

SKATE CRAZY™

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE
Press **SHIFT** and **RUN/STOP** keys simultaneously. Press **PLAY** on the cassette recorder.

SPECTRUM 48/128K CASSETTE
Type **LOAD**"" and press **ENTER**. Press **PLAY** on the cassette recorder.

AMSTRAD CPC CASSETTE
Press **CTRL** and **SMALL ENTER** keys simultaneously. Press **PLAY** on the cassette recorder.

SKATE CRAZY

Freddie must buzz around on his skates performing daredevil stunts. Points are given for successful manoeuvres but the all important CREDOMETER is only hoisted upwards by achieving suitably "posy" feats. Keep an eye on the OUCH/FATIGUEMETER though, as this measures your grazes and bumps, and naturally leads to a loss of Cred.

SKATE CRAZY is made up of two separate, but interfacing games, the CAR PARK CHALLENGE and the CHAMPIONSHIP COURSE. Unlike ordinary computer games you may pass from one to the other without losing your score or level.

THE CAR PARK CHALLENGE

You and your roller skating friends have taken over a disused multi-storey car park where you are holding a competition to find the championship skater.

Each level of the car park has a course laid out using tyres, boxes, traffic cones, tin cans, ramps, etc. It is around this course you must skate, performing stunts to impress the judges, whilst passing between the timing gates.

Fellow skaters will judge your performance and award marks at the end of the course – should you complete it – and these marks determine whether you may progress to the next level.

There is a wide variety of stunts you can perform to impress the judges – jumping from the ground or from ramps, twisting in the air, jumping over obstacles, etc. However, be careful not to tire yourself too much. Jumping, falling down, crashing and skidding are all very tiring and will register on your fatigue meter. If your fatigue meter reaches full you will have to retire from the game, exhausted!

As you pass through the starting flags the timer on the screen will start. You have until the time runs out to reach either the next gate – a pair of cones (special cones if it is a "backwards gate")*, or the flags at the end of a course. Failing to complete a section of the course between gates results in the loss of one of your four lives. Reaching the next gate with the timer in the green earns you a bonus. An extra bonus is awarded if you didn't crash after the last gate.

You may skip gates if you get lost or are in desperate trouble, but if a gate is skipped you must pass through the next one – and you may only skip up to a maximum of five gates, any more and you will be disqualified!

*PLEASE NOTE

On the CBM 64 version of 'SKATE CRAZY' all the gates are marked by flags. Yellow flags mark normal gates and red mark the "backward gates".

After the judges have awarded their marks – and providing you have impressed them enough to progress to the next level – you will be placed in front of two doors.* Skating towards the RIGHT door takes you to the next level of the CAR PARK CHALLENGE. The LEFT door takes you to the CHAMPIONSHIP course.

Changing from one game to the other does not lose your level within either game. e.g. Should you change to the Championship course after completing level 2 and then later come back to CAR PARK CHALLENGE, you will resume on level 3.

All four levels of each game must be completed to finish SKATE CRAZY.

JUDGING: There are four judges each assessing different aspects of your skating ability.

MOVING FREDDY

Holding the joystick in the required direction causes Freddy to skate in that direction, accelerating to a maximum speed. Once you let go of the joystick and it returns to its central position, Freddy will freewheel to a halt.

To turn Freddy and keep his speed, move the joystick to an adjacent position (if travelling up, then up-left and up-right are adjacent positions). Freddy can do a large sharp turn without losing speed by moving the joystick to the required direction using adjacent directions.

*PLEASE NOTE

On the CBM 64 version after completing one level you are placed on a ramp. Skate to the RIGHT for the next level of the CAR PARK CHALLENGE or the LEFT for the CHAMPIONSHIP COURSE.

Moving the joystick to a new direction that is not adjacent will make Freddy skid to a halt, and then set off in the new direction (useful for braking).

JUMPING

Freddy can jump in two ways – from the floor and off ramps.

