

Nintendo

DMG—SK—USA

KONAMI®

SKATE OR DIE

DEAD RAY



INSTRUCTION BOOKLET

KONAMI INC. LIMITED WARRANTY

Konami Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is" without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LICENSED BY



NINTENDO, GAME BOY
AND THE OTHER OFFICIAL SEALS
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1990 NINTENDO OF AMERICA INC.

Konami Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111



THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR
THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

CONGRATULATIONS!

You now own the cool, hip, jammin', mod, bustin' version of Skate or Die: Bad 'N Rad for your Game Boy. We suggest that you read this instruction manual thoroughly before exploding onto the radical scene.

TABLE OF CONTENTS

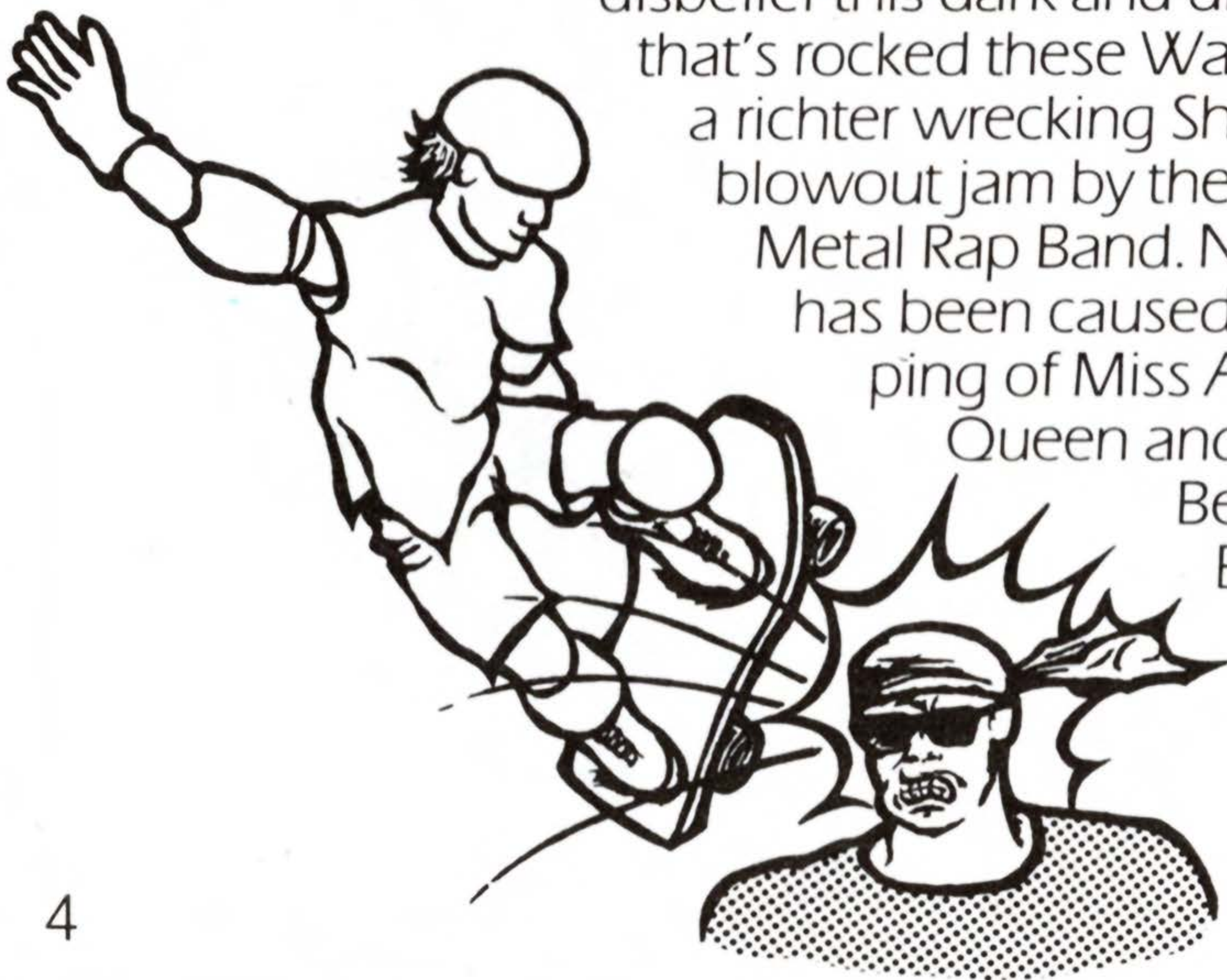
INTRODUCTION.....	4
BEGINNING YOUR QUEST.....	6
BITING THE DUST/ GETTING A LIFE/ BOARD BASHING	8
CONTROLLING THE ACTION.....	9
HORIZONTAL SCREEN	10
VERTICAL SCREEN.....	11
LEVELS	12
MAIN ENEMIES	14
GOODIES YOU GOTTA GET	16
BAD NEWS DUDES	17



WELCOME TO RAD CITY U.S.A. (WHERE TOURISTS AND TERRORISTS COLLIDE!)

The twisted town of Vileville (located just to the left of California in the newly founded State of Confusion) is in utter shock and disbelief this dark and dreary morning. The event that's rocked these Way-Out West Coasters isn't a richter wrecking Shake 'N Bake Quake or a blowout jam by the world's loudest Heavy Metal Rap Band. No Sir! This mental mash has been caused by the dastardly kidnapping of Miss Aerial — the town's Roller Queen and the daughter of Great Ben, the last of the legendary Bad 'N Rad Skateboard Masters.

It's the final straw in a hateful plan conceived by ElRad the



Evil One. He's already captured the minds of world champion skateboarders from Singapore to San Luis Obispo. And now, with the last of the skateboard idols frazzled over his daughter's disappearance, the rest of the skateboarding world is his to conquer.

Or is it? You see, ElRad and his board buddy Bionic Lester have forgotten about you (Aerial's number one fan and favorite main squeeze). As heir apparent to Great Ben's legendary status, this will be your big chance to prove your worthiness as the next Bad 'N Rad Skateboard Master.

And if you can survive ElRad's torturous seven level training ground and defeat the Evil One himself, you'll not only restore order to the wild world of skateboarding — you'll win the hand of the fairest maiden this side of Camelot.



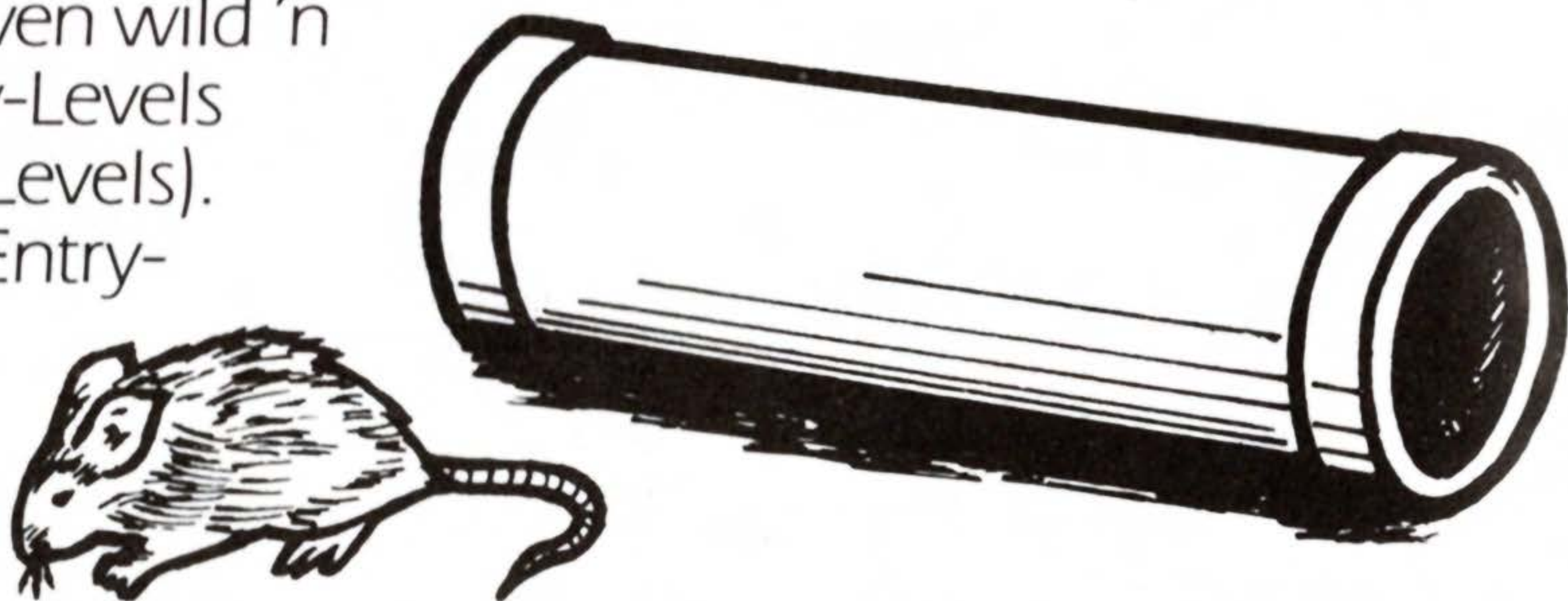
BEGINNING YOUR QUEST FOR MISS AERIAL

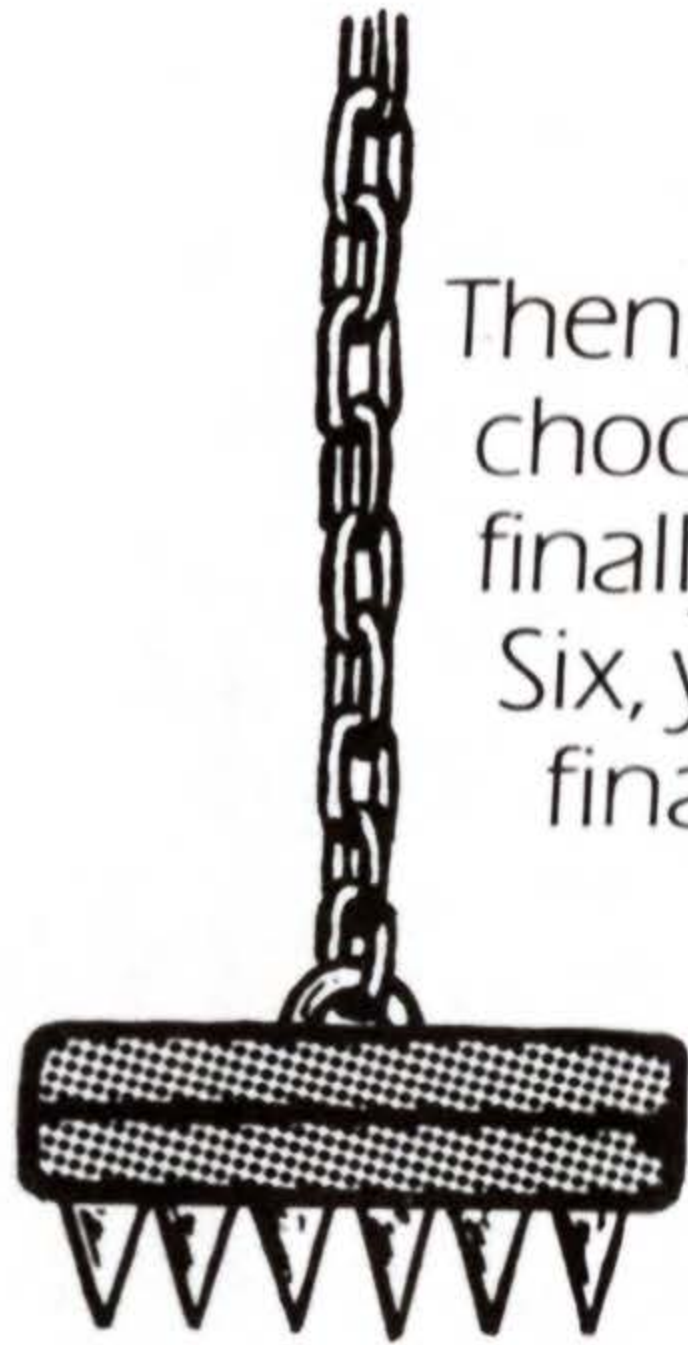
To enter ElRad's domain of skateboarding doom, insert the cartridge into the Game Boy, turn on the Power Switch, then press the Start Button after the title screen appears.

After pressing the Start Button, the select screen will appear. From here you can choose the exact location in ElRad's evil training center where you want to begin your valiant search for Aerial. You can start at any one of four "entry-level" positions. To select a level, use your Control Pad and lock in your decision with the A Button.

All told, there are seven wild 'n crazy levels (four Entry-Levels and three Bad 'N Rad Levels). To progress from the Entry-Levels to the Bad 'N Rad Levels requires an enormous amount of skateboarding skill.

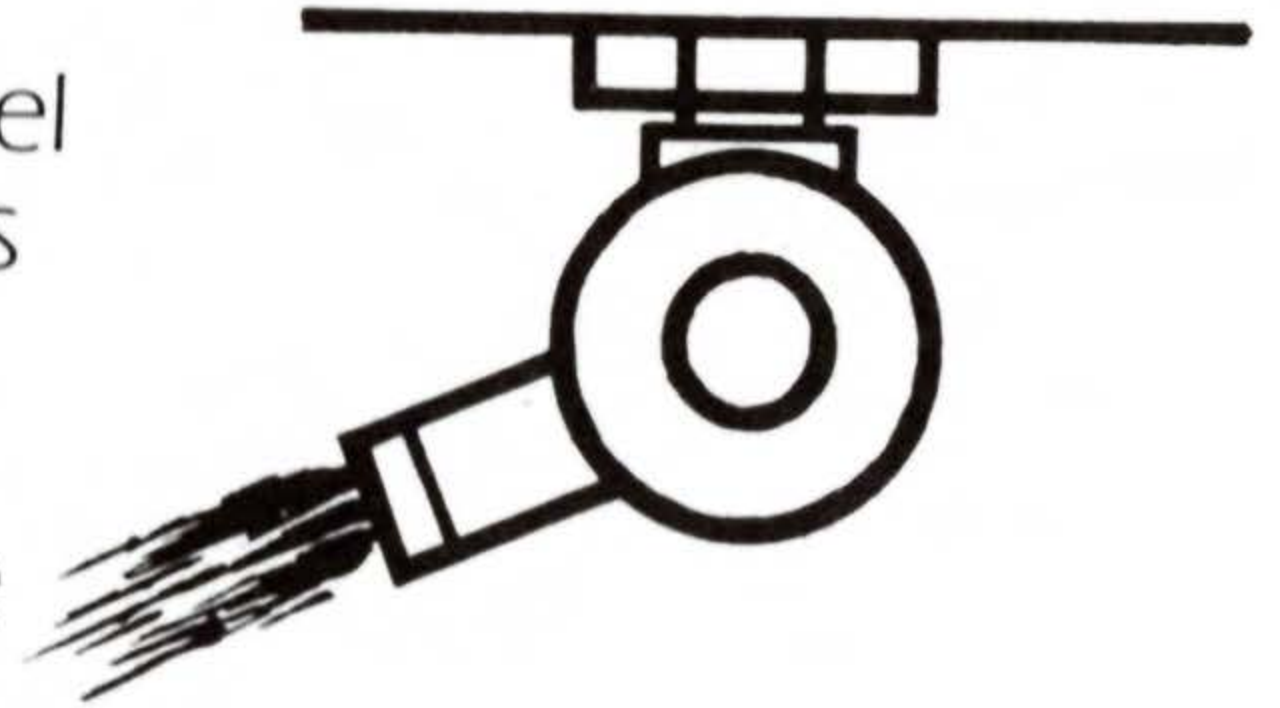
To reach Bad 'N Rad Level Five, you must first clear Entry-Level Four.



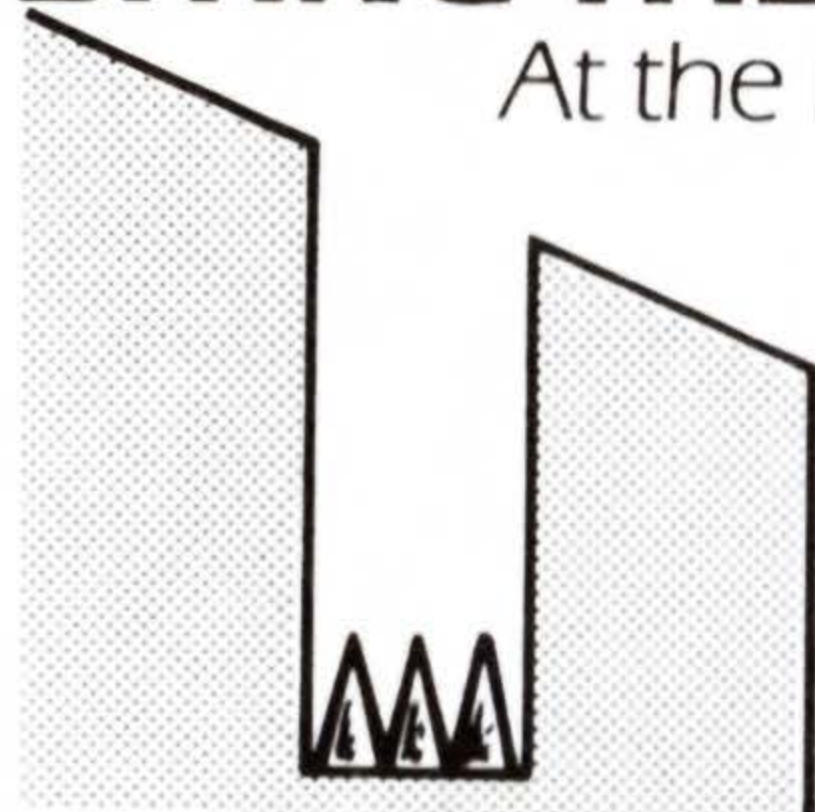


Then, after you cruise through Entry-Level Five, you can choose Bad 'N Rad Level Six. And finally, after blasting past Entry-Level Six, you can attempt the ferocious finale of this rescue mission —

Bad 'N Rad Level Seven (otherwise known as the hyper-intense Rampage Stage!).



BITING THE DUST



At the beginning of the adventure, you'll have three necks to risk. You'll lose one every time your Power Level shrinks to zero, when you trip into one of ElRad's traps or if you fall into the abyss.

When all three of your lives are lost, the game will end and skateboarders from around the world will laugh behind your back.

HOW TO BOARD BASH AN ENEMY

Smashing an enemy is cake. It's as easy as pie. Just treat him like a trampoline and jump all over him. Then, when you confront a main enemy at the end of a stage, simply cut his Life Line down to zero.

P.S. I lied. It's not that easy! But you'll find that out soon enough.

HOW TO GET A LIFE

To gain an extra life and increase your chances of survival, capture 1-Up items when they appear onto the screen. Or simply score a measly 20,000, 50,000, 80,000, 110,000, etc. (Notice how the Bonus Life Points increase by increments of 30,000. You should probably remember that.)



