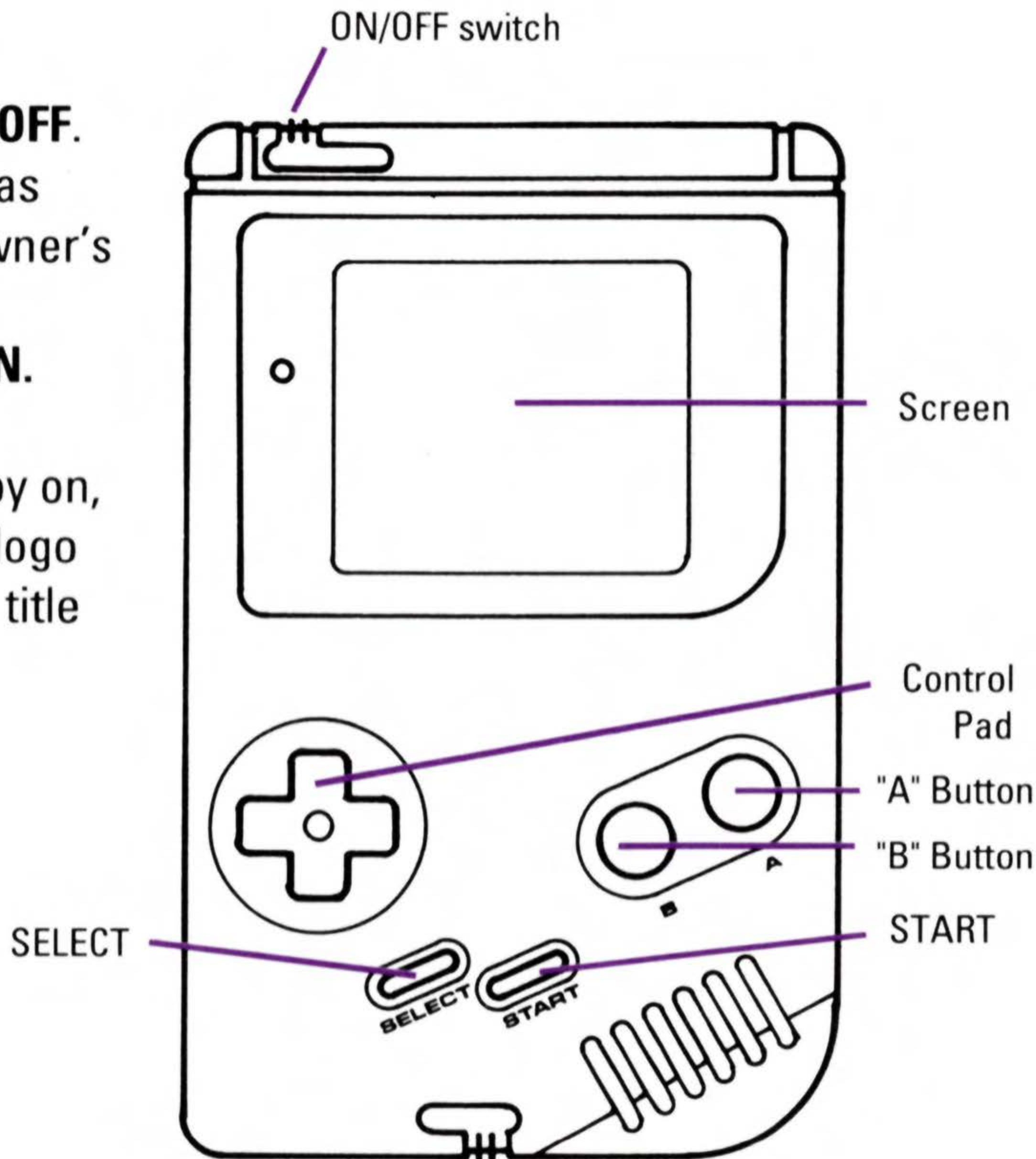
TO CHOOSE A GAME:

Once you choose a game, you can restart (get back to the selection screen) by pressing A, B, START, and SELECT at the same time.

THE TOUR

1) To race in the tour, press **DOWN** on the control pad or **SELECT** until the black selection dot is next to STALE FISH TOUR, then press **START**.

After you select the Tour, you get a selection screen. Highlight a selection by pressing up or down on the control pad or by pressing **SELECT**. When black selection dot is next to the option you want, press **START**. These are the options to choose from:

SKATE OR DIE ®
TOUR De Thrash ™
**STALE FISH TOUR
RETRO-ROCKET RAMP**
©**1991 ELECTRONIC ARTS**
LICENSED BY Nintendo

- **1 PLAYER SOLO** — Choose this to play alone. When ya kiss the 'crete, ya lose 3 seconds.

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- **1 VS. S.C. TEAM** — Choose this to skate against one of the Santa Cruz team pros.
- **PASSWORD XXXX** — Choose this to enter in a password earned by completing a city. This option allows you to skip straight to any city. To enter a password press **START** then press the control pad **UP** or **DOWN** to scan through the alphabet, and **RIGHT** or **LEFT** to move the cursor. Press **START** to begin playing. If you press **START** and nothing happens, check your password.

THE RAMP

2) The title screen always starts with the Retro Rocket Ramp selected. To shred the ramp, just press START.

STALE FISH TOUR

OK, so here's the deal: You get three minutes to finish the session, get a password, and go to the next city. If ya don't, ya gotta start over at the password screen. Get it? Good.

Before you begin, Lester will give you the low down on the city yer skatin'. If yer goin' up against a Santa Cruz Team pro, you'll get to see his vitals. Just keep pressing **START** to get to the pipe.
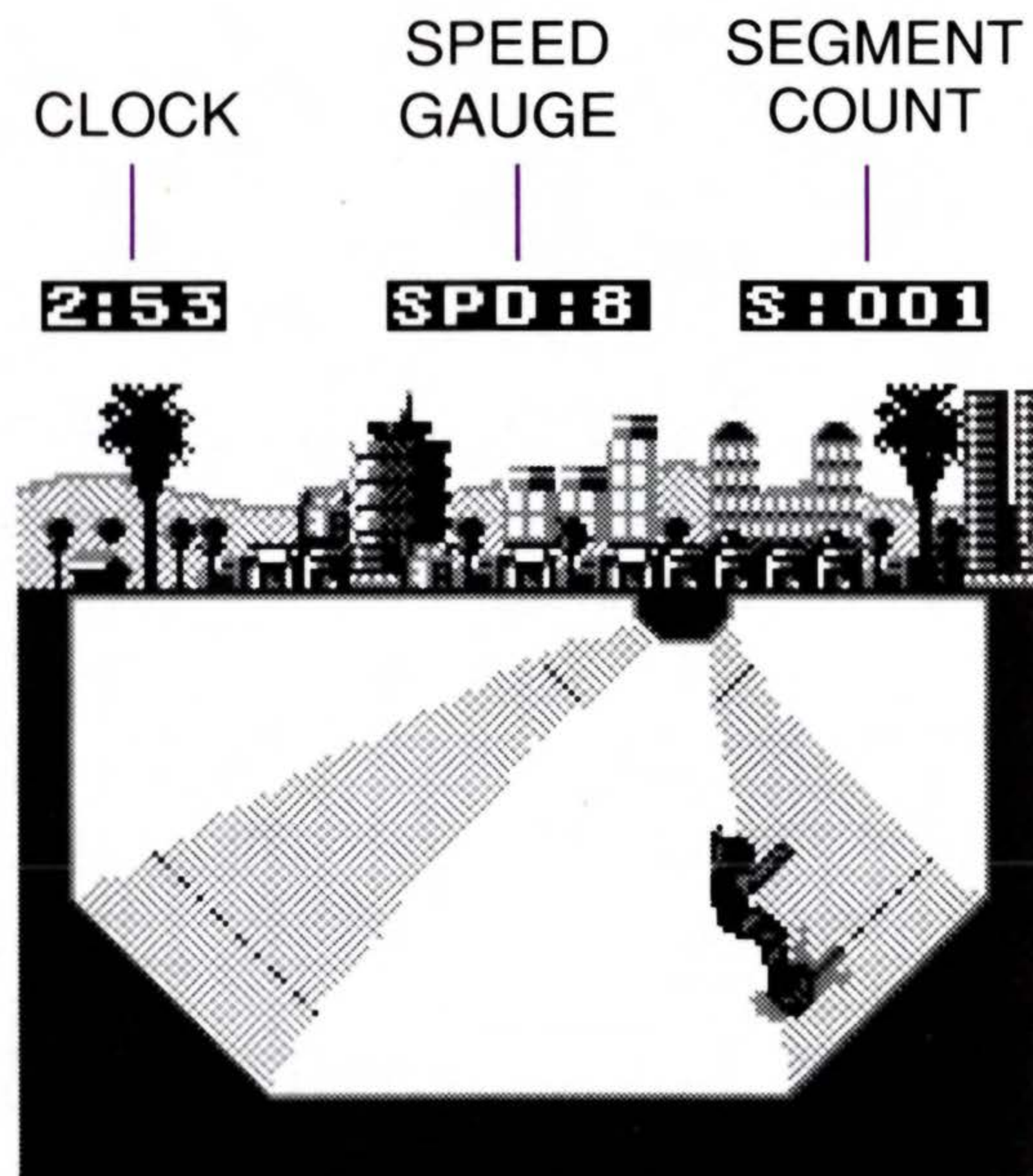
THE CLOCK