To jump from the floor, select the height of the jump using the **FIRE** button and power meter. When moving in the required direction and speed, hold the fire button down and you will see your power meter quickly rise. Release the button when the required power is reached to start the jump. Jumping obstacles on the floor requires good timing. Jumping from a ramp is similar – once direction and speed are reached use the button to select your jump power, but now the ramp will automatically release the power for you as you hit it, so keep the button pressed until after the jump has started. If you release the button too early, you will jump over the ramp like the other floor obstacles.

The judges base their marks for jumping on the variety and complexity of the manoeuvre. The complexity of a jump is assessed on the number of half turns and changes of direction, and whether the landing was O.K. (landing backwards particularly impresses the judges).

TWISTING IN JUMPS

To twist during a jump is fairly easy – simply turn the joystick clockwise or anti-clockwise (or a mixture as you get better). Be careful to move through the adjacent directions throughout the turn.

There are rules to landing a jump correctly. You must either face the same direction, adjacent to take off direction, or directly backwards. If

you land backwards you will continue moving backwards with all the directions reversed (you will need to be able to skate backwards for the special gates in the higher levels). To return to forward skating perform another jump and land facing forwards. If you crash into something you will get up facing forwards.

SOMERSAULTS

(Spectrum & Amstrad only)
Somersaults can only be performed on the later levels by using the trampolines. Jumping onto a trampoline from a ramp produces the best effect, but jumping from the floor also works.

Once you have bounced off the trampoline the jump is controlled as follows:–

JOYSTICK LEFT – rotate anti-clockwise

JOYSTICK RIGHT – rotate clockwise

To land correctly you must land with your skates downwards.

Somersaults always impress the judges and gain you lots of points.

DUCKING

This manoeuvre can be performed on all levels, but is only needed on the later levels. It is performed by pressing **FIRE** while freewheeling. Use the duck to pass under low barriers. Should you come to a halt while ducking you will get up immediately, so make sure you're going fast enough to clear the obstacles.

OBJECTS AND USES

FLAGS	Mark the beginning and end of the course.
ARROWS	Mark the course route. Ignore these and you may get lost or miss gates.
CONES	Used in pairs to mark a course gate.
TYRES	Used as course guides and obstacles to jump over.
BOXES	Used as course guides and obstacles to jump over.
CANS	Bonus multipliers. At the end of the level your score is multiplied by the number of cans knocked over – get as many as you can.
PILLARS	Support the roof of the car park! They may look small but you can't jump them.
RAMPS	To jump off, allowing complex jumps and twists.
OIL	Skating into an oil patch will make you skid. Avoid!
GLASS	Uneven and tiring surface.
SAND	Slows you down swiftly. Tiring to skate through.
POTHOLE	Throw you into a short skid at a random angle.
HOLES	Fall through floor – instant death – avoid at all costs.
TARGET	Skate onto this slowly to present yourself for judging at the end of a course.

Other skaters will also be skating in the Car Park. Some are nasty, some are just a nuisance, all will knock you down if you hit them.

CHAMPIONSHIP COURSE

Level 1:	Freddy must dodge and duck the obstacles in the building site without being caught out by the angry 'bricks'.
Level 2:	Here he must cross the lake to the park, avoiding the deadly wildlife.
Level 3:	Down in the London Underground, Freddy skates through the tunnels over the electric cables and battle with the giant rats.
Level 4:	Out on the street, Freddy causes havoc amongst the pedestrians and fights rival gangs.

Move the joystick from left to right to build up speed, but be careful as Freddy will trip over surfaces which are not smooth if he is skating too fast.

CBM 64/128

Collect the litter which is scattered around the course. If you reach the end of the course you will be able to exchange the litter for money with which you can buy pads, gear and wheels to increase your CRED and help you through the game. An option will then be given to either load in the next level or reload the 'Car Park Challenge'.