HOW TO BECOME THE CHAIRMAN OF THE BOARD

Control Pad

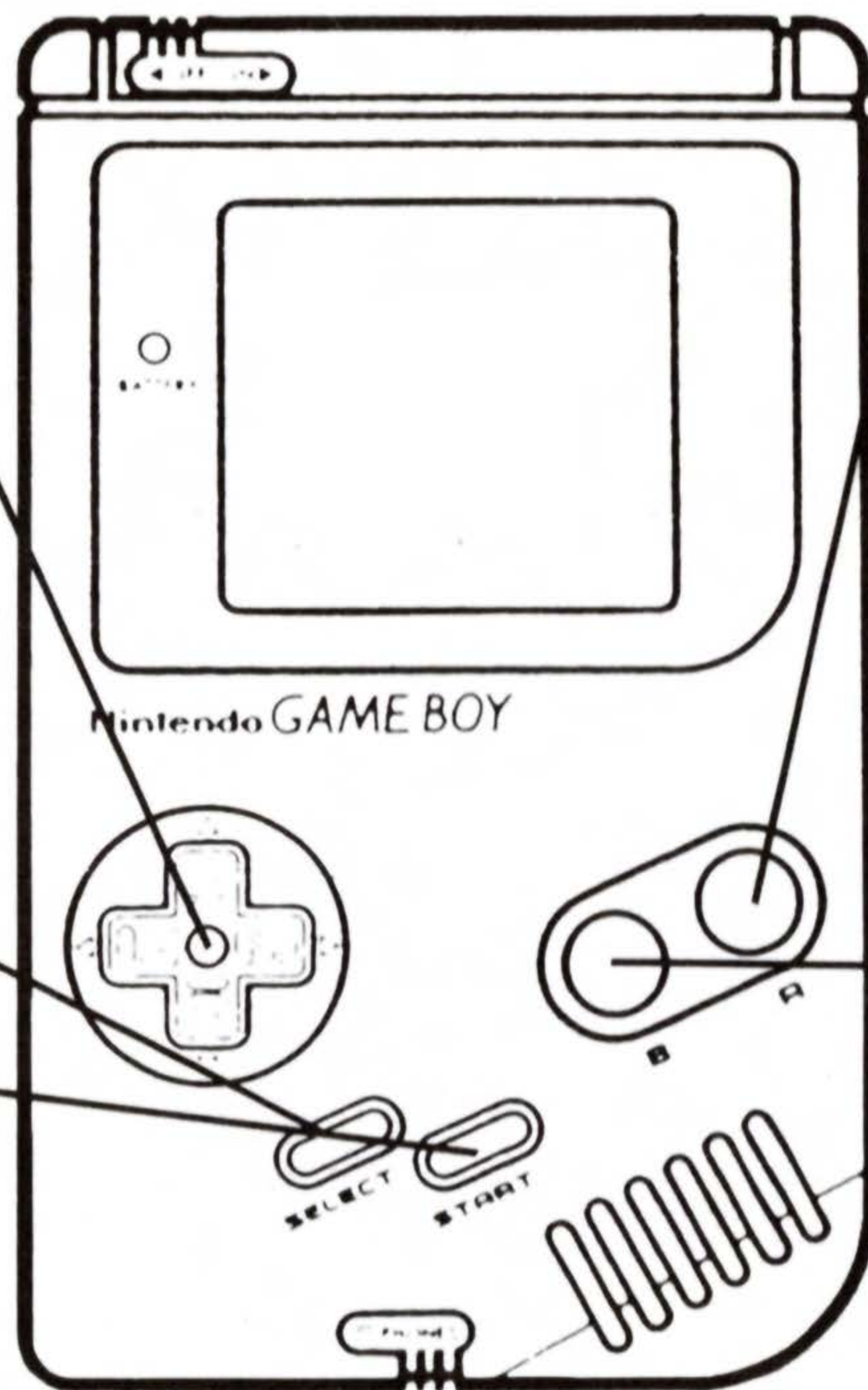
Press to guide your groovy self in four directions.

Select Button

This once all-important button has absolutely no function whatsoever. Who would have guessed? After all, just a few brief months ago, this illustrious button was destined to rank right up there with famous buttons like the Big Red One at the White House.

Start Button

Press the Start Button to start the game. You can also press the Start Button during the game to pause and unpause your rescue mission.



A Button

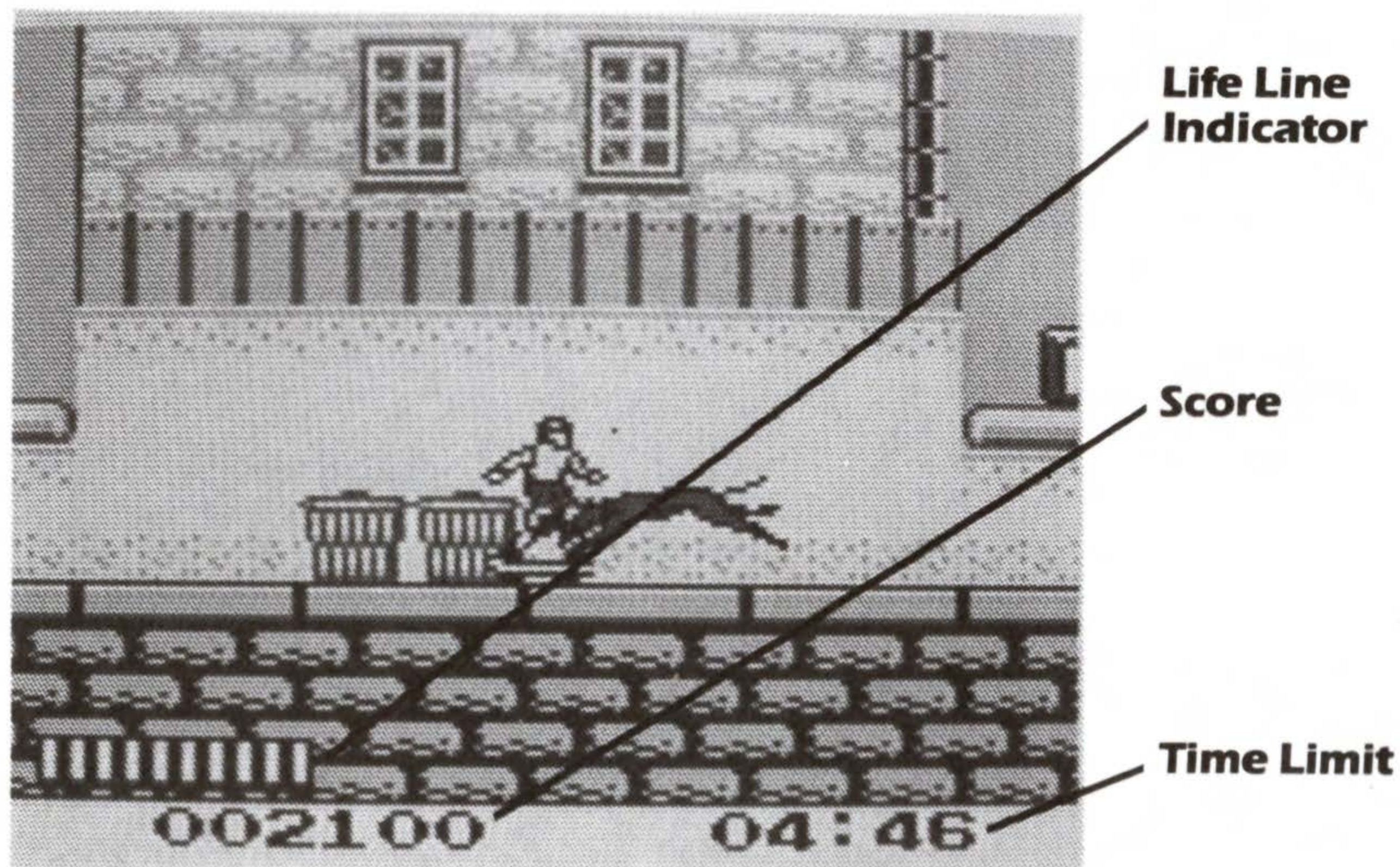
Press the A Button to jump. By performing this airborne maneuver, you can avoid ElRad's blasts, bombs, and other bogus barrages. The only catch is you can't jump or leap when you're dangling on a 60° bank (the ultimate degree of difficulty!).

B Button

Press the B Button to duck and crouch. Believe you me, this will come in handy when shooting through sewer pipes and scooting past other low hanging obstacles. It's definitely the primo way to keep a good head on your shoulders.

