

*Super*  
**SKATEBOARDIN'**

**RAD**



**Instruction Manual**

# TO BEGIN

- 1) With power off, insert the Super Skateboardin' cartridge into your game system according to the manufacturer's instructions.
- 2) Plug joystick into port labeled "left controller."
- 3) Turn power on.
- 4) Press RESET to begin the game. (At any point during the game, press RESET to begin again.)

**S**tart at the factory door with your skateboard. Press RESET to begin. You can walk by moving the joystick in the direction you want to go. (What boarder wants to do *that!*) Instead, go to your skateboard (which you automatically pick up) run and jump on (by pressing the joystick button).

Once on the board, use the joystick to move right or left. Press the button to jump. Hold the joystick down to crouch.

As you speed through the factory, pass each machine to automatically turn it off. You'll have to *jump* to turn off those light bulbs though. Hint: Time your lift-off perfectly and you'll get all three in one hit. If you want to pass a machine that's already turned off jump over it or else you'll turn it back on. (Except for light bulbs, once they're off, they're off.)

This factory is one giant maze! Tubes are the only way to get from floor to floor. But you've got to find the *right* tubes. Different tubes go to different floors. To ride a tube hold the joystick down to crouch, enter the tube, and release. If you want to change your mind in the middle, don't release the joystick until you're heading back in the direction you came from.

The right difficulty switch turns the game music on and off. O.K. boarders start *cruisin'*!

# THE CRUISE

**Y**our Dad got you an afterschool job at the factory where he works. You need the money 'cuz being the most radical boarder around means you've got heavy expenses.

The job is a skateboarder's dream come true. Miles of halls and tubes to perfect your moves. Just cruise through and turn off all the machines and lights in the factory. Hurry up 'cuz power is leaking out fast!

Naturally, there's a catch. You get paid depending on how much power you save. *And* you've got to be out of the factory by 5:15 pm today. One second more and you'll never make the deadline for entering the Skateboarding Championship.

Look at the bottom of your screen to see how radical you *truly* are. The left meter shows the power consumption of the machines and equipment you haven't turned off yet. The middle meter tells how much power has been used since you started. As you turn off machines and equipment, power consumption slows. The right meter ticks away the minutes you have left. Check out the ratings at the end of the instructions to see how radical your cruisin' rates!

6500W

00560

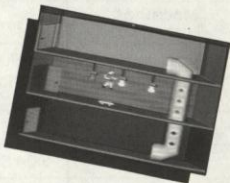
5:00:36

# RATINGS

<b>Machines Turned Off</b>	<b>Time Clock</b>	<b>Your Rating</b>
some but not all	5:15:00	Lower than Dork
All	5:10 or more	Geek
All	5:05:31-5:09:59	Mellow
All	5:04:31-5:05:30	Mondo
All	5:04:30 or less	Totally Tubular

After you finish the game, moving the joystick to the right will display the lowest power consumption achieved during the then-current play session.

# TIPS FROM THE PROS



**T**he assembly lines drain the most power. Find them first. 'Cuz your boss gets angry when electric bills are too high.

If you want to max out your speed, head for an assembly line. Pull down on your joystick twice to get off your board and pick it up. Make a running start and jump on the assembly line. (You've got to time your hit perfectly to avoid getting squashed by the plungers.) Run on top of the machine and jump off at the end of the line. Now you're really cruisin'! This trick will totally speed up your moves, *unless* you fall off your board.

Watch the doors in each room. An *open* door means you have been in the room before and have checked out the machines. A *closed* door means you haven't gotten to the room yet. Get in there, dude, and turn that power off!

Be careful on the roof. Get too close to the edge and you and your board will do a nose dive to the ground!

By the way, there are rumors of a truly radical skateboarder who finished his factory job in just four-and-one-half minutes. Are you more awesome than that?!

## ABSOLUTE ENTERTAINMENT, INC.'S LIMITED 90-DAY WARRANTY

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game or home computer program product ("Program") that the media on which the Program is embodied will be free from defects in material and workmanship for 90 days from the day of purchase. If your disk or game cartridge becomes defective during that period, Absolute Entertainment, Inc. will replace it.

To replace a defective disk or cartridge during the warranty period, mail the entire disk or game cartridge, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer  
Absolute Entertainment, Inc.  
P.O. Box 116  
Glen Rock, New Jersey 07452

If your cartridge or disk fails after the end of the 90 day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for \$12.50, a brief statement describing the defect, and a large, self-addressed, stamped envelope.

We recommend that defective disks and/or cartridges be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective disks or cartridges until they have been received by us at the above address.

This warranty is limited to the disk or cartridge originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied on the disk or cartridge. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the disk or cartridge, neglect, or normal wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE WILL BE BINDING ON OR OBLIGATE ABSOLUTE ENTERTAINMENT, INC. IN NO EVENT WILL ABSOLUTE ENTERTAINMENT, INC. BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT PERMITTED UNDER THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ABSOLUTE ENTERTAINMENT, INC. HAS BEEN PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

THE PROGRAM IS SOLD "AS-IS" AND NO WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WARRANTIES FOR MERCHANTABILITY OR FITNESS OF PURPOSE, WILL BE APPLICABLE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.



Distributed by: MEDIAGENIC

Manufactured by: Absolute Entertainment,® Inc., P.O. 116, Glen Rock, NJ 07452

Super Skateboardin™ is a trademark and Absolute Entertainment®

is a registered trademark of Absolute Entertainment, Inc.

Atari® is a registered trademark and 7800™ is a trademark of Atari Corp.

Audio Visual concept, label and program © 1988 Absolute Entertainment, Inc. AB-047-03