SPECTRUM & AMSTRAD

Points are awarded for picking up tools and valuables, performing somersaults, jumping or ducking hazards and throwing missiles at anything in your way. Items will drop into Freddy's bag when collected, indicating the number of weapons or objects collected.

If Freddy gets to the end of the course, an option is given to load in the next level, or reload 'Car Park Challenge'.

CONTROLS

CBM 64/128	(GAME A)
Joystick Controls	
LEFT/RIGHT	SKATE LEFT/RIGHT
DOWN & FIRE	JUMP
DOWN	DUCK
Keyboard Controls	
CTRL	PAUSE
C (CBM key)	MUSIC/EFFECTS TOGGLE
RUN/STOP	TO QUIT (in pause mode)
	(GAME B)
Joystick Controls	
LEFT/RIGHT	SKATE LEFT/RIGHT
UP	THROW OBJECT
DOWN	DUCK
FIRE	JUMP
Keyboard Controls	– As above.
Move the joystick alternately LEFT and RIGHT to make Freddy skate along.	
SPECTRUM/AMSTRAD: Use Joystick or Keys	
Q	UP
A,Z	DOWN
J,K,I,O	LEFT
L,P	RIGHT
M,SPACE	FIRE
LEFT/RIGHT	SKATE LEFT/RIGHT
UP	JUMP
DOWN	CROUCH/PICK UP
FIRE	HIGH THROW
FIRE & DOWN	LOW THROW
'CIRCLE' JOYSTICK	SOMERSAULT

COMMODORE 64 USERS – Please Note

There is no fatigue meter – this is replaced by the 'OUCH' meter. The main difference is that if this meter reaches the top you lose one life rather than all of them.

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SKATE CRAZY™

ISTRUZIONI DI CARICAMENTO

CBM 64/128 CASSETTA
Premi contemporaneamente i tasti **SHIFT** e **RUN/STOP**. Premi **PLAY** sul registratore e poi segui le indicazioni sullo schermo.

SKATE CRAZY

Freddy deve ronzare in giro sui suoi pattini, esibendosi in figure mozzafiato. Le mosse riuscite ottengono punti, ma l'importantissimo CREDOMETRO si alza solo quando riesci a fare imprese da 'fanatico'. Tieni d'occhio l'OUCH/FATIGUEMETER (AHIA/FATICOMETRO) però, perché questo misura le scorticature e i bozzi, che naturalmente portano ad una perdita di Credibilità.

SKATE CRAZY si compone di due parti separate ma interfacciate, la SFIDA NEL PARCHEGGIO (CAR PARK CHALLENGE) e il PERCORSO DEI CAMPIONI (CHAMPIONSHIP COURSE). A differenza dei normali giochi per computer, qui puoi passare dall'uno all'altro senza perdere il tuo livello o i punti accumulati.

LA SFIDA NEL PARCHEGGIO

Tu e i tuoi amici pattinatori avete invaso un vecchio parcheggio a multi-piani non usato in disuso, dove adesso si tiene una gara per trovare il campione dei pattini.

Ogni piano del parcheggio è stato trasformato in un percorso, usando copertoni, scatole, coni di plastica spartitraffico, barattoli, rampe, ecc. Su questo percorso devi pattinare eseguendo figure che stupiscano i giudici, mentre volteggi tra le porte a tempo.

Al termine del percorso – se lo finisci – i tuoi compagni giudicheranno la tua prestazione assegnandoti dei punti che decideranno se puoi passare al prossimo livello.

Per impressionare i giudici, hai a disposizione un'ampia varietà di figure – salti da terra o dalle rampe, giravolte al volo, salto di ostacoli, ecc. Comunque, devi stare attento a non stancarti troppo. Saltare, cadere, rovinare a terra e scivolare, sono tutte cose molto faticose che verranno registrate dal fatimetro. Quando questo arriva al massimo, dovrai ritirarti esausto!