At the top of the screen, you see a three-minute clock. When you run out of time, you have to start over.

THE SPEED GAUGE

Here you see what speed yer traveling. Skate straight at max Speed 8.

THE SEGMENT COUNT

This number counts down segments of the pipe you have to travel 'til the end.

CLOCK   SPEED GAUGE   SEGMENT COUNT

2:53   **SPD:8**   **S:001**

Each pipe has a different segment count, so don't quit thrashin' 'til the fat lady sings. When the Segment Count box blinks, it just means ya got 3 more segments to go.

- Press **A** to jump walls and lose a little speed. You can only jump from the flat bottom of the pipe.
- Press **B** to crouch down and bump an opponent. Gain speed by crouching.
- Press the control pad **UP** to gain speed.
- Press the control pad **DOWN** to slow down.
- Run over any stars you see for 10 more seconds of time.
- When you finish in time, CJ will show up and give you a password. **WRITE IT DOWN.** It lets you go straight to any city you've completed.

The 8 shredables are:

L.A. Sewercide — Bring the three B's: baby oil, bucks, and a breathing apparatus when you slam this slime pit.

The Vegas Ditch — Bet that this fast track can cash you out. Skatin' is all the addiction you can handle, especially when it comes to this irrigation irritation.

Chernobyl Commie Half Pipe — Rip the radiation capital of the world at this most awesome nuclear waste drain pipe.

Hanoi Chi Minh Trail — This has got to be the rawest trip in Asia! Tear it up torrid to carve this trail into teenie weenie bits.

Baghdad Bail — WHOA!! Skate like a maniac and wear camouflage if you plan to get out of this oil pipeline alive!

***Panama Canal Lambada-me*** — Skate the freakinest canal in the free world.

Easter Island Thrash Landing — Don't be a blockhead, skate straight on these gnarly UFO landing strips.

DESTINATION UNKNOWN — Good luck, buddy! Yer gonna need it!

OBSTACLES:

Stars — Mow down stars for 10 extra seconds.

Walls — Jump 'em or swing around 'em. If ya smash into 'em you start back at Speed 1 and have to waste time getting back up to speed.

BOD
BOYLE
SANTA CRUZ

DRESSEN
SANTA CRUZ

SANTA CRUZ

ROD
ROSKOPP

15
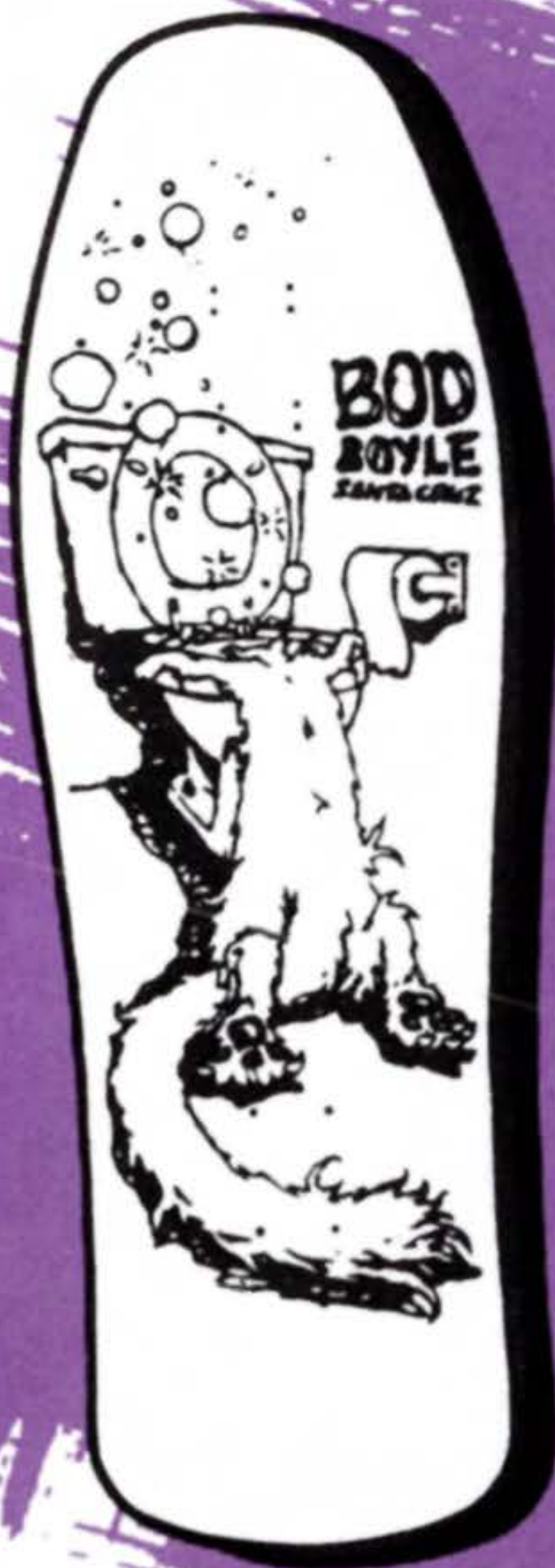
SANTA CRUZ SKATE TEAM BIOS

These bad boys are going to harass you to bits in the pipes. Ram 'em off the edge and slam 'em into the 'crete, just don't let 'em slow you down.

Bod Boyle — This is Bod. See Bod rip. Rip Bod rip. He's 22, skates anything that doesn't move (usually), and comes from London, England, home of his favorite dish, the bacon sandwich. What does Bod like to do when he's not skating? Drop in and shred some more, of course. Bod's a sick cat and a half, so stay awake when yer shreddin' against him.