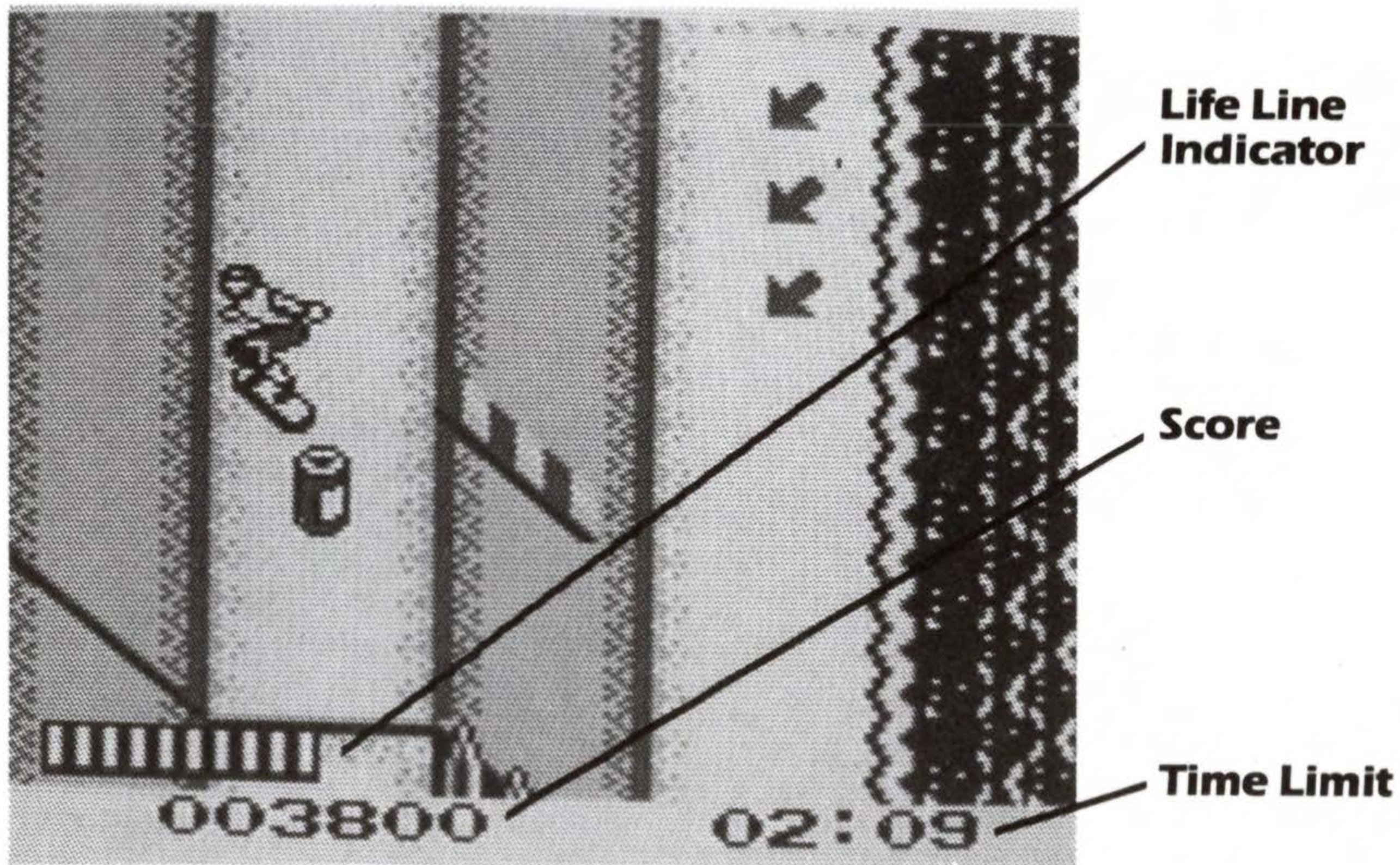
LEFT, RIGHT, LEFT, RIGHT, LEFT, RIGHT! (THE HORIZONTAL MODE)

You'll race through the Horizontal Mode in levels 1, 3, 6 and 7. Remember, press your Control Pad Left and Right to advance and retreat.

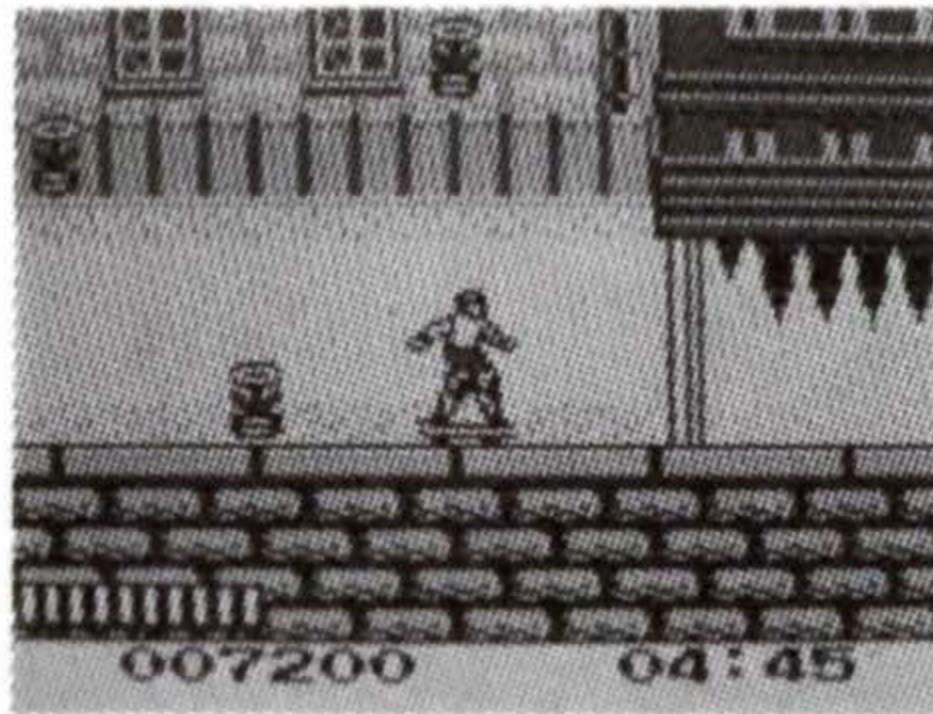


UP, DOWN, UP, DOWN, UP, DOWN! (THE VERTICAL MODE)

You'll run amuck in the Vertical Mode in levels 2, 4 and 5. In each of these levels, you'll press your Control Pad Up and Down to progress and regress.

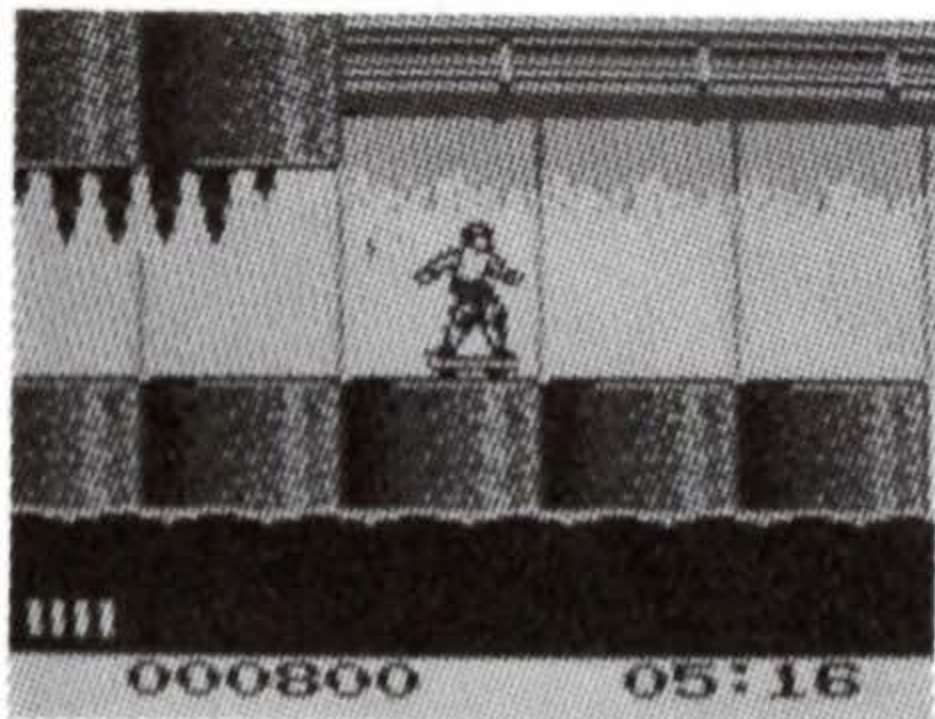


THE SEVEN WONDERS OF ELRAD'S WORLD (WHERE NO DUDE HAS GONE BEFORE!)



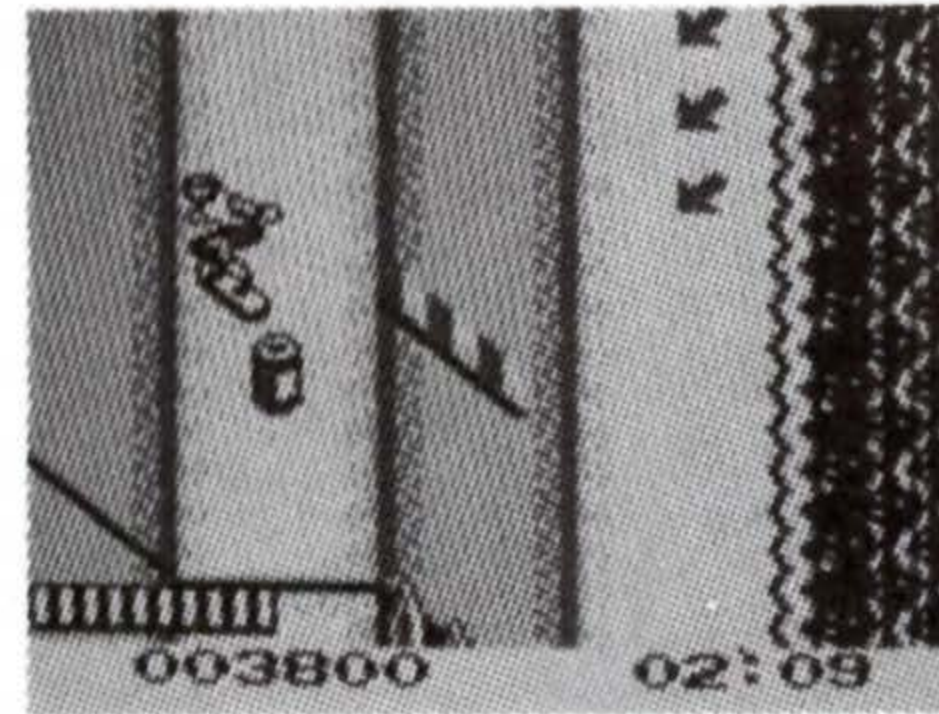
Roadkill Avenue

Your ultimate objective here is to defeat the Berserk Not-So-Happy Clown.



