



SKATE OR DIE™

By Michael Kosaka, Stephen Landrum & David Bunch

COMMODORE 64 & 128*

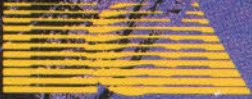
*in C64 emulation mode
1541 & 1571 disk drive

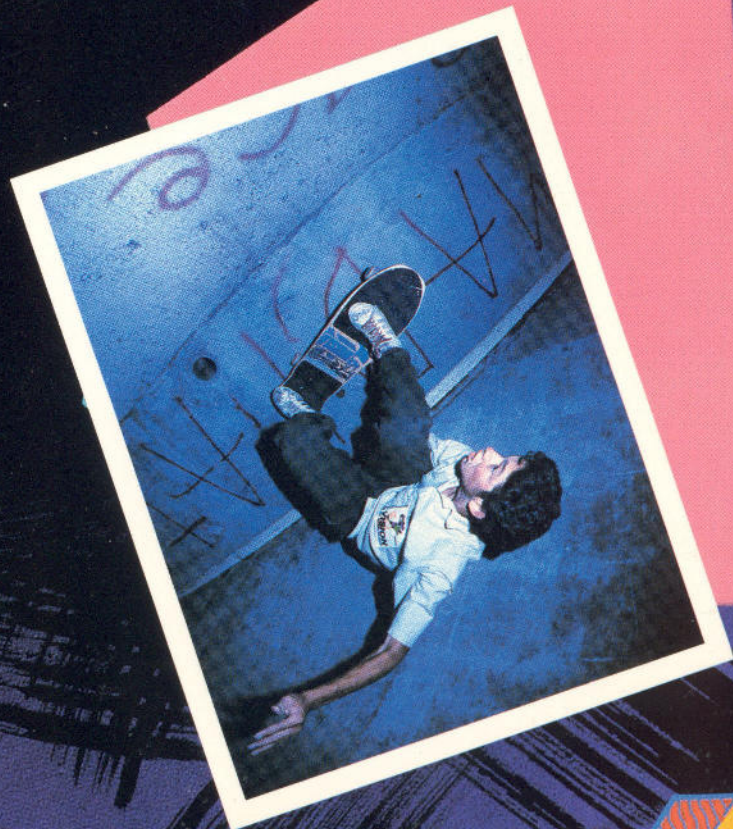
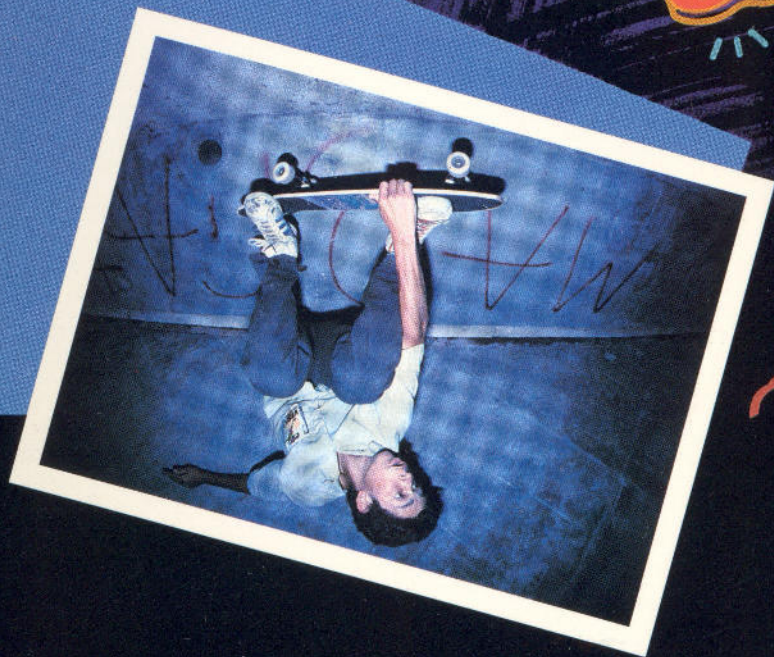
Joystick required

1 - 8 players

SKATE OR DIE

1604


ELECTRONIC ARTS®



Credits:

Software Graphics: *Michael Kosaka*

Software Programming:

Stephen Landrum & David Bunch.