Eric Dressen — Of all the names that Eric's called, he likes "Ed" the best. He's 23, comes to us from sunny Santa Monica, California, and favors the one-footed backside ollie. Here's a shot of Eric taking a break from his session to sleep.
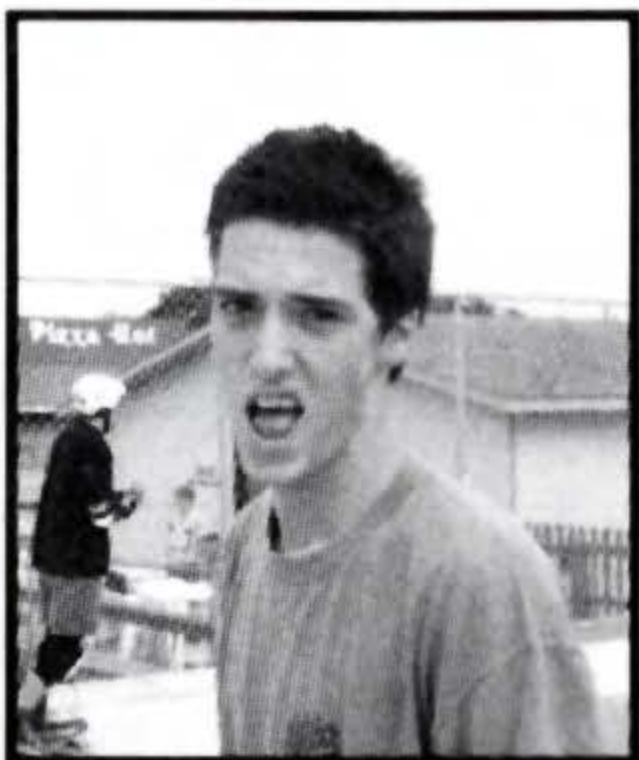
Tom Knox — Tom likes to skate street and cement — hopefully, on his board and not his face. Tom's 19, golfs, and misses Elvis more than Elvis' mom. As you can see, Tom's bite is worse than his bark.

Rob Roskopp — At 27, Rob rides motorbikes and mountain bikes in the hills of his home town (surprise, surprise) Santa Cruz. His nickname is "Barn." Maybe it has something to do with all the animal inside him...then again, maybe it's just the way he smells.

Jason Jessee — 20-year-old Jason (a.k.a. Flocko) surfs in his spare time. At home in San Clemente, California, he likes to play "chase the car" with his pet turtle, and loves his Church (Lords Of The New, that is).

Claus Grabke — Claus, 27, comes from Vest Jeurmeny , but he worships good ol' American John Wayne. If you're a poseur, you're sure to get Claus-trophobia when he's around.

Jeff Kendall — Jeff Kendall's a good ol' boy hailing from Indy, Indiana. He's 23, likes biscuits and gravy for breakfast, called "Hoosier" by those who dare, and his favorite dead star is John Belushi. Here is Jeff doing his impression of John Belushi's character, "Samurai Skater."
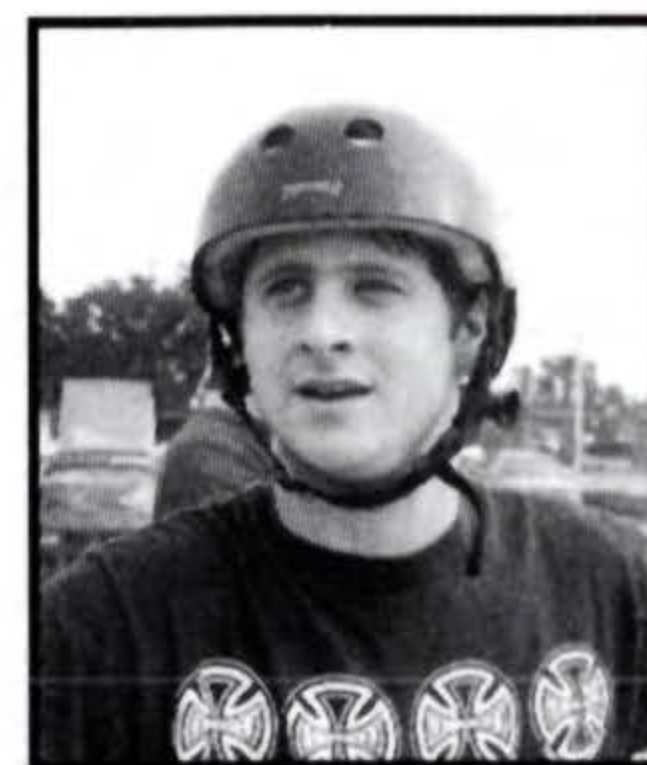
Corey O'Brien — Corey's 22. Corey likes Sid Vicious. Corey has a cat. Corey's favorite food is coffee. Corey's mom thinks he's a good boy. We know better.

THE RETRO-ROCKET RAMP

The dudes on the Santa Cruz Skate Team didn't get where they are by sittin' around. They put in lots of time and practice on their private ramp committing some heavy chew on the way to perfection. Now you're invited to bail with the best.
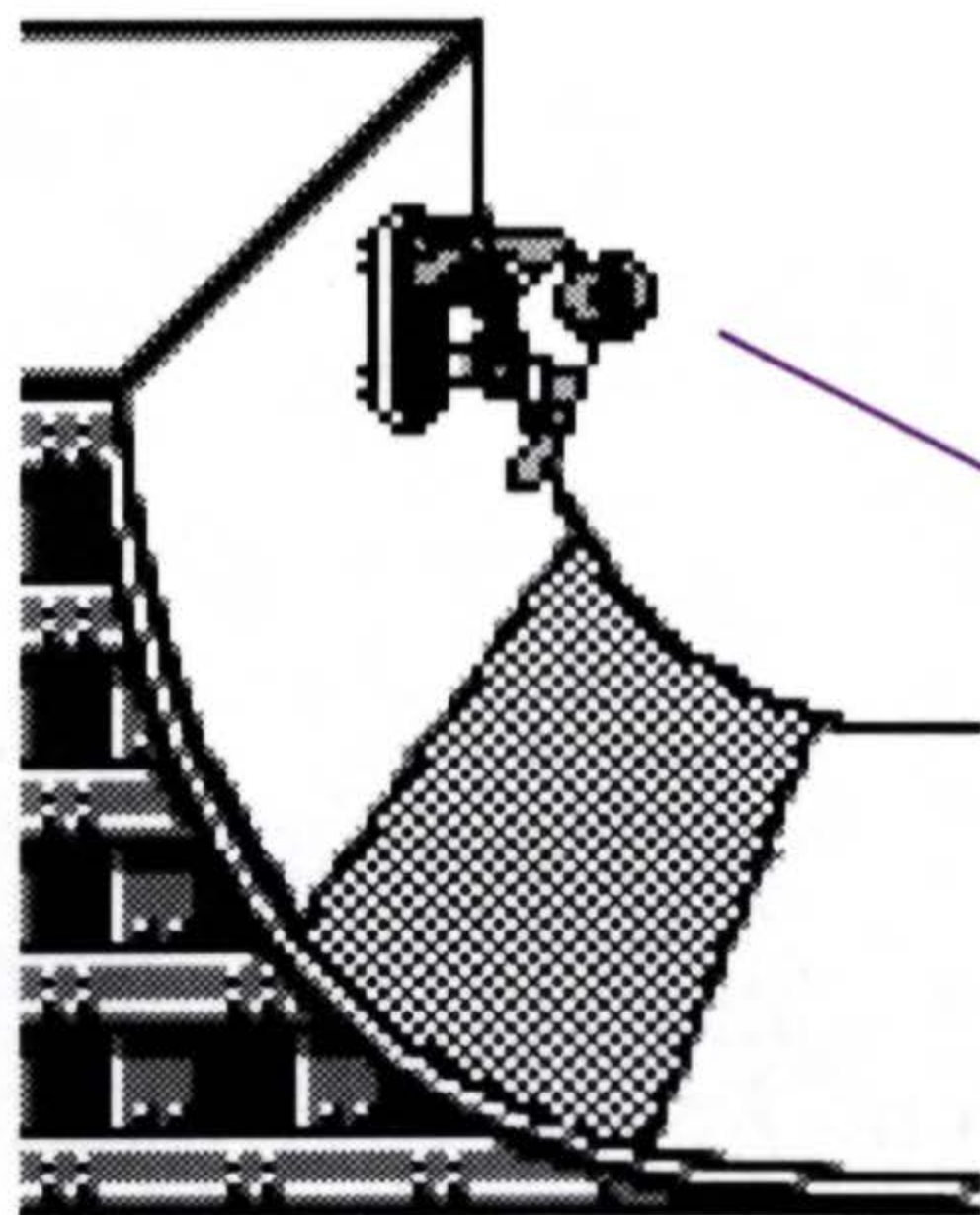
Press **UP** or **DOWN** on the control pad to position yourself on the lip, then press **A** or **B** to drop in and begin shredding. The clock won't start until you do.