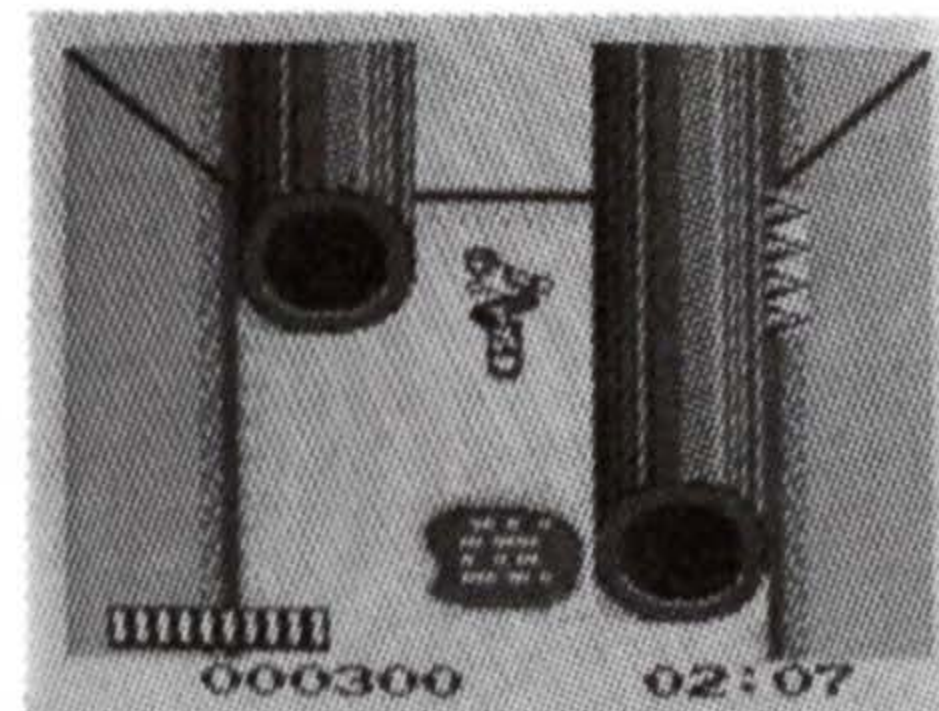
The Smelly Gross Blechie Sewer

In this repulsively repugnant zone, the Wart Monger stands between you and your destiny.



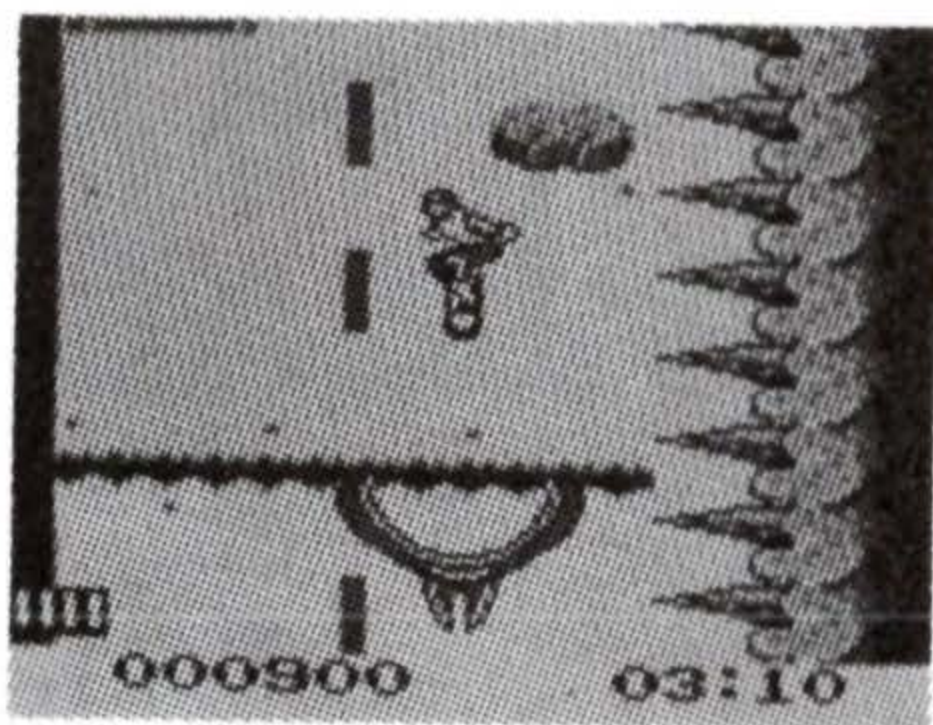
Panic City Boardwalk

To survive this life gambling zone, you must defeat the merciless 2:40 Time Clock.



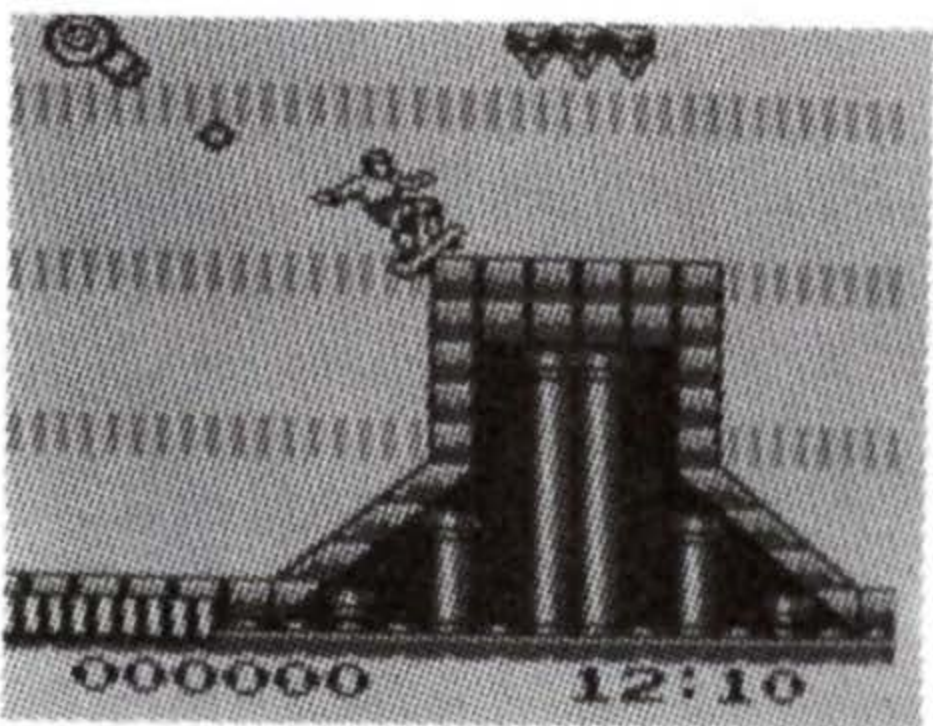
Bionic Lester's Scab Canals

Once again there's a deadly Time Clock waiting to stick you with its razor sharp hands.



Scratch 'N Biff Mountains

In only 3:40 your time will be up!



The Infamous Rampage Stage

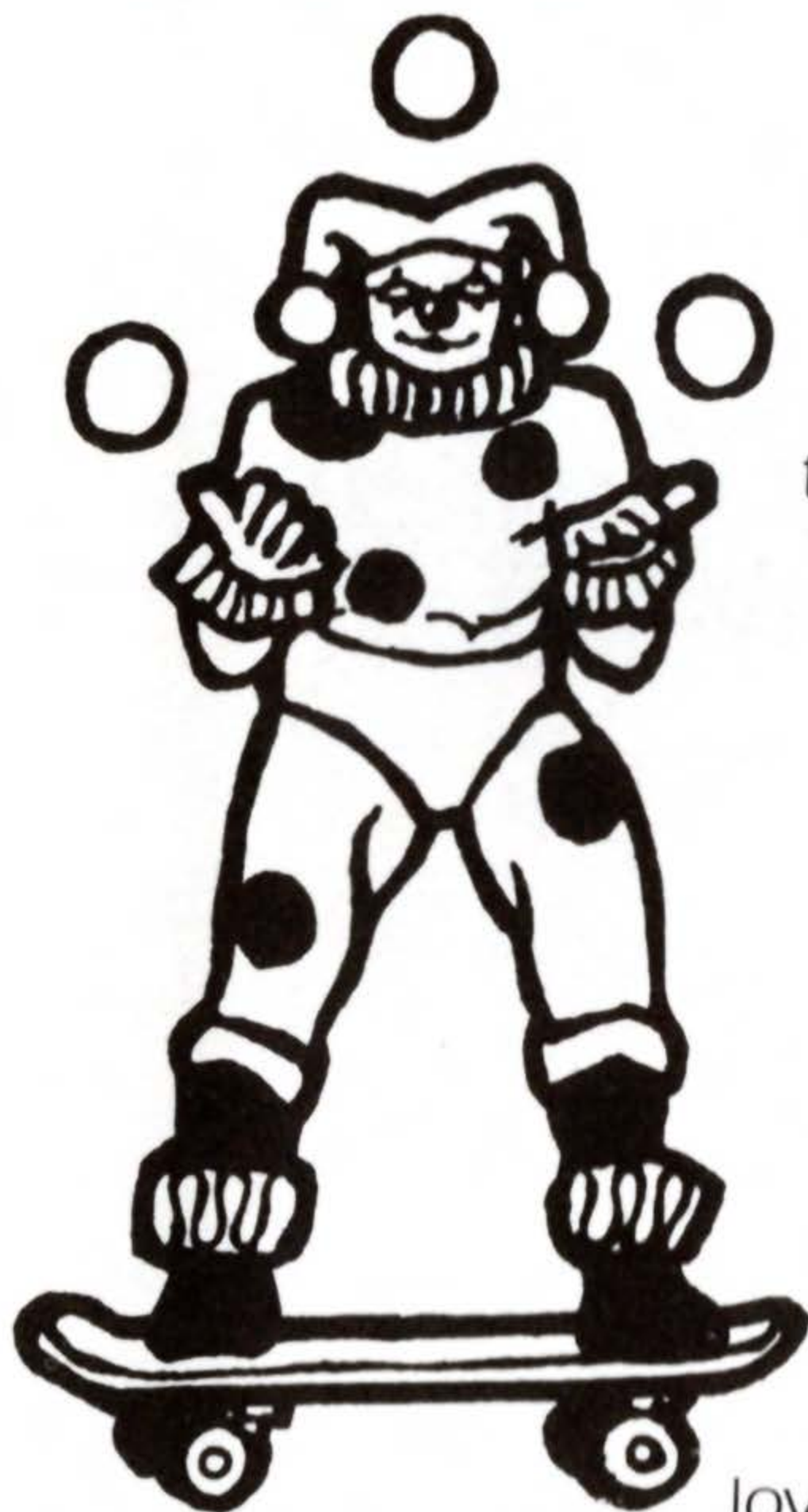
The final jaws of ElRad's trap.