Associate Producer: *Don Traeger*

Technical Support: *David Maynard*

Product Management: *Kelly Flock*

Art Director: *Nancy L. Fong*

Package Design: *James C. Blair*

Package Illustration: *Steve Lyons*

Music: *Kyle Granger and Rob Hubbard*

Sound Effects: *Christopher Grigg*

Artist and Screen Photography:

Frank Wing

Package Photography:

MoFo (Thrasher Magazine)

Cover Skater: *Steve Caballero*

Inside Skater: *Mark Gonzales*

Skateboards for artists courtesy

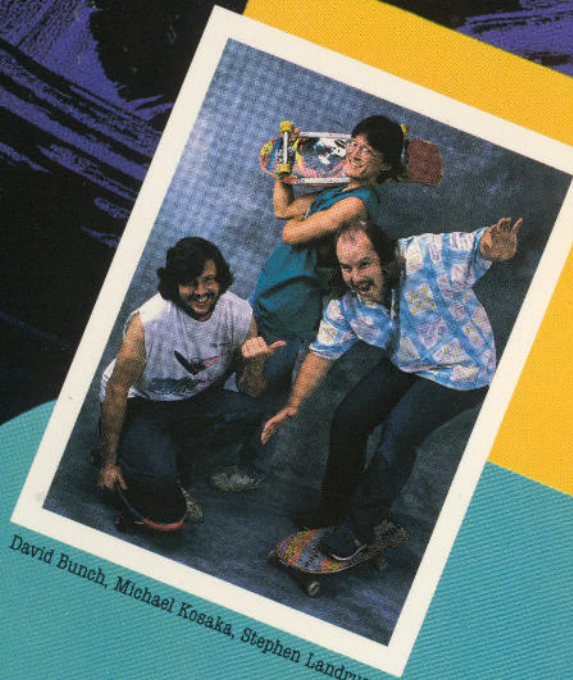
Glenn McIntyre's Skatearama

Skate or Die title theme music © 1987
Rob Hubbard. Used with permission.

Software and Package design © 1987
Electronic Arts. All rights reserved.
Simultaneously published in Canada
and the U.S.A.

About our company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send \$1 and a stamped, self-addressed envelope to: Electronic Arts Catalog, 1820 Gateway Drive, San Mateo, CA 94404.

Screenshots represent Commodore 64 only; others may vary. Commodore is a registered trademark of Commodore Electronics, Ltd.



David Bunch, Michael Kosaka, Stephen Landrum

Artist's Bio:

Michael, Stephen, & David bring over thirty years experience in building great software to Skate or Die. The list of products they've worked on reads like a Hall of Fame of computer entertainment. Together and separately the guys are a part of such hits as The Temple of Apshai Trilogy," Summer Games," GFL Championship Football," Destroyer," and our favorite, Communist Mutants From Outer Space." Their hobbies include bare-handed jackal hunting and ceramic rodent renditions. They were last seen skateboarding down the corridors of Electronic Arts with joust boffing stick in hand screaming "Lester forever!" If you like Skate or Die drop them a line care of Electronic Arts and we'll see that the nurses read it to them.

Communist Mutants From Outer Space,"
Temple of Apshai Trilogy," Destroyer,"
& Summer Games," are trademarks
of Epyx, Inc. GFL Championship
Football" is a trademark of
Activision, Inc.



Smokin' the Half Pipe

Roar down the ramp and fly up the other side. Live on the edge where you go for rock 'n' rolls, hand plants (shown here), leg plants, rail-slides, even methods. Get airborne for 720's, ollies, front & backside aerials, and tweaks.



Downhill From Here

Race downhill through hurdles, gravel, and bushes. Duck quickly and shoot the drainpipe (shown here). Radical stunts and the fastest time make a winner.



Rodney's Skate Shop

Stop by and pick up a board, check the high scores, grab a boffin stick, or shoot the bull. He's rude and raucous, but he's got the only store in town.



Hit the Streets

From Rodney's you're set to skate and annoy. 5 unique events capture all the action and none of the scars of real skateboarding.

GO SKATE OR GO HOME



Skate & Destroy

Karate chop your way down the baddest alley in the neighborhood. Smash up trash cans, bottles, fences, and the other guy. Bad skaters ramp off the cop car.

Mad Max on Wheels

Two skaters square off in the pool joust. Wipe Lester's grin off his mug or play up to 8 skaters in elimination bouts to the death.

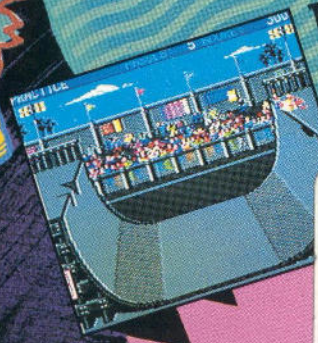
Meet Lester

After you cream Poseur Pete and wreck Aggro Eddie you're ready for Lester. He's stupid, mean, & ugly. But bionic.



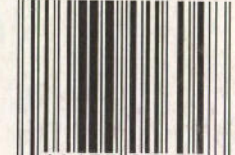
The Aggro Zone

Master Ramp Freestyle and go on to dizzying heights in the High Jump.



Electronic Arts provides a limited ninety-day warranty on the recording media. The warranty does not apply to the software programs themselves, which are provided AS IS. Made in U.S.A. 160401

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