- To pause the session press **START**. Press it again to get back to the action.

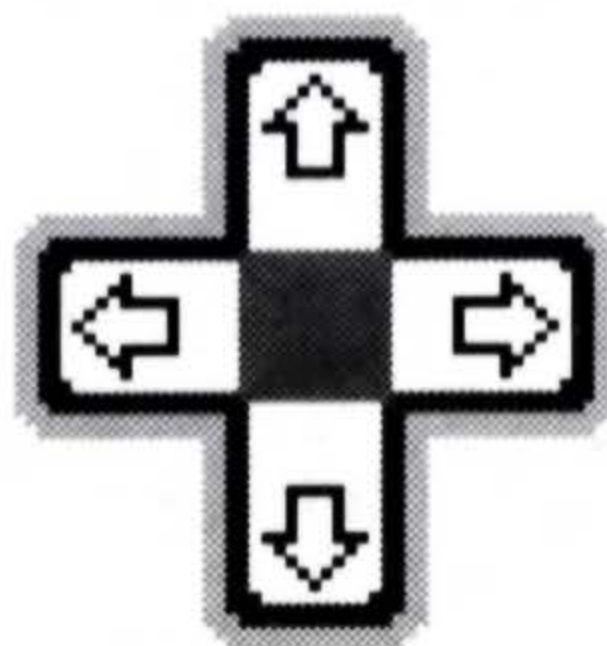- If you need to end the run early, press **SELECT** when ya get near the lip of the ramp.

THE RAMP

Trick Zones

Pump Zones

Spine
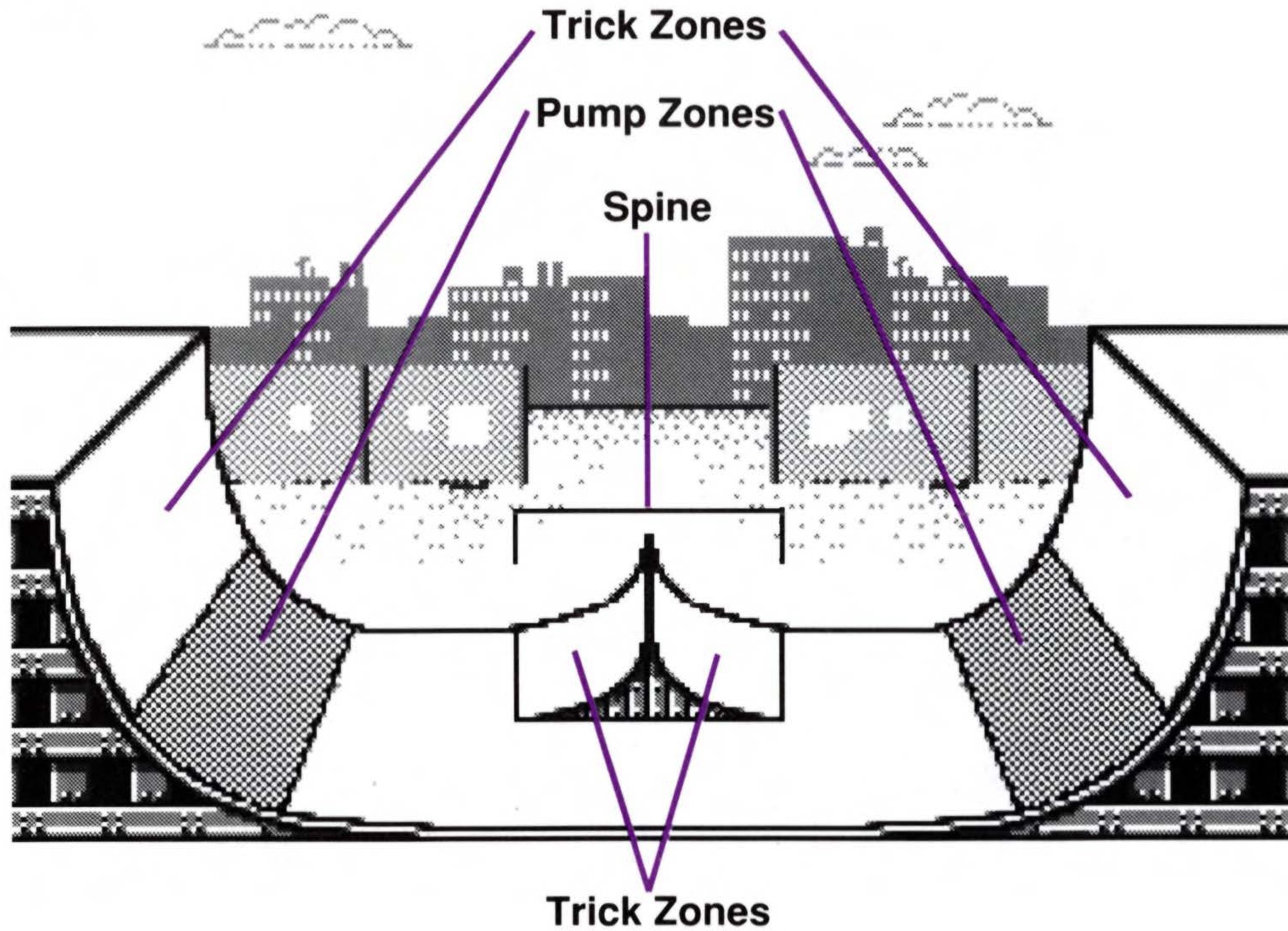
Trick Zones

Speed 1

To do a move off a lip, hold down button **A** or **B** and press a control pad arrow while you're in the trick zone.
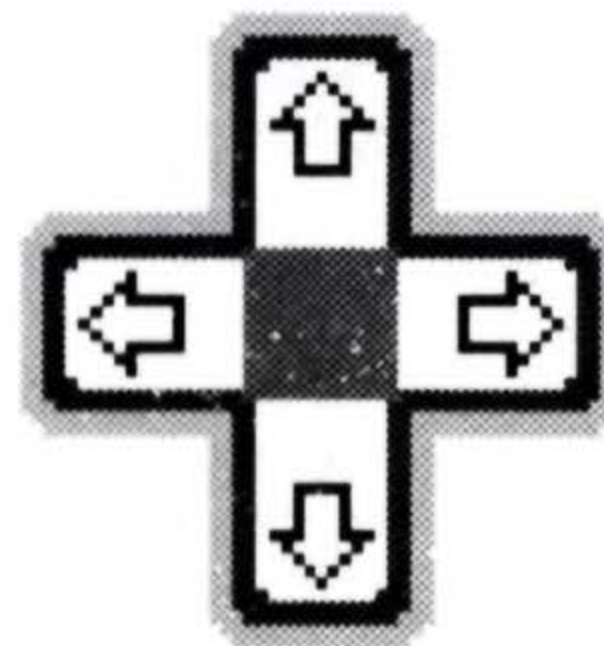
"A" BUTTON

