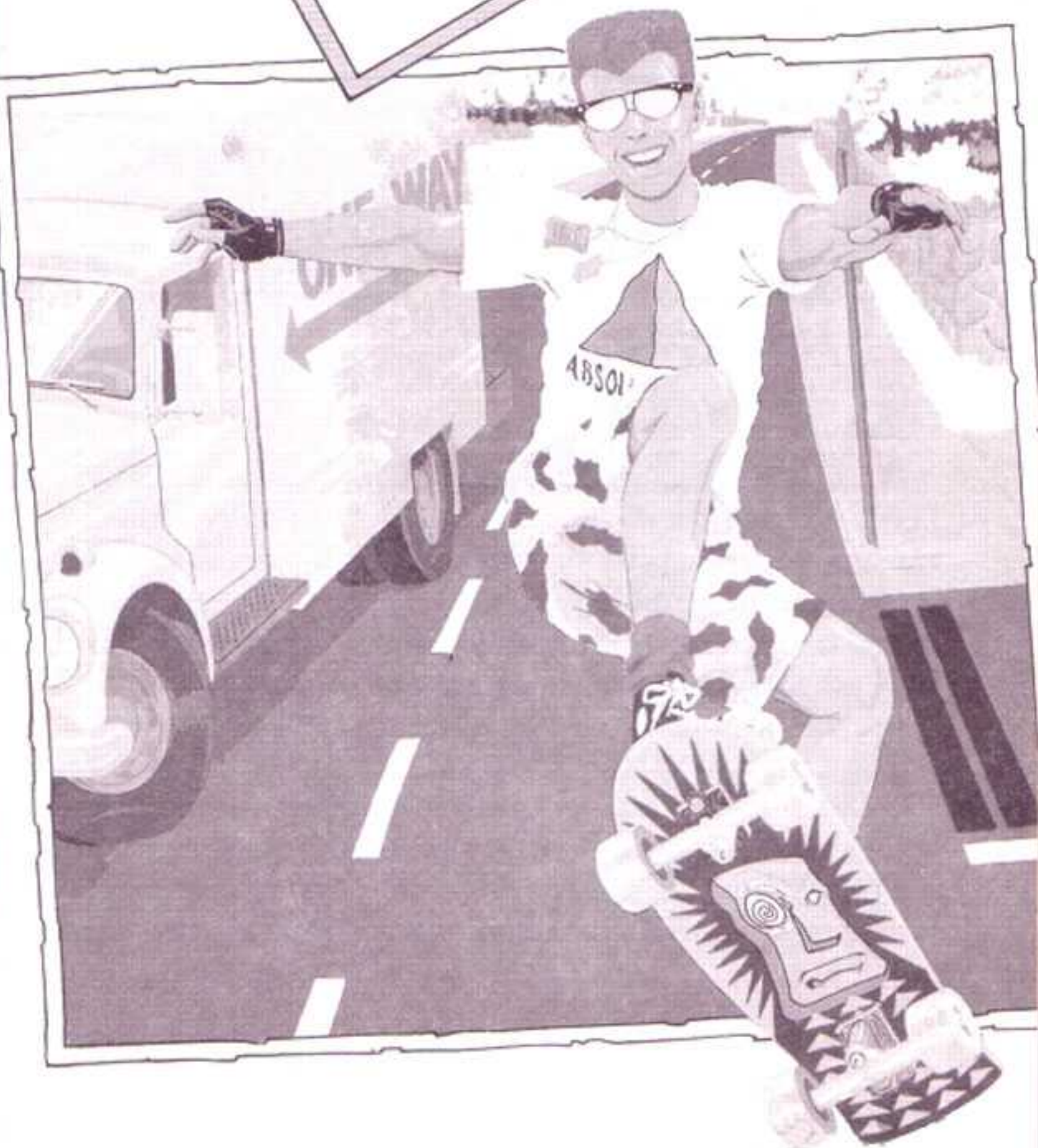


Skate BOARDIN'™



FOR THE ATARI® 2600™

**“jump on that board and
get psyched for a totally
intense cruise!...”**

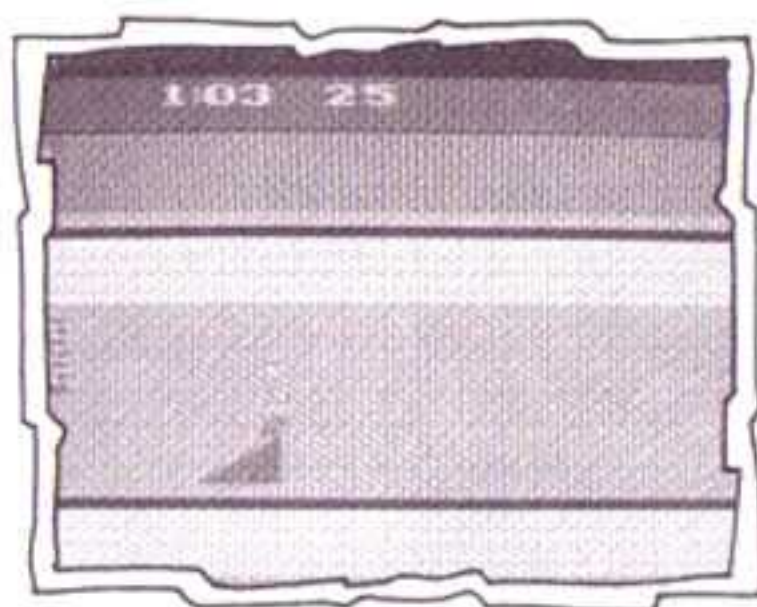
INSTRUCTIONS

TO BEGIN

- 1) With power off, insert the Skateboardin'™ cartridge into your Atari 2600™ game system according to the manufacturer's instructions.
- 2) Plug joystick into port labeled "left controller".
- 3) Turn power on.
- 4) Press RESET to begin the game. (At any point during the game, press RESET to begin again.)

