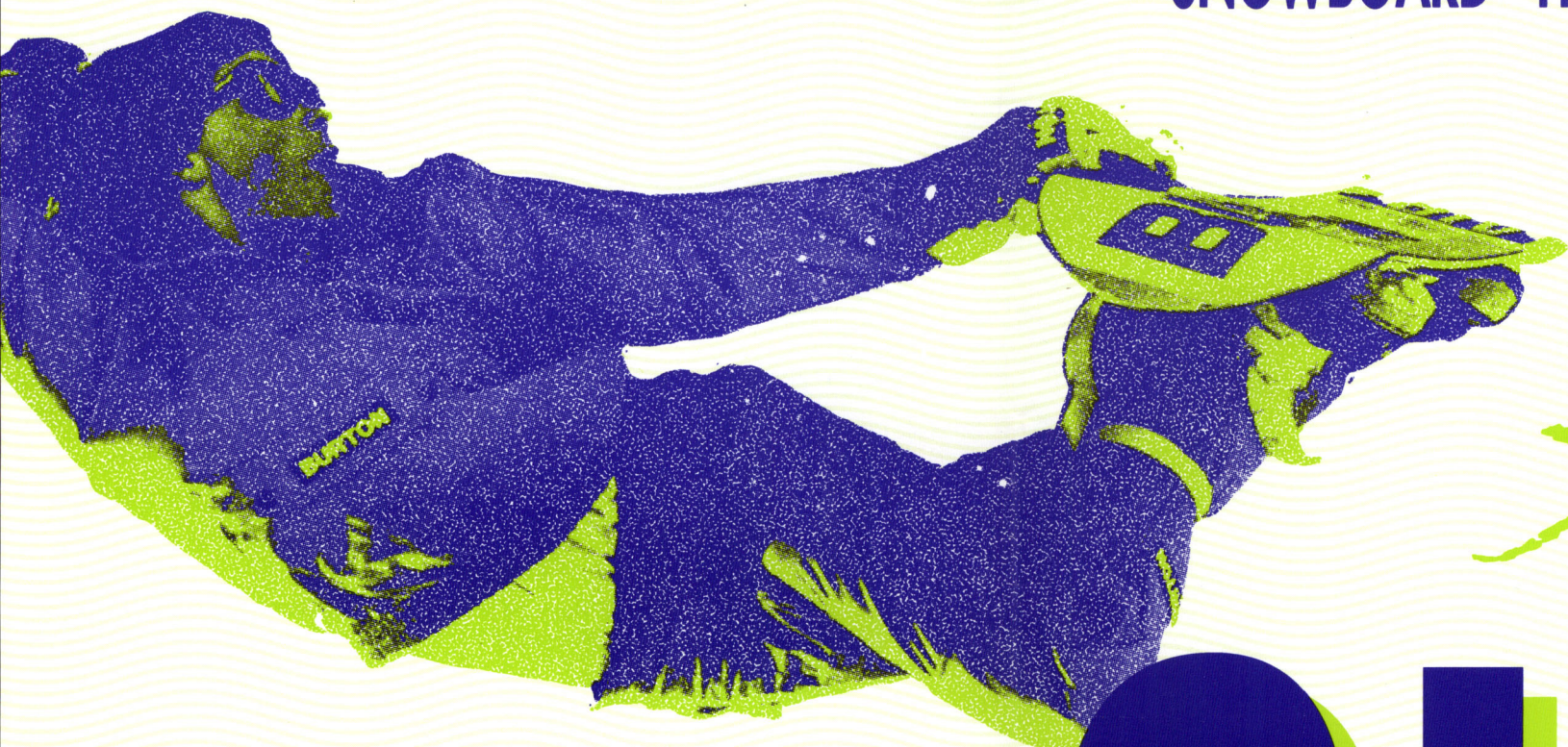


SNOWBOARD HALF-PIPE



ACRO

ERIALS

INNERTUBE THRASH



DOWNHILL

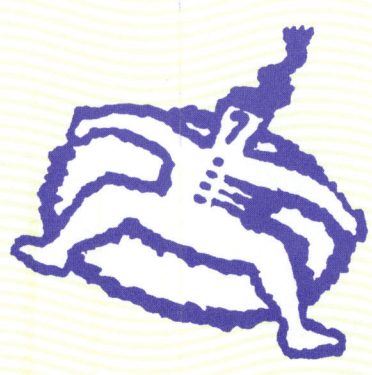
BLITZ

# SKI OR DIE

TM

BY MICHAEL ABBOT, NANA CHAMBERS,  
AND MICHAEL KOSAKA

SNOWBALL BLAST



ELECTRONIC ARTS®

Rodney's Ski Shop

Scan the current high scores

Sign up for competition; change controls

Serious alpine activity (High scores saved)

Snow sports ain't for powder puffs!

HIGH SCORE  
SEA  
SKI  
DIE

PLAYER

GO COMPETE GO PRACTICE

Mellow mountain schussing (No scores saved)

Select the clipboard to change what controls what.