Rock & Roll ← → Rock & Roll
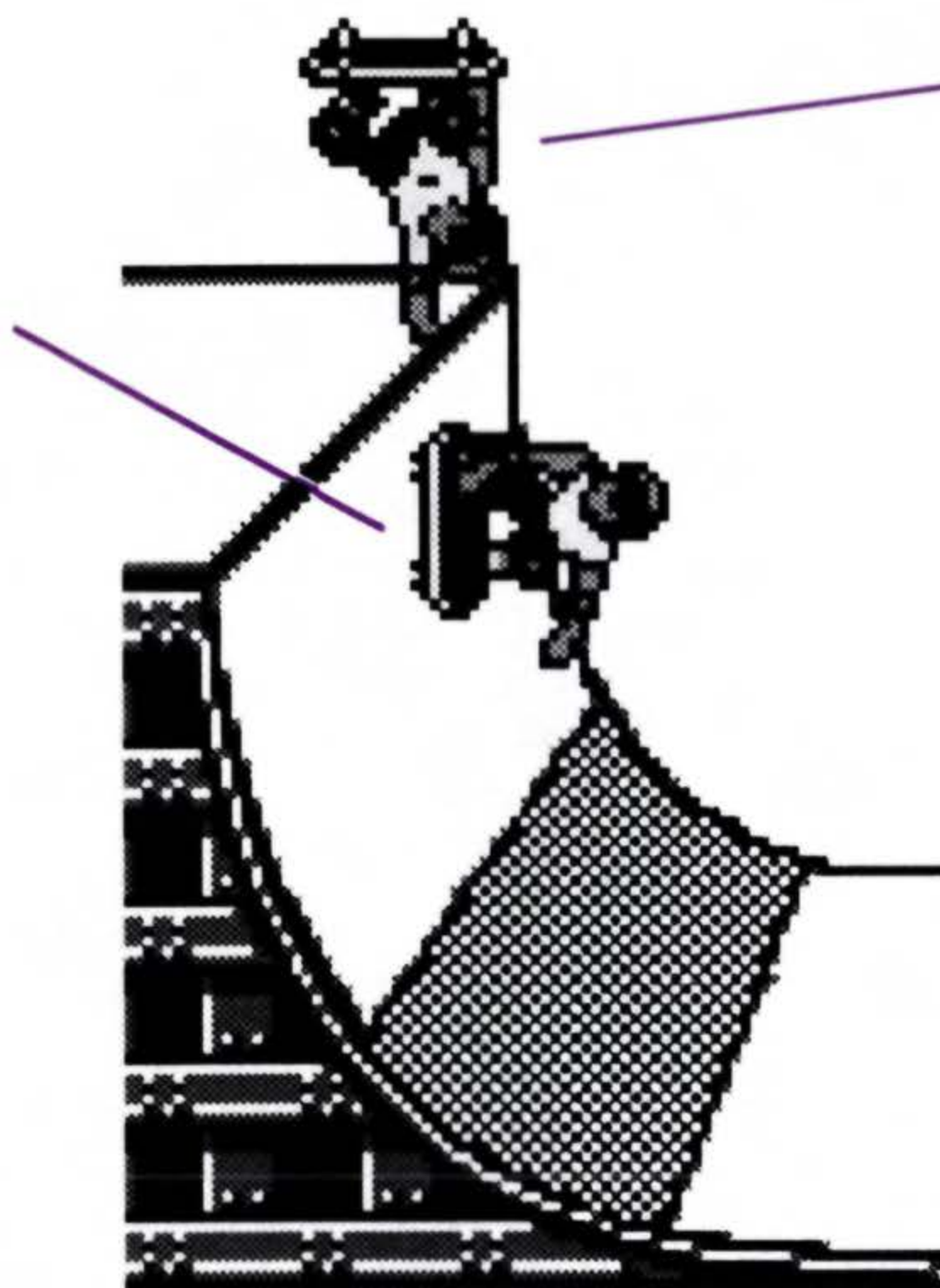
"B" BUTTON

Kick Turn ← → Kick Turn

Speeds 2-3

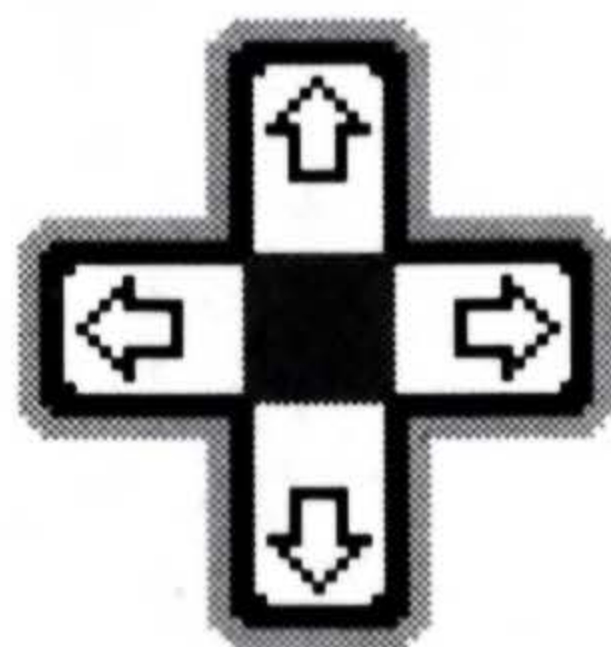1. Hold down button **A** or **B** and press a control pad arrow while you're in the trick zone.