The Rat Cave

At the completion of this rabies infested stage, you'll be greeted by the ever-cordial Bionic Lester.

ENEMIES OF THE STATE OF CONFUSION

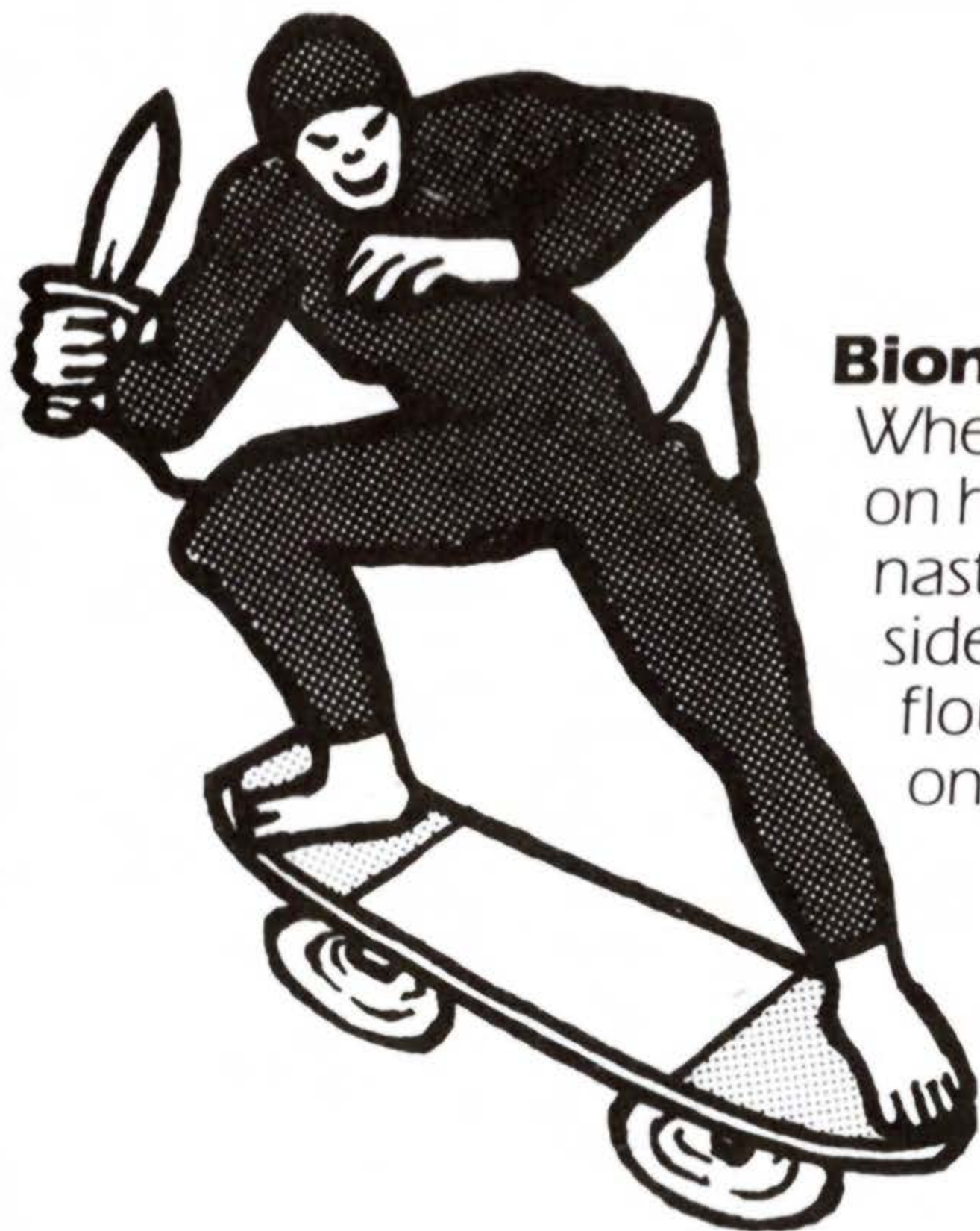


The Berserk Not-So-Happy Clown (Stage 1)

Mess with this mentally disturbed flunkie from the Yuk-Yuk School of Jokes and Pranks, and you might end up laughing all the way to the morgue.

Mister Wart Monger (Stage 3)
Raised by a pack of wild sewer frogs, this wart-for-brains enemy will give you the ultimate tongue lashing. And considering that this froggy's been a courtin' lovely Aerial, you can bet he'll be in a jealous rage, ready to smash you like an insect.



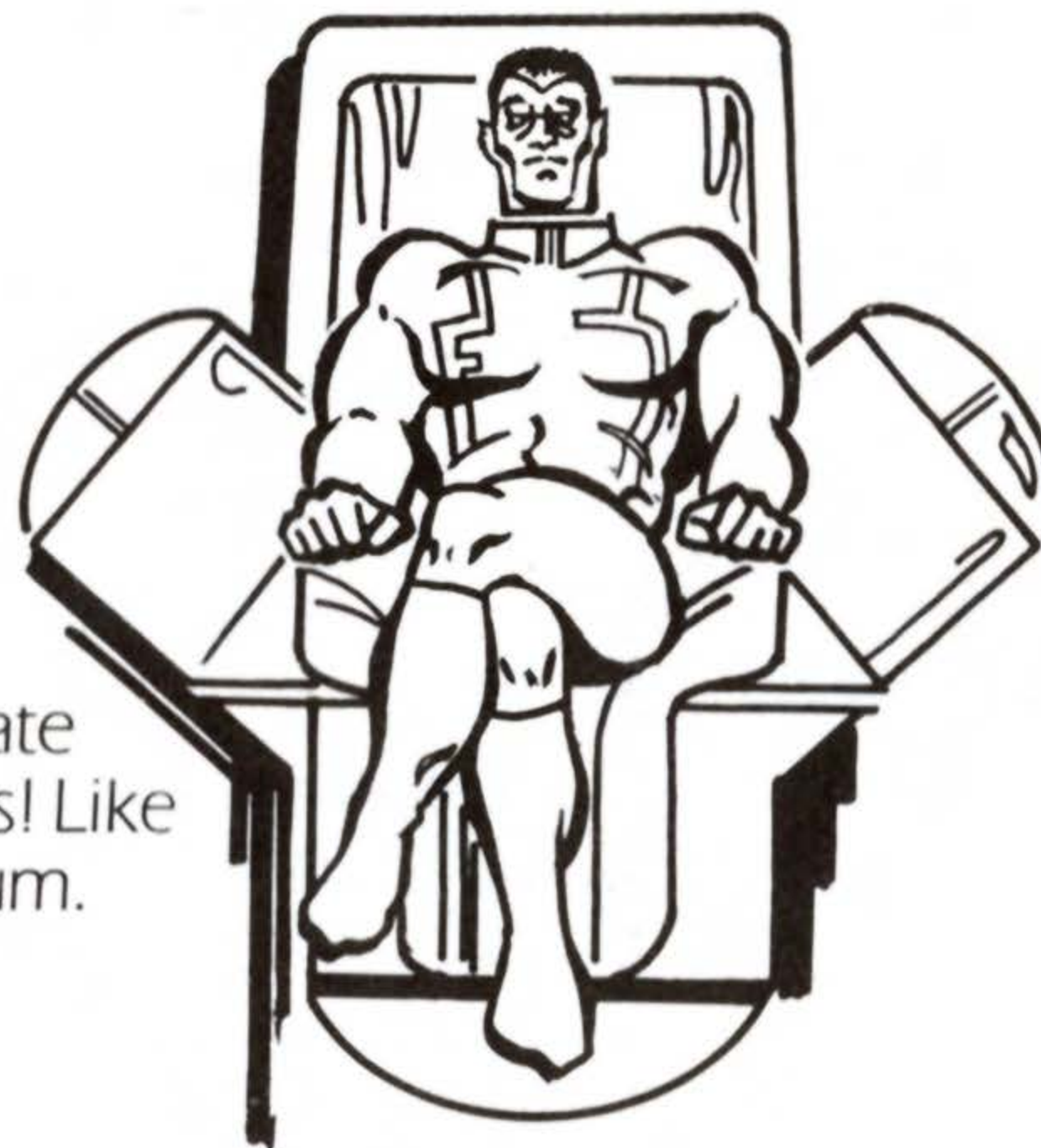


Bionic Lester (Stage 6)

When he was just a tike, Bionic Lester made a wrong turn on his skateboard and ended up smack in the middle of a nasty chemical spill. Somehow he survived, but the good side of his brain turned to mush, while the evil side flourished. Now he's out to impose all of his BAD ideas on humanity.