SIGN IN

1ST PLAYER  
2ND PLAYER  
MUSIC  
TO RODNEY'S

PLAYER 1  
PLAYER 2  
PLAYER 3  
PLAYER 4  
PLAYER 5  
PLAYER 5

Change controls

Turn tunes on/off

Go back to Rodney's

Sign up for ice insurance (Compete mode)

Check it out...

Select GO PRACTICE if you just want to ski and sightsee. Once you're outside Rodney's, just glide over to an event.

...or go for fly time!

You gotta sign up before you can try chomping with the serious glacier chasers. To sign up, select the clipboard. Drop down to an open slot and enter your name. Now go back to Rodney's and select GO COMPETE. Outside Rodney's, you can compete in any single event or try hacking them all by skiing over to COMPETE ALL.

RODNEY'S WINTER WONDERLAND

Down this path to compete in all the events. No slouches here.

Slick snowboards and fierce snowbunnies. Pristine acreage of groovular snow packed in a pleasing arrangement. Need more?!



Fire ice spheres at the troubled youth of tomorrow.

Peak performance at 3,000 feet. These Black Diamonds aren't a girl's best friend.

The wild man's ski jump. Achieve double-digit sky time and gyrate your way to glory.

Head-to-head zonking down a wicked mountain via infernal inflatables. Knives encouraged.

Snowball Blast

Seems that Rodney left you in charge of guarding the munchies stash until after dinner. The problem? A bunch of not-so-nice snotheads armed with ice want snacks now. Move fast 'cause they're coming from all sides. Take out as many of them as you can before their snowballs turn you into Frosty the Snowman.

Blast-ables

Brats — Real close  
Close  
Farther  
Way out

25 pts.  
50 pts.  
75 pts.  
100 pts.

Chainsaw Bunnies (revenge!) — 30 pts.

Eskimos — 30 pts.

Bermuda Bears — 30 pts.

Punk Penguins — 50 pts.

Most Abominable SnowThings — 30 pts.

Get-ables

Snowball Stash — Ammo

Shovel — Helps dig you out of your snow coat

Star — Rapid-fire blasting for a limited time only

Untouchables

Ski instructor — Always out-of-season. -25 balls if you nail one, accidentally or otherwise.

If it's a blast-fest between you and your pals...  
...forget the formalities: In Compete mode you each get 60 seconds to take out 50 kids. Take out all 50 kids and go into bonus blasting time. Good shooters: Add 1 point for each snowball left at the end of the event.

Acro Aerials

This ramp is built for speed and altitude, not sleaze and attitude. Wind up the revs as you proceed down the incline and sky high for serious air. More sky, more fly, it figures.

Press the action button to start downhill.

See the Command Summary Card on how to go to warp drive coming down the hill. The faster you go, the higher you jump — and the more stunts you can do.

As soon as you're airborne, make like Mary-Lou.

You *hold down* the action button for most of these stunts, but there's a couple where you don't need to.

NO BUTTON

Backflip:  
Pike

Backflip:  
Layout

PRESS ACTION BUTTON

Backflip:  
Tuck

Spread-Eagle

Moebius Flip

Daffy

Split Jump

Double Backflip

Back-scratch

Moebius Flip

Wow! -ing the judges.

5 judges sit in the wings waiting to rate your gonzo aerial dynamics. A judge will give you anything from 0 (if you completely blew chow) to 10.0 (if you were at peak performance). 5 judges, 0-10 points each — Mr. Math tells us that's 0-50 points per jump. Here's what the judges say they like to see:

**DIFFICULTY** — The moves in grey (in that diagram up there) take a lot of polishing. One or two per jump prove you're no poseur.

**VARIETY** — Don't let the judges think you rage at one stunt and stink at the rest. Display your stud-mastery of many moves.

**FLUIDITY** — Not your favorite soft drink, but how cleanly you move from twist to flip to split, etc. No stutters or pauses in transition, OK?

How many jumps when competing?

Three.

Snowboard Half-Pipe

5 feet of snowboard, 180 degrees of snow and 20 degree cold. Take 2 minutes to tear down this tube, displaying your talent for air. Fire off tricks from the tube floor, off either lip, or from the occasional mogul. Big speed means big points and big bruises. Snag the punked-out penguins but slide clear of the bunnies with power-tools — a fall will cost you 5 seconds. Those logs can trip you up, too.

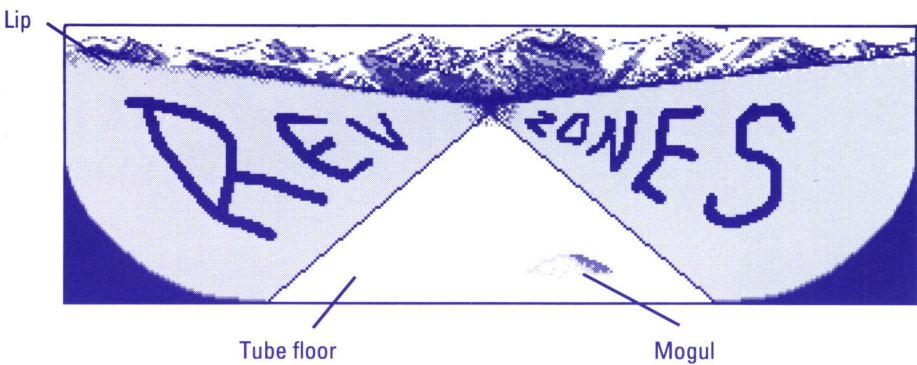
Eyeball the indicators to check out yer RPMs.

12-molar yawn speed (Speed 1)

Airborne potential (Speed 2)

Wide-open full-throttle velocity (Speed 3)

Increase speed? Move in and out of the rev zones!



Keep your peepers peeled for these half-pipe hitch-hikers.

Worth 15 pts.

Worth some snow burn

Worth a face plant

Innertube Thrash

Lester and Aggro Eddie found some old truck innertubes in a garbage dump last summer. Lester kept them. Lester brought them up to the slopes. Lester wants you to hop one and join him for a downhill joust! Go head-to-head with your buddies, or thrash with Lester down a vertical glacier. Half of the battle is beating the other guy down the hill — for that you need a good, pumped innertube. The other half is slowing the other guy down — for that you need a good, sharp object.

Bust the other guy's bubble with one of these.

Dinner Fork - OK, but better for Tamales

Lawn Dart - Pretty good popper

Beaver Scout Pocket Knife - The Deflator Supreme

Rotate and face your opponent to cause grief and misery.

Pumps and patches give you air, traps take it away.

Patch - A sigh of relief

Pump - Take a deep breath

Mousetrap - Lester's calling card

Beartrap - Major ouch thing

The score on scoring.

**GETTING HELP** — Pick up an object and get points. 25 per weapon, 15 for a pump or patch.

**PUNCTURE POINTS** — Inflict damage with the dinnerware, get 50 pts. A hurt with the dart: 125 pts. Mega-cash value of 225 for slashing his steed with a pocket knife.

**CATCH-UP** — If your buddy gets left behind and has to catch up to you (from the top of the screen), collect 100 pts.

**FIRST ACROSS THE FINISH LINE** — 1000 pts. That's supposed to be the goal, after all.

Compete All

A mammoth marathon — keep your cool through all 5 events, one after another. Points are awarded for each event — 5 points for top dog, 3 points for 2nd place, 1 for the 3rd place, and 0 for any stragglers after that. Added together, these make up your OVERALL (cumulative) score for the competition. The points you actually scored in the event appear next to your name under SCORE. The Innertube Thrash is the last event. When it's over, check out the scores to see who won the competition.

Downhill Blitz

Drop in, the powder's fine. Time and technique are everything in this event. Scream down the trails and airtime trick your way to mondo points. Crashes cost you time — take a detour into a tree, add 5 seconds. Don't be afraid to blaze a few trails yourself, though — you never know what you'll find. Stay on your skis all the way (no wipe-outs), score an extra 1000 points.

Press the action button to start the clock.

The main idea is to get down the hill as fast as you can, but the more stomach-dropping stunts you do along the way, the better.

Tricks off the cliffs mean extra points.

When you jump, *hold down* the action button and go in one of these directions:

50 pts.

Back-scratch

360 Helicopter

Daffy

Spread-Eagle

75 pts.

Cliff — hotspots for airtime activity

The moves you can do depends on your speed.

Hold down the action button and move in one of these directions:

**TUBE**

**SPEED 1**

5 pts.

Jump

5 pts.

Jump

5 pts.

Jump

5 pts.

**MOGUL**

10 pts.

High Jump

20 pts.

Back-scratch

Front V

20 pts.

Front Lean

10 pts.

**LIP**

40 pts.

Back Bend

30 pts. + time held

Hand Plant

Back Bend

30 pts. + time held

**SPEED 2**

10 pts.

Jump

10 pts.

Twist

10 pts.

Twist

10 pts.

Jump

10 pts.

**SPEED 3**

20 pts.

360 Jump

20 pts.

Double Twist

20 pts.

Double Twist

20 pts.

360 Jump

20 pts.

**MOGUL**

50 pts.

360 grab

50 pts.

360 grab

50 pts.

Back-Flip

50 pts.

**LIP**

60 pts. + time held

Rail Slide

200 pts.

Ollie 180

225 pts.

360 Back Scratch

250 pts.

**MOGUL**

100 pts.

Double Front Flip

100 pts.

Back Side-Flip

100 pts.

Front Side-Flip

100 pts.

Double Back-Flip

100 pts.

**LIP**

225 pts.

McTwist

250 pts.

540

250 pts.

360 Back Scratch

250 pts.

Variety really rocks Lester's gizzeroids...

The points up there in the chart are what you get when you *first* do a move. But nobody wants to see the same move over and over. So Lester's only gonna give you half points if you repeat the move you just did. Lester also hands out a bonus at the end of the run. Want the big bonus? Do as many of the moves as you can in the run.



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