2. Once you've done the trick, press **A** or **B** to come out of the move.

"A" BUTTON

50/50 Axle Grind

Hand Plant Invert

"B" BUTTON

Foot Plant

Railslide

Speeds 4-5

1. Hold down button **A** or **B** and press a control pad arrow while you're in the trick zone.

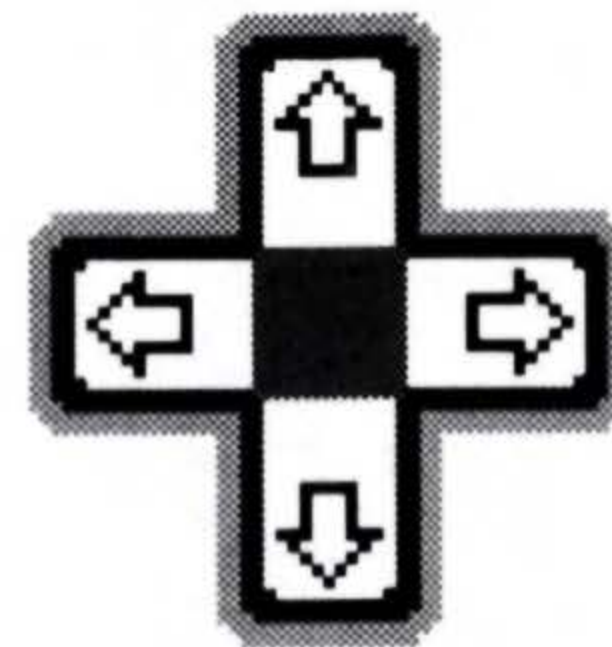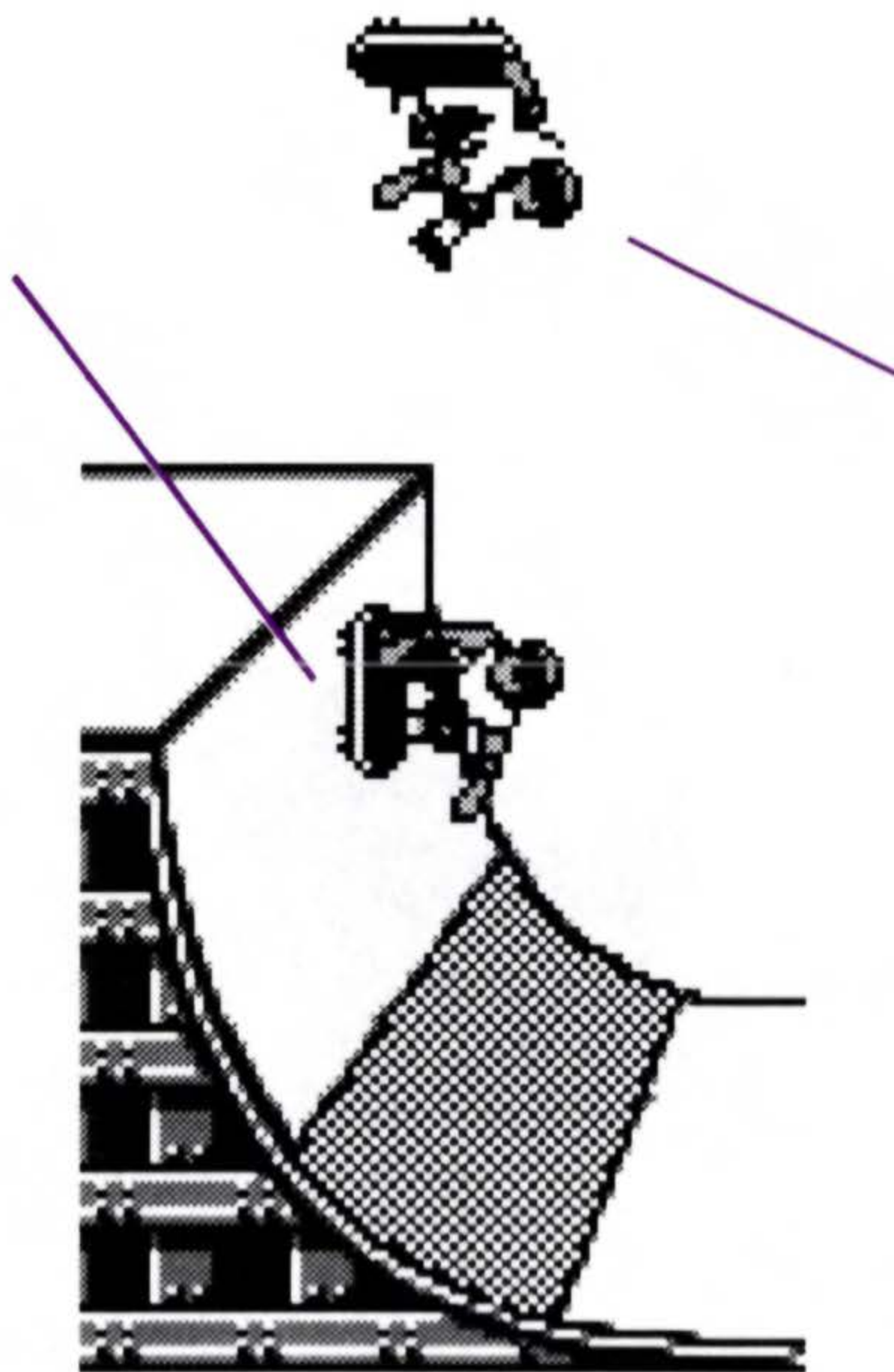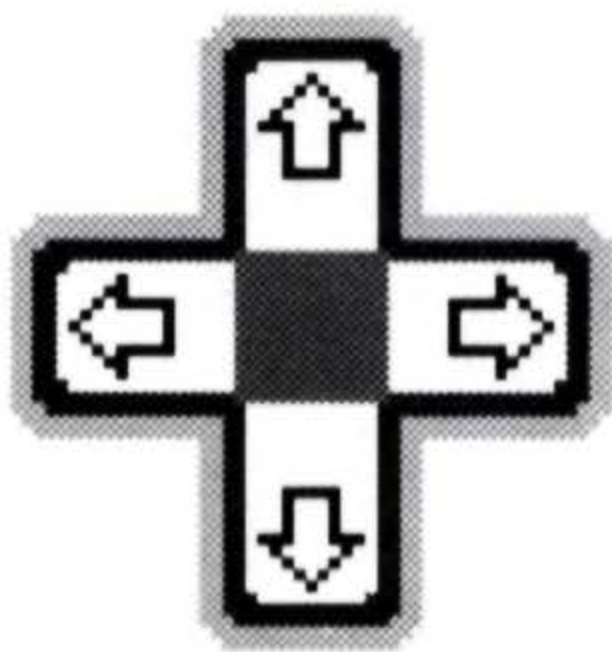2. Once you've done the trick, press **A** or **B** to come out of the move, or to stop and continue rotation.
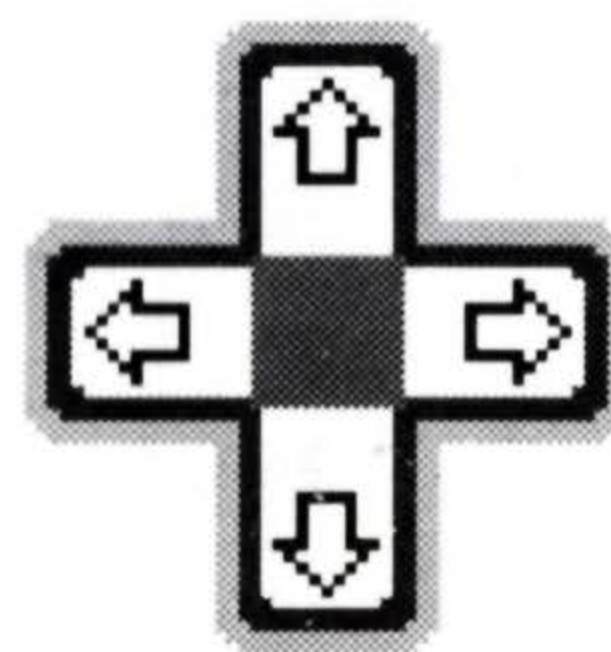
"A" BUTTON

Airwalk

McTwist

Judo Air

"B" BUTTON

Finger Flip

All Speeds

1. Press **A** or **B** while you're in the trick zone.

2. Once you're airborne, press control pad right or left to rotate, then press **A** or **B** to stop and continue rotation.