ElRad the Evil One (Stage 7)

What can be said about this ultimate evil doer of the skateboarding world? Lots! Like he's a crum, bum, scum and anything but a chum. He also possesses the key to Aerial's freedom.



GOODIES YOU SHOULD GRAB



The Big Dip

Capture this cream of the crop and add two crucial life points to your Life Line and 100 bonus points to your score. If it's flashing, chalk-up 200 bonus points and a fully restored Life Line.

Pizza by the Slice

This extra sauce and sausage topped gourmet delicacy will give you the same nutritional benefits as the Big Dip. So chow down, dude!



Canned Goodies

Capture these artificially preserved bonus veggies and add 300 highly fortified points to your score. If the can is flashing, count on scoring 2,000 smacker-roos!

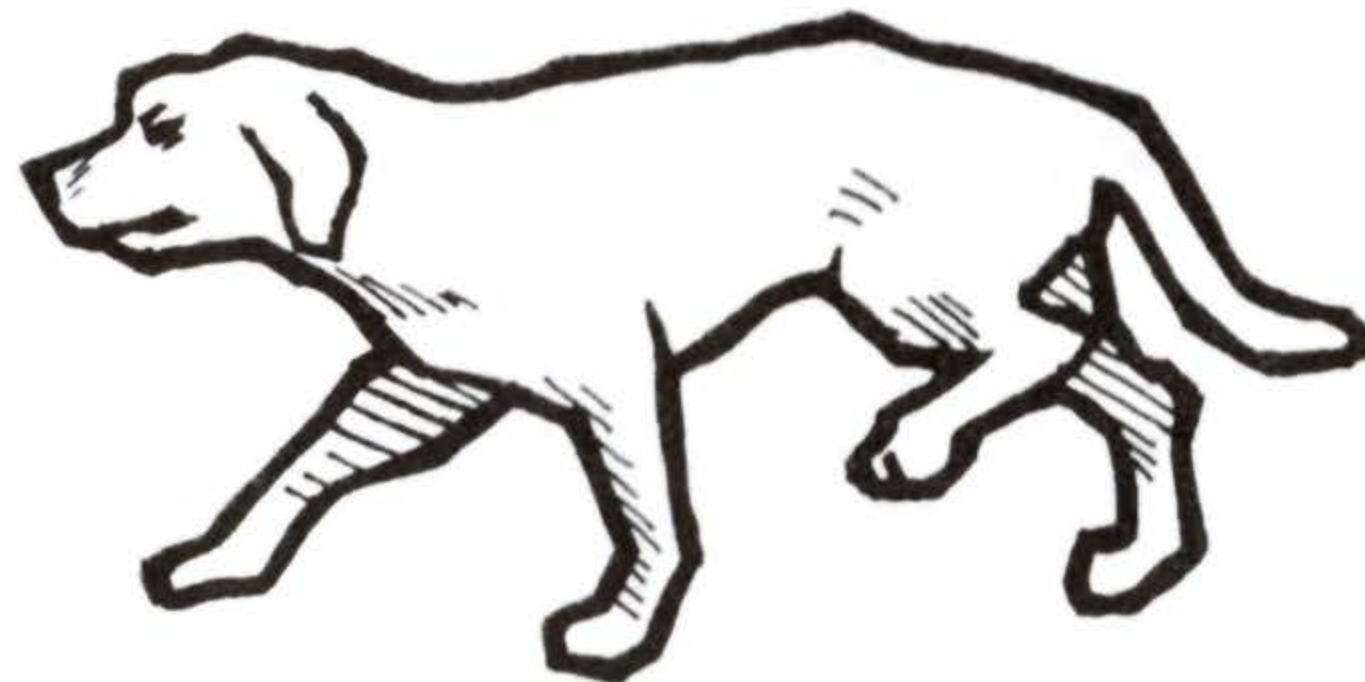
FLESH WOUND INFLICTORS



Whopper Chopper



**The Extremely
Thorny Flower**



ElRad's Deputy Dog



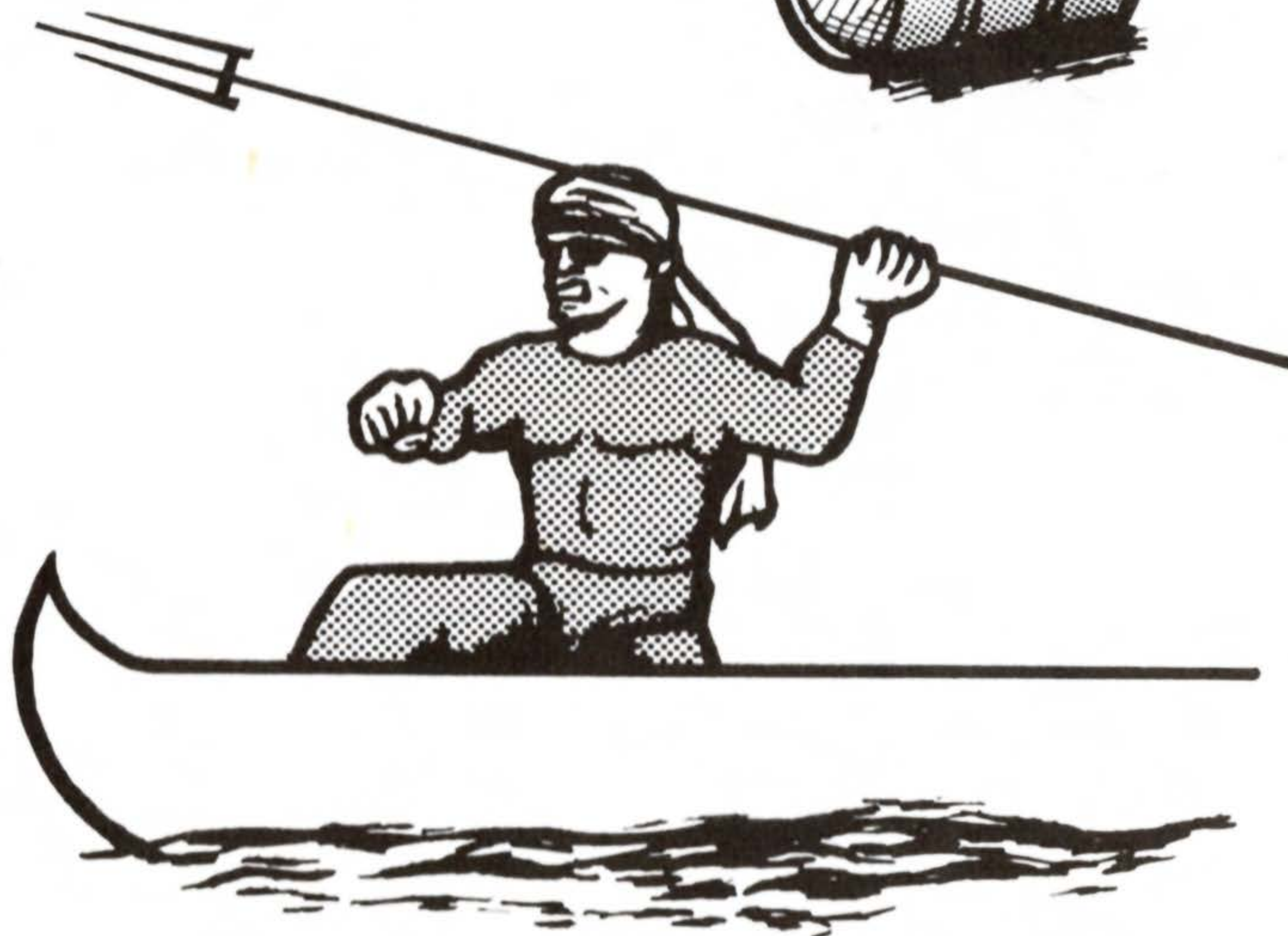
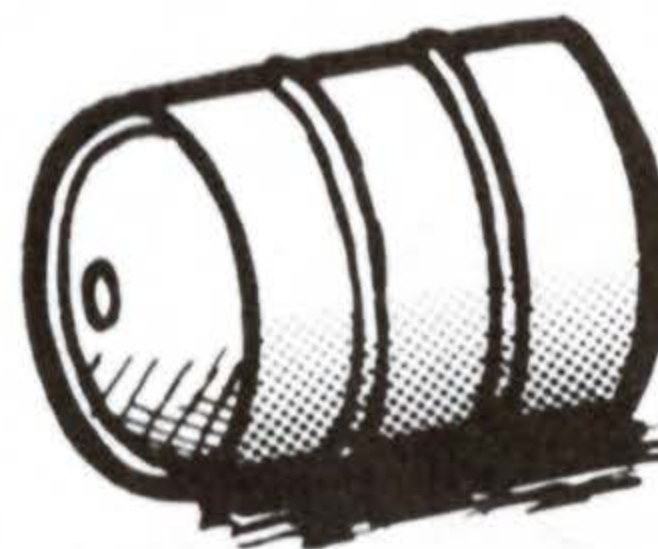
Sir Slice Alot

