

Event Stuff

OK, here's the royal scam for you soon-to-be ex-poseurs on all the events. That's right, events. The time for playing games is over. There are five events that you can skate individually, or in sequence with "Compete All." But you have to have two joysticks to "Compete All" against a buddy. If you don't have a buddy, we'll supply Lester. In tie situations, skaters that were in first, second, or third place going into the tie, always win the tie.

Downhill Jam: Inner city, back alley blazin'. Pop soda cans, mash trash cans, bust a few bottles, crash flower pots and, hey, why not each other! You fight time and your buddy (if you ain't got one, we supply Lester) to reach the main street first. Careful though, there's a reception party waiting. The controls are like Downhill Race, with REGULAR and GOOFY foot options available. Oh yeah, this time clicking while leaning the controller does the clobberin' stuff. Click and lean into the direction you're facing to punch, either high, middle or low depending on where you're leaning the controller.

Click and lean away from the direction you're facing to kick, either high, middle or low depending on where you're leaning the controller. (The high and low combat moves are on the diagonals. The middle stuff is straight to the sides.) If you have an odd number of skaters in "Compete All" mode, the odd guy skates against Lester. You won't get any bonus points if you skate longer than two and a half minutes.

Downhill Race: It's a quiet day in the park. No bratty kids. No construction workers. No park rangers. Prime time for thrashin'! Race against time and collect bonuses along the way. Skate under, through, on top of, over, and along any number of "opportunities."

Pick your own style of controls on this one. REGULAR foot means pulling the controller back moves you down-hill, controller forward makes you slow or stop. Click and forward is a jump, click and back is a duck. Click and right/left does a "slide turn" (a fast way to cut a corner). GOOFY foot means you control the skater as if you're on the board. Moving the controller forward moves you down-hill, pulling back makes you slow or stop. The duck, jump, and slide turn moves also work when you skate goofy. Try both styles to see which you like best. You won't get any bonus points if you skate longer than one and a half minutes.

Pool Joust: An empty pool, a sunny day, and a boffing stick. Skate heaven! Rules are simple. Two go in, one comes out. It's a rad new twist on the game of tag. You get five passes to get your opponent, then he takes the boffing stick and the tables are turned — you're it. First one to get three slams on the other guy wins, but you gotta win by two. There can be only one winner. If you have more than one skater in "Compete All" mode, then a round-robin determines the lone winner. The controls are a simplified version of Ramp Freestyle, with Rock-n-Rolls, Rail Slides, Kickturns, and Ollies. No pumping needed cause this time a click readies the boffing weapon for action. You can only hit the other guy when your stick is flashing, so think and act quick.

Now we'd like you to meet a few of our local pals (if you can't find your own to joust with.):

Poseur Pete: Just wants to look good for the betties. Don't let him worry you. He's a good one to go against if you're still learning your moves.

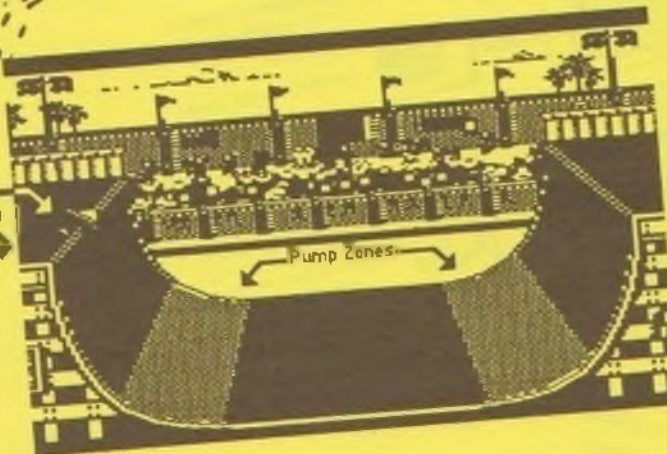
Aggro Eddie: Knows how to blaze in a pinch. Eddie is good competition for most rakers.

Lester: Deadly. Nothing sketchy about this guy, his old man, Rodney, taught him how to thrash.

High Jump: Sheer guts event. No two ways about it. Go fast to get high. While you're in the ramp, move the controller rapidly in any direction to build speed — but you can take a breather while you're in the air if you want. You get a maximum of five passes on the right side where the height marker is. Of course, you don't have to wait all five passes. To actually go for it and record the attempt, click the button at the highest point of your jump. If you time the click just right, your tweek will add a few inches. If not, it's time to bail.

Freestyle Ramp: There's a hundred feet of wood and steel, curved into a wide and smooth U-shape (see next illustration), just waiting for someone like you to pop some incredible moves. You start on the left platform, aching to boogie. Move the controller forward or back to choose your entry position. Sorry, no channel drops. The channel is slam territory in this event.

The Channel
(also the Canyon)
Platform



After you drop in, you'll have ten passes through the ramp, executing tricks at the left, right, or both ends. As you make a pass, click the button in the pump zones to increase your speed and to select a particular trick. You'll also need to lean the controller either into the direction you're going or away from the direction you're going.

Trick	# of Pumps Needed	Lean Controller
Kickturn	None	Away from current direction
Rock-n-Roll	None	Into the current direction (a click or lean drops you back into the ramp. Don't get too greedy with the timing)
Footplant	One	Away from current direction
Rail Slide	One	Into current direction (move controller forward or back when on the platform to rail slide. A click or lean drops you back into the ramp.)
Handplant	Two	Away from current direction (you get a bonus for holding this move...up to a certain point!)
Ollie Air	Two	Into current direction (rotate in the air by leaning the controller left or right — opposite direction to stop spin. 180,360, or 540!)
Aerial	None, One or Two	No lean (rotate in the air by leaning the controller left or right — opposite direction to stop spin. 180,360,540 or 720!!)

Remember, one click in a pump zone counts as one pump. To get two pumps in a pass, pump once in each pump zone. Over-the-channel aeriels score big, as does executing a wide range of tricks end to end. Gettin' stoked? Try tweeking your aeriels by clicking in mid-air! Sound complicated? Ain't no better way to learn than to pull up your pads and GO SKATE!

SkateLingo

Aerial: Any move which causes all the wheels of the board to be off the ground at the same time.

Backside-air: An arcing aerial in which the skater faces the ground with his back to the sky.

Bail: When you abort your trick and prepare to fall.

Betties: Women.

Bio: To skate good or radical.

Coping: The rounded top edge of a ramp or pool.

Drop In: To roll into the pool or ramp from a standing start.

Footplant: A move in which the skater launches into the air with one foot while keeping the other foot on the ground.

Frontside-air: The opposite of "Backside-air," while the skater holds the board to his feet with his other hand.

Kickturn: A very simple, very basic move in which the skater forces the tail of the board down, lifting the nose, in order to turn or spin.

Ollie: An aerial performed without the skater grabbing the board with his hands.

Rail Slide: A Rock-n-Roll done while sliding the board along the edge of the ramp. Usually the skater balances the board so that each pair of wheels is on a different side of the object the skater is balanced upon, doing a kickturn and rides back.

Rock-n-Roll: This is any move performed with the board along the edge of the ramp or pool.

Sketchy: Skating with uncertainty, or generally poor skating.

Slam: You figure it out.