Quando passi tra le bandierine di partenza, il contatore sullo schermo si attiva. Prima che il tempo scada, dovrai raggiungere la prossima porta – un paio di coni (coni speciali, se si tratta di una porta all'indietro), oppure le bandierine al termine del percorso. Se non riesci a completare una sezione tra le due porte, perdi una delle tue quattro vite. Se arrivi alla prossima porta con il contatore sul verde, guadagni un premio. Un altro premio lo ottieni se non sei caduto dopo l'ultima porta.

Se ti perdi o sei nei guai, puoi saltare le porte, ma quando ne salti una, devi poi passare la prossima – e ne puoi saltare solo un massimo di cinque, oppure vieni squalificato!

ATTENZIONE

Sulla versione CBM 64 di SKATE CRAZY, tutte le porte sono segnate da bandierine. Quelle gialle contrassegnano porte normali, mentre quelle rosse contrassegnano le 'porte indietro'.

Dopo che i giudici hanno assegnato il loro punteggio – e a condizione che tu li abbia impressionati a sufficienza per procedere al prossimo livello – verrai messo davanti a due porte. Pattinando verso quella di DESTRA, vai al prossimo livello della SFIDA NEL PARCHEGGIO. Quella di SINISTRA, ti porta sul percorso dei CAMPIONI.

Passando da un gioco all'altro non ti fa perdere il tuo livello in nessuno dei due. P. es: se passi dal percorso dei Campioni dopo aver completato il livello 2, e poi torni alla SFIDA NEL PARCHEGGIO, riprenderai dal livello 3.

Per terminare il gioco, devi completare tutti e quattro i livelli in ciascuna parte del programma.

I GIUDICI: Vi sono quattro giudici, ognuno dei quali valuta aspetti diversi delle tue abilità di pattinatore.

MUOVERE FREDDY

Se tieni il joystick nella direzione richiesta, Freddy pattina in quella direzione accelerando fino alla velocità massima. Quando lasci il joystick ce ritorna in posizione centrale. Freddy va a ruota libera fino a fermarsi.

Per far voltare Freddy mantenendo la velocità, sposta il joystick su una posizione adiacente (se vai su, allora su-sinistra e su-destra sono posizioni adiacenti). Se muovi il joystick sulla direzione richiesta usando le direzioni adiacenti, Freddy compie una grossa voltata a secco.

ATTENZIONE

Sulla versione CBM 64, dopo aver completato un livello, vieni posto su una rampa. Per andare al prossimo livello della SFIDA NEL PARCHEGGIO, pattina verso DESTRA, oppure verso SINISTRA per il PERCORSO DEL CAMPIONE.

Muovendo il joystick in una direzione non adiacente, Freddy si ferma e poi riparte nella nuova direzione (utile per le frenate).

SALTI

Freddy può saltare in due modi – da terra e dalle rampe. Per saltare da terra, seleziona l'altezza del salto mediante il bottone di **FUOCO** e il misuratore di potenza. Muovendoti nella direzione e alla velocità richieste, tieni schiacciato il bottone di fuoco e il misuratore si alza rapidamente. Quando arriva alla potenza richiesta per il salto, rilascia il bottone. Saltare ostacoli a terra, richiede un perfetto tempismo. Il salto dalle rampe è pressapoco lo stesso – una volta raggiunte direzione e velocità, seleziona la potenza di salto con il pulsante, ma adesso la rampa rilascia automaticamente la potenza non appena ci sei sopra, per cui tieni pigiato il bottone fino a quando non hai iniziato il salto. Se lo rilasci troppo presto, finisci per saltare la rampa come uno degli altri ostacoli.

I giudici assegnano il punteggio ai salti basandosi sulla varietà e complessità della manovra. La complessità viene data dal numero di mezze giravolte e cambi di direzione, oltre ad un perfetto atterraggio (atterrare all'indietro risulta particolarmente gradito).