MORE OF YOUR LEAST FAVORITE ENEMIES



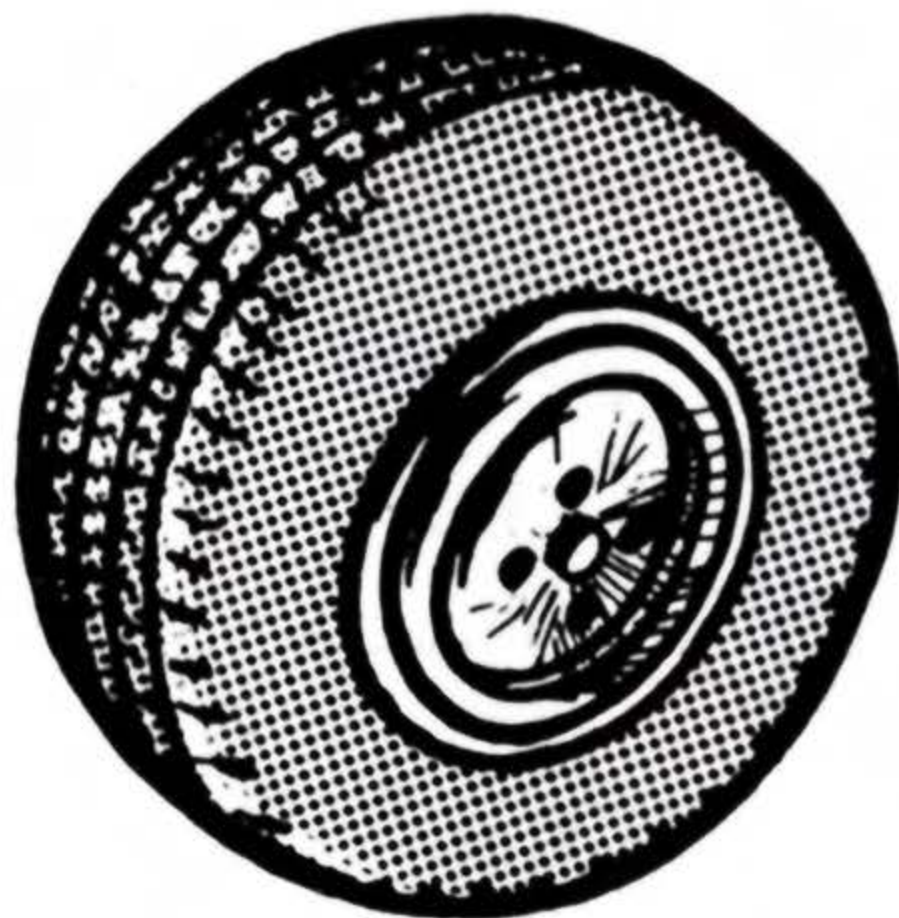
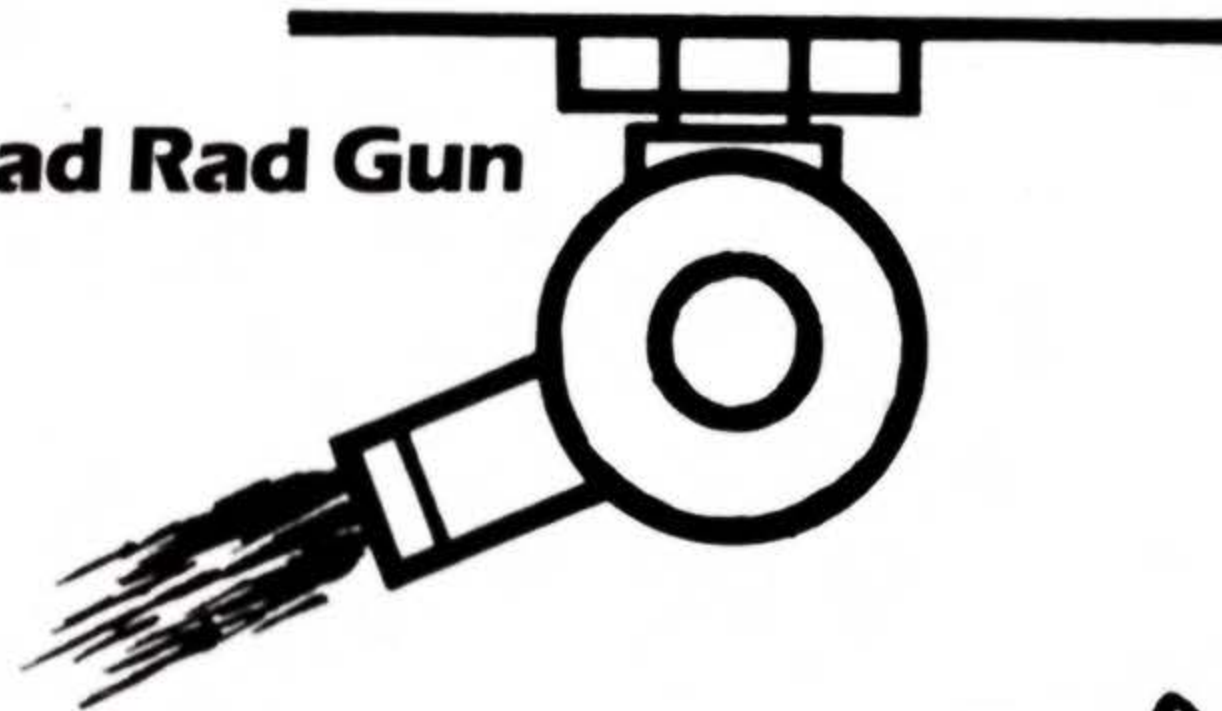
Jabber Jaws

Scum Drum



The Horrendous Harpoon Dude

The Big Bad Rad Gun

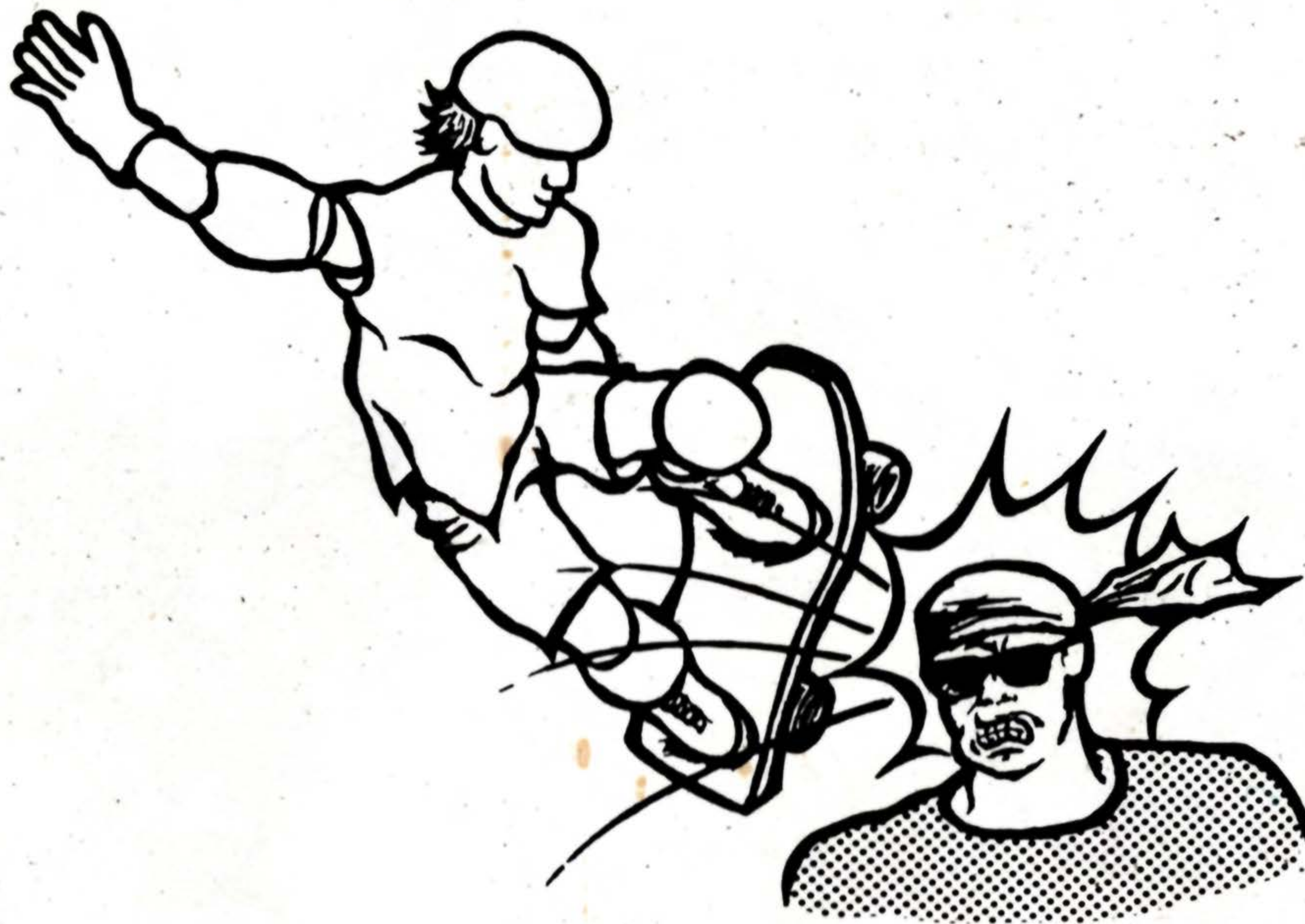


Iron Tire

**Cool Cat
Eating Rat**



Sonic Boomer



Skate or Die® is a registered trademark of Electronic Arts.
Bad 'N Rad™ is a trademark of Konami Inc.
Konami is a registered trademark of Konami Industry Co., Ltd.
© 1990 Konami Inc.

Printed in Japan