THE CRUISE

You *know* you're late for school, but what you *don't* know is that just overnight, an array of obstacles has been placed along the way. **Radical man**, this is a skateboarder's dream come true! You have to get to school on time, but passing up the chance to ride ramps or cruise tubes would make you look like a real nerd! You've got to conquer a total of thirty tubes and ramps in under five minutes to be totally awesome. Not only that, after you find all the tubes and ramps you have to find the front steps of the school building. Check the ratings at the end of the instructions to find out how radical you are.



Your time clock is displayed at the top left of the screen, and next to the clock is a number representing the amount of tubes and ramps you have remaining. Other obstacles include walls, rails and hurdles, **but you need only conquer the tubes and ramps to finish.** The others, however, must be avoided as they will stop you and knock you off of your board.

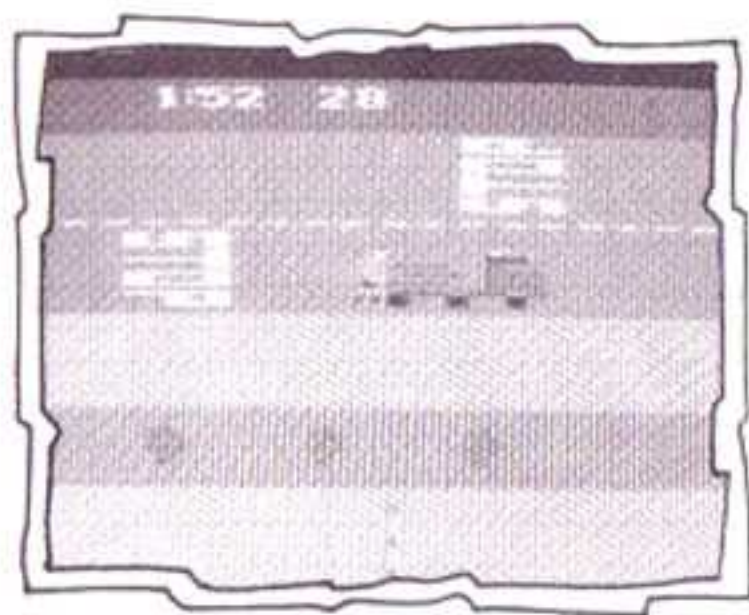
You start at the steps of your house, holding your skateboard. Press RESET to begin. You can walk by moving the joystick in the direction you want to go, but that's not going to get you to school very fast. Instead, point the joystick left or right, and press the button to jump onto your board. Once on your board, **press the button to jump or press it and hold it down to crouch.** If the button is held down, you will land into a crouch after the jump.

As you set your course through this gnarly maze, keep in mind that the scoreboard display is not a wall. If you choose to go up, you can cruise right on through. You can cruise through the walks or over the turf area, but

cutting across the turf will slow you down. To regain your speed, you must either stay on the turf long enough to stop, or run into an obstacle. This will bring you off your board so you can jump back on and resume at normal speed.

To ride a ramp, you can be in either standing or crouched position – just make sure you are cruising within the area from the bottom to the top of the ramp. In other words, don't try to hit the ramp below or above it because it won't count. A **bing** sound will indicate a successful ramp jump.

To clear a tube, you must travel through it while in a crouch. Head in the direction of the tube, align yourself with the opening and then crouch by jumping and keeping the button down. While in a crouch, if you need to adjust your position, **tap** the joystick up or down to fine tune. If you are approaching the tube while standing, or if you miss the opening, you will crash into it and stop. A **bong** sound will indicate a successful pass.



TIPS FROM THE PROS

Remember, each obstacle must be conquered only once. Try to improve upon your time by checking out new shortcuts.

If you want to max out your speed, get yourself up to the street (at the very top of your maze) and try to catch the truck when it passes the stop sign. If you miss it, get off of your board and position yourself with just your feet on the sidewalk. When it passes, it will pick you up and take you for a ride down the street. Get off by moving the joystick in the direction you want to go, but watch out – now you're really *cruising!*

You know you're close to the school when you find the schoolyard. If you get really stuck in the maze, try making a map.

There are rumors of a truly radical skateboarder who finished all thirty obstacles and got to school with more than 2 minutes left. See if you can top that!

RATINGS

Number of Obstacles Left	Rating
30-25	Spaz
24-20	Nerd
19-10	Cool
9-1	Radical
0	Totally Awesome



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If your cartridge fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above with a check or money order for \$12.50, a brief statement describing the defect, and a large, self-addressed, stamped envelope.

We recommend that defective cartridges be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective cartridges until they have been received by us at the above address.

This warranty is limited to the cartridge originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied in the cartridge. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the cartridge, neglect, or normal wear and tear.

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Manufactured by: ABSOLUTE ENTERTAINMENT™ INC.

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