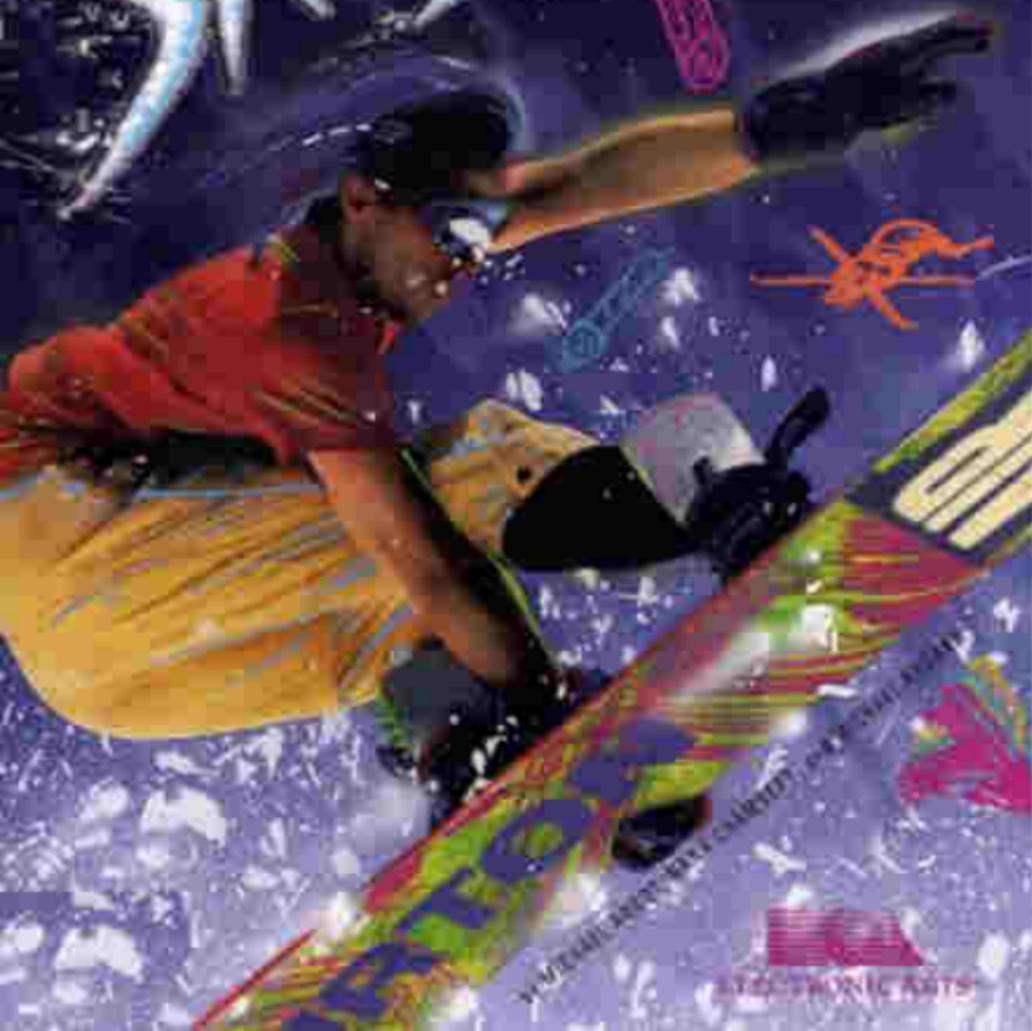


OR SKI OR DIE™



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To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

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Command Summary Card

SKI OR DIE™

Starting the Game

1. Remove all cartridges and plug your joystick into port 2. Player 1 uses the joystick in port 2, called Stick 2. (If you have two joysticks, Player 2 uses the other joystick during the Innertube Thrash.)
2. Turn on your computer. (C128 USERS: Put your computer in C64 mode by holding down the Commodore key when you turn on your computer.)
3. Insert Side 1 of your Ski or Die disk into the disk drive.
4. At the READY prompt, type **LOAD "EA",8,1** and press **Return**. If you have trouble loading the game, disconnect all secondary peripherals from the back of the disk drive (like a second disk drive, a fast loader, or a printer) and try starting again.
5. Once the game loads, you see the title screen. Press the joystick button or the **spacebar** to go to Rodney's Ski Shop.

Rodney's Ski Shop

Use the joystick to move the SKI OR DIE icon.



When the SKI OR DIE icon is over an option, press the joystick button to select it.

Select options from the clipboard.

Select the clipboard to change your control device (Stick 1 or 2), turn music on and off, and sign up for competition.



Change joysticks
(Make selections with Stick 1)

Turn music off and on

Go back to the Ski Shop

Sign up for competition

To change settings:

1. Move the joystick up or down to move the X to an option. Press the joystick button to highlight the selection.
2. Move the joystick right or left to change the setting. Press the joystick button to confirm your selection.

If you're signing up for competition:

1. Move the joystick down to move the X to PLAYER slot 1. Press the joystick button to put the cursor on the name line.
2. Type your name. Press **Return** to log the name and skip to the next line.
3. To type another name, press the joystick button, type the name, and press **Return**. Do this again for every name you want to enter.

Snowball Blast

To blast, press the joystick button.

There are 2 directions you can face while blasting, north and south, shown on the screen as N and S. The direction you're facing is highlighted, and the number of snowheads on each side is shown next to the direction.

To change your view between north and south, press the **spacebar**. Note: You can't switch views while holding down the joystick button.

Don't look for Chainsaw Bunnies, Eskimos, Bermuda Bears, Ski Instructors, or Most Abominable SnowThings. They're all in the Chalet drinking hot cocoa and playing poker.

Innertube Thrash

To Rotate:
Hold down the joystick button and move the joystick to the right or left.



To Jab:
Hold down the joystick button and pull the joystick back.



Don't look for Lawn Darts, Patches, Mousetraps, or Beartraps. Some Boy Scouts came by and picked them all up.

But watch out for a new addition to the Innertube Thrash course: "The Spