



MIDWAY HOME ENTERTAINMENT INC.
P.O. BOX 2097 CORSICANA, TX 75151-2097
www.midway.com



720° ©1986 Atari Games Corporation. All Rights Reserved. 720° is a trademark of Atari Games Corporation. MIDWAY is a trademark of Midway Games Inc. Used by permission. Converted by Digital Eclipse Software Inc. Distributed by Midway Home Entertainment Inc. under license.

PRINTED IN JAPAN

EmuMovies

Nintendo

GAME BOY COLOR

720°

TM

Instruction Manual



DMG-AA7E-USA

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

EVERYONE
NO DESCRIPTION



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. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY COLOR AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989, 1998 NINTENDO OF AMERICA INC.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

TABLE OF CONTENTS

GETTING STARTED	3
CONTROLS	4
SKATE OR DIE!!!	5
DIFFICULTY SELECT	6
EARNING POINTS	7
EARNING CASH	8
GO FOR THE GOLD	9
THE PARKS	10
THE SHOPS	11
HITTING THE STREETS	12
OUCH!	13
HINTS	14
CREDITS	15 - 17
WARRANTY	18

GETTING STARTED



Power On / Off

- Make sure the POWER switch is in the OFF position.
- Insert the Nintendo GAME BOY Game Pak into the slot on the back of the Game Boy body, label facing AWAY from play side.
- Slide the POWER switch to the ON position to turn ON the power.
- Follow gameplay instructions on pages 7 & 8.

CONTROLS

Before you take to the streets, learn the controls!



Power On / Off

Player Direction

Jump

Kick / Push Off

SKATE OR DIE!

Welcome to "Skate City, U.S.A.," a skateboarder's paradise. Here you'll find not only some great parks to tear it up in, but along the way, you'll encounter some of the best jump ramps, banks, walls and obstacles to skate on. You'll then earn cash to purchase better equipment, allowing you to shred even more than before. Gather enough points to earn park tickets that give you access to four different skate parks!

Try either the half-pipe, slalom, jump or downhill parks! But watch out for things that'll make you go from a judo air to a face plant! Cars, body builders, frisbee tossers and other skaters are waiting to make you eat concrete. But watch out for those killer bees! If you waste too much time, they'll hunt you down and put you in a world of hurt. So lace up those shoes, strap on that helmet and put on your pads, 'cause it's time to Skate or Die!

DIFFICULTY SELECT



Before you start your session, you can select the level of difficulty you want to play at. Two choices are available: **Expert** and **Training**. Playing on Expert level will challenge you to perform better at the parks and earn more points to get tickets!

Remember, scoring points will get you tickets and getting tickets gets you into the parks to earn cash prizes. Training level is an easy game mode that starts you off with three tickets and \$100 in your pocket. Use the Training level to improve your skating, then give Expert a shot. Yeah, Training is easier, but where's the fun in that?

EARNING POINTS



Current point total

In order to skate the parks located in Skate City, you've got to have a ticket to get in. Tickets are awarded every 5,000 points. You'll start off the game with tickets that are good at any park, giving you freedom to go to whatever park you want to go to.

You can earn points at the parks for completing tricks or scoring high enough in the competition. Points are earned on the street for doing tricks off of and around the various obstacles. You'll have to practice though, because if you don't have a ticket, you don't get into the park.

EARNING CASH

Just like earning points in a competition, you're awarded cash as well. After skating one of the parks, you'll receive a medal. Each medal carries a certain cash award depending on what place you come in (see **GO FOR THE GOLD** on page 9).

Use your cash award to buy stuff at the four skate shops located in Skate City (see **SHOPS** on page 11). In addition to earning cash at the parks, you can pick up some extra cash blowing around on the streets of Skate City. Just keep an eye out and you'll see it.



Current cash total

GO FOR THE GOLD



Each time you skate at one of the parks, you are awarded a medal for your performance. Each medal carries a certain cash amount and is used to buy things at the different skate shops to improve your riding.

There are 10 different classes in the game. Depending on which class you are playing at, the cash amount for each medal will be larger each time you reach a higher class. The cash amount is given out with the most cash awarded for a GOLD MEDAL. The next highest amount is given for a SILVER MEDAL. The least amount is given for the BRONZE MEDAL. If you are bad enough to get the STAMP LICKER (mouth with the tongue sticking out), you won't get any money for your efforts. Try to do well because the more money you get the more equipment you will be able to buy!

THE PARKS

Within Skate City there are four different skate parks. A Ramp, Downhill, Jump and Slalom park all are available to show off your skating skills. In order to gain entry into the parks, you need a ticket (see EARNING POINTS on page 7). Tickets get hard to come by as the game progresses, so make sure you score well during the game.



RAMP PARK

Here you'll find a half-pipe to skate. Perform hand plants, slides or even a McTwist!