"A" BUTTON

Ollie Air
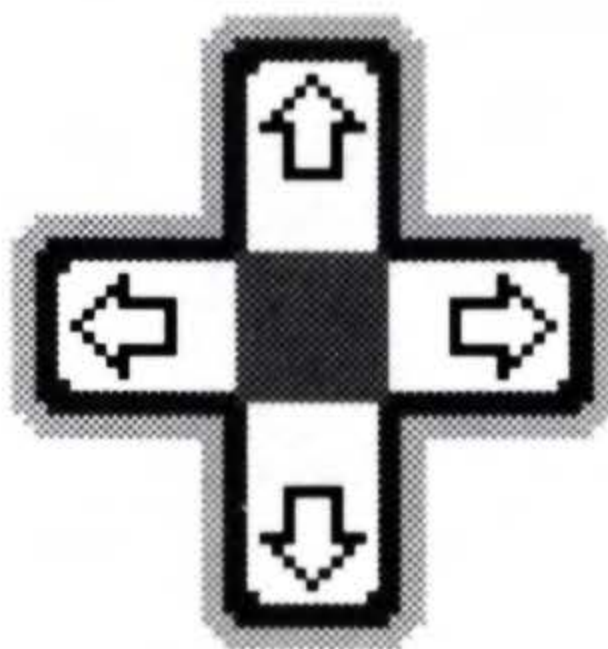
Ollie Air

"B" BUTTON

Aerial Air

Aerial Air
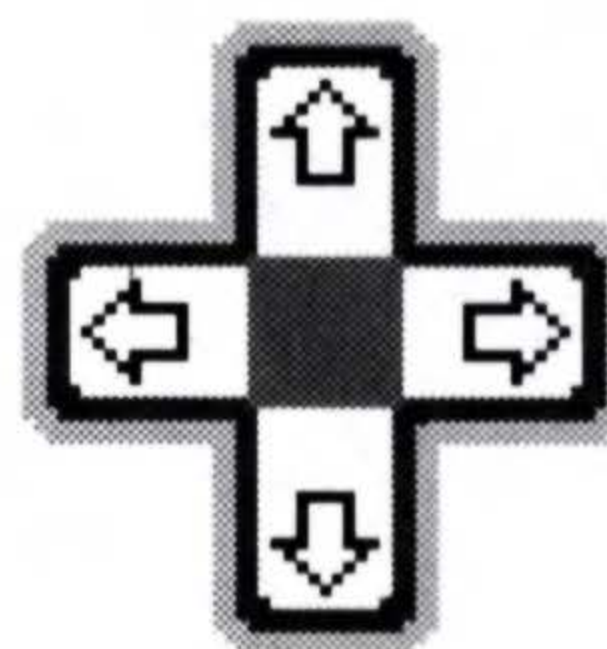
Speeds 2-5
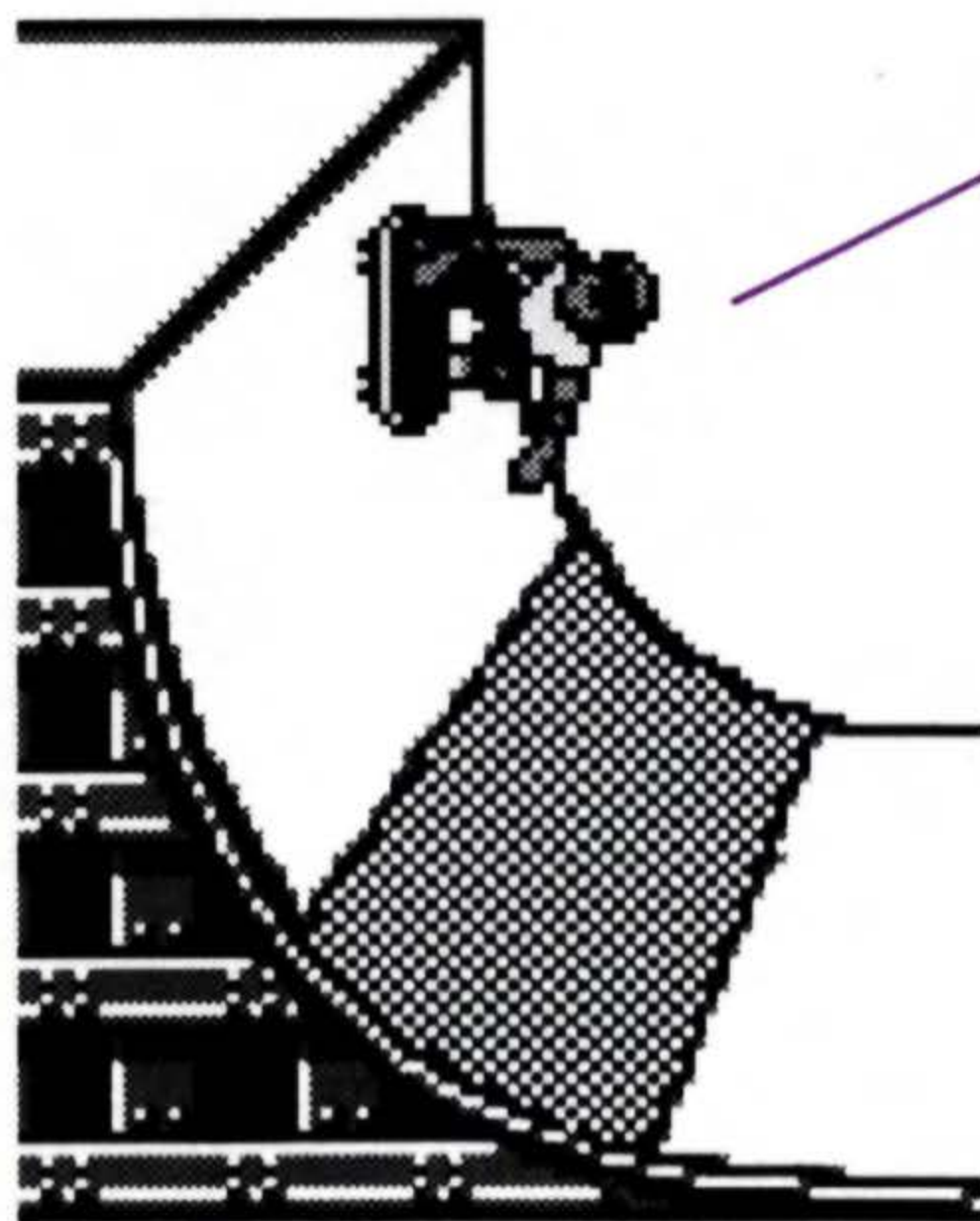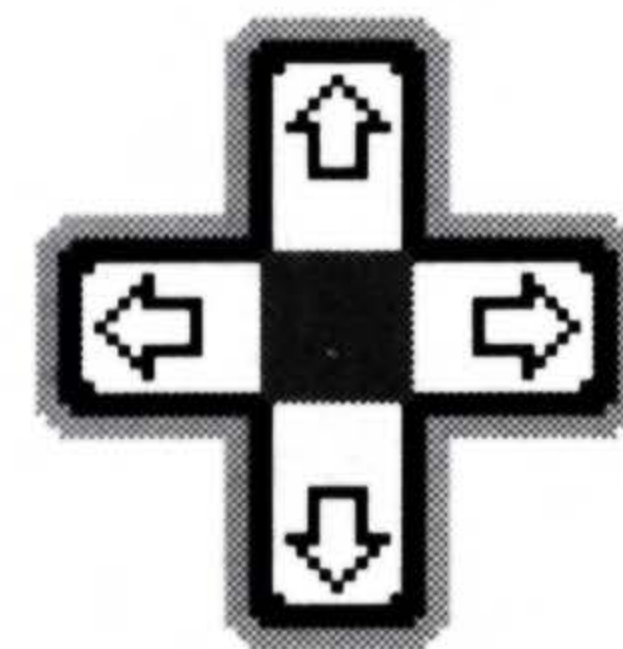
2. Press **A** or **B** to come out of the move.

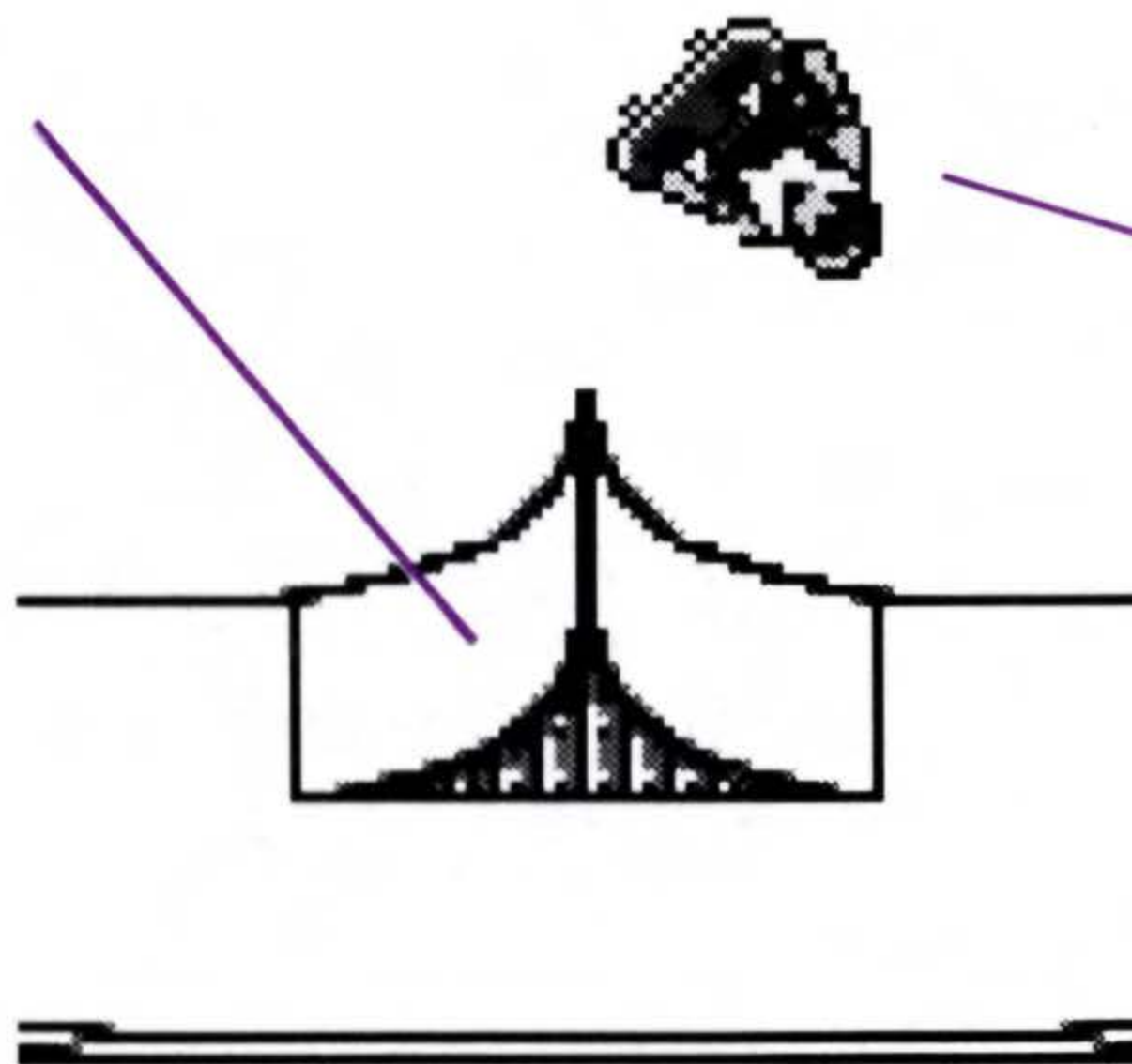1. Press **control pad right or left** while you're in the trick zone.