DOWNHILL PARK

In this park, beat the timer to earn your medal. The faster you finish, the more points you earn.

JUMP PARK

Earn points for jumping and landing on targets. Spin in the air for more points!

SLALOM PARK

Navigate through the flags to beat the timer. It's not as easy as it looks!

THE SHOPS

Use the cash you get to buy stuff at the four skate shops within Skate City. Everything you buy will help you, so spend your money and don't be cheap. Remember, the prices go up the further you get in the game!

HELMET SHOP

Protect your melon with a helmet. A helmet will also help you to not fall as much.

SHOE SHOP

Get some shoes here. Not only will you look cool, but it'll help you start faster and perform higher jumps.

BOARD SHOP

Buy yourself a new board at this shop. A new board will give you greater speed.

PAD SHOP

Having pads on won't slow you down, it'll help you get up faster after you slam!



HITTING THE STREETS

When you skate around on the streets of Skate City, you'll find a number of things that'll help you out. Some will help you sharpen your skills, while others will help you earn points to keep going!

CITY MAP

Maps found on some corners of the city will help you to keep track of where you are when times get tough!



FREE PARKS

Nothing is better than when it's free, so use these parks to help you earn more points. Jumping over obstacles and knocking down your enemies will help you get secret bonus points!

OUCH!



Sure Skate City is a skater's paradise, but you still have to watch yourself. There are a number of things to be cautious of as you tear up the streets. Around the park entrances you'll find the usual frisbee throwers, body builders, etc. to block your way into the park.

In the free parks you'll have to watch out for other skaters and unicyclists crossing your path. Don't skate too long in the streets either, 'cause there are cars out there waiting to make you into a hood ornament! Now if your time runs out, you'd better make it to a park 'cause that swarm of bees will be after you in no time! So stay sharp, skate hard and by all means, Skate or Die!

HINTS

Here are several tips to help you out in Skate City:

- Watch for loose cash blowing around in the streets.
- Skating the Free Parks will help you get points.
- Jumping over obstacles helps you earn more points.
- Try to take jumping short cuts in the Downhill Park.
- Sliding in the Ramp Park will help you get a better score.
- Make sure you pick up new gear. This helps you skate better.
- Knocking down obstacles will earn you points.
- Keep track of your time and money!

CREDITS

DIGITAL ECLIPSE TEAM

PROGRAMMINGBrett Bibby, Yau Hock Sam,
Kevin Choong & Mike Avery

TOOLS PROGRAMMEREugene Ng

MUSICKevin Choong

PRODUCERTroy Sheets

TECHNICAL DIRECTORJeff Vavasour

ARTISTSJohaness R.J., Aziz Salim, Ian Ng
& Derrick Wong

PLAYER ANIMATIONJohaness R.J.

ADDITIONAL SUPPORTC.L. Wong & Randy Gocke

SPECIAL THANKSAndrew Ayre & William Schemm

CREDITS

MIDWAY HOME TEAM

PRODUCERBrian Lowe

ASSOCIATE PRODUCERZach Wood

ASSISTANT PRODUCERJason Shigencka

TECHNICAL DIRECTORSam Calis

PRINT DESIGN & PRODUCTIONJon Mongelluzzo, Chris Mowry,
Erin Shems & Chris Vine

TEST MANAGERRob Sablan

LEAD TESTERSunny Chu

TESTERSRyan Castiglia, Tony Dormanesh,
Edgar Perez & Rick Walbel

INTERNATIONAL COORDINATIONKaren Shillcock & Kim Tilley

SPECIAL THANKSDeborah Fulton & Debra Austin

CREDITS

ATARI GAMES ORIGINAL ARCADE TEAM

SOFTWARE/GAME DESIGNJohn Salwitz
PLAYFIELD/GAME DESIGNDave Ralston
SOFTWAREPaul Quinn
TECHNICAL ASSISTANCERob Rowe
ANIMATIONSam Comstock, Will Noble & Mark West
AUDIOBrad Fuller
MUSICHal Canon & Earl Vickers
CONTROL DESIGNJack Akin
GAME DESIGNMilt Loper
CABINET DESIGNMike Jang

WITH INVALUABLE SUPPORT FROM:

Dave Cook, Jess Melchor, Rusty Dawe, Gary Stempler & Dennis Harper

17 SPECIAL THANKS TO ANDY BERENDSEN, SKATING CONSULTANT

WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home entertainment inc. 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 Midway Home entertainment inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home entertainment inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home entertainment inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home entertainment inc. software product, postage paid, with proof 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 Midway Home entertainment inc. 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 Midway Home entertainment inc. 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 MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home entertainment inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of 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.

Midway Home Entertainment Inc.
P.O. Box 2097
Corsicana, TX 75151-2097
(903) 874-5092

www.midway.com