Rocket Air   ⇦ ⇩ ⇧ ⇨   Tail-Lien

Speeds 3-5

1. Hold down button **A** or **B** and press a control pad arrow while you're in the trick zone.

2. Press button **A** or **B** to stop rotation.

"A" BUTTON
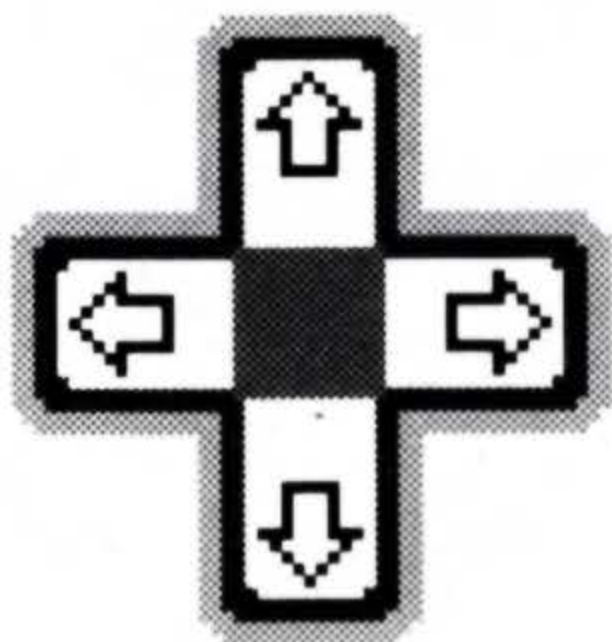
Loop   Loop

"B" BUTTON
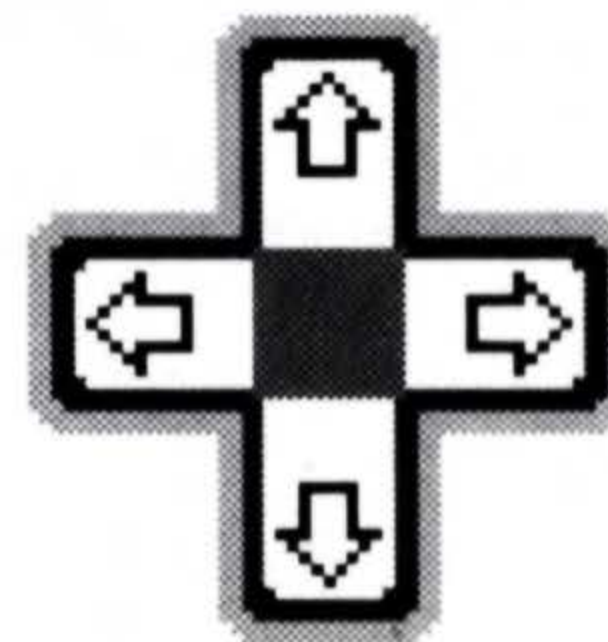
Tip Over   Tip Over

SPACE SHRED

A UFO was sighted in the area and word is they abduct the most killer of skaters and take 'em to. . .well, if you're good enough, you'll see. Show the aliens their favorite trick and bring your oxygen mask!

RAMP SCORING

status bar ——

TIME	SPD	BRD	SCR
3:00	1	4	0

TIME—This shows ya how much time you've got left in yer run.

SPD—Yer current speed. Go from 1 (slow) to 5 (fast).

BRD/BNS—When yer standin' on the lip, you see "BRD" and the number of boards you have left. As soon as you drop in, you see "BNS" ("bonus") and the trick bonus score for a trick you have just completed. When you crash, this section changes back to "BRD" and your current board count.

SCR—Look here to see your current total trick score.

Your score is based on:

TRICKS

Success — Gotta land to getta score.

Difficulty — Skate schizo 'cause the more difficult the trick, the higher the score.

Hangtime — When rampin' it, the longer you can hang in the air or on a lip, the better. Low gravity puts your hangtime in full effect when you're 'spaced out'.

Variety — Variety is what gets the pollution mongers smokin'. Use this to your advantage.

Number of Flips — Do as many as you can without getting a nosebleed.

BEASTIES

Spider — Spidey thinks he's safe when you're skatin' slow (speed 1). When he comes out, flatten him for an extra 100 points.

Frog — Ice the toad for an extra board.

THE SMOKESTACK

Factories — When you see the pollution mongers behind your ramp blowin' their stacks, skate like a mad dog 'cause every trick you do counts double.

BONUSES

Moon Bonus — Whaddya think?

Board Bonus — Lots o' points per board left at the end of a run

Trick Bonus — Be different. The more variety you have the better.

GOIN' DOWN IN HIGH SCORE HISTORY

How to put your name in the books:

1) Use right or left arrows to scan the alphabet.

```
TIME    SPD   BRD    SCR
2:07     1     0     2586

      HIGH  SCORES
      PEK    40000
      MEK    28000
      A      13846
      DAB    12000
      JPH    11000

         BONUSES

  YOUR  SCORE     2586
  MOON  BONUS      260
 BOARD  BONUS     5000
TRICKS  BONUS     6000
        TOTAL    13846
```

2) When you find the letter you want, press **A**
to get to the next space.
3) If you want to change the letter in the previous space, press **B** to go back.
4) When you're finished, press **START** twice to begin a new game.

PRO SKATER SEZ

- **Bod.sez:** When you're skatin' the ramp and catchin' serious air, stop rotating before you land.
- **Rob sez:** Don't catch air on the curves unless you like to fly; but when yer on the straightaways catchin' air is cool.
- **Jason sez:** Don't pause the game in the middle of an aerial .
- **Eric sez:** Watch the turns in the pipe. You lose speed in the flat spot and you bail major if you skate over the lip on a curve. Stay in the gray area to skate straight and not lose speed.
- **Tom Sez:** Reach for the stars, dude!
- **Corey sez:** Gravity denies what your mind foresees (quite deep, n'est ce pas?)

TOUR DIRECTORS' BIO

(or: Two Men and a Skate)

Eric Knopp — At age 25, Eric has seen it all; well maybe not everything. He has yet to: meet a CHP who doesn't know his name (Good evening, Eric! Do you know how fast you were going?), see a Perry Mason episode for the 80th time (he's seen "The Case of the Smashed Poodle" 79 times), and find his way back to his hometown of Roseville, California, without getting lost. Eric, we wish you luck.

Michael Kosaka — At 35, Michael comes to you direct from Wahiawa, Oahu, Hawaii (yea, say THAT five times fast). He has a special place in his heart for chile verde (preferably served at 2 a.m. in a New Mexican dive), and published his first original computer game in 1981. At this very moment, he is either busy working away on his next creation, or on some lonesome highway, headed toward New Mexico....

CREDITS

Game Design — Michael Kosaka and Eric Knopp
Game Programming — Eric Knopp
Game Graphics — Michael Kosaka
Additional Programming — David Bunch
Music — David Warhol
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Associate Producer — Jim Rushing
Assistant Producer — Jon Horsley and Happy Keller
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Cover Art — Alan Mazzetti
Documentation — Andrea Smith
Testing — Steve Smythe, Steve Matulac, Orlando Guzman

Special thanks to Bob Denike and Rich Novak of Santa Cruz Skateboards.
Cover high tops courtesy of Vans®; Style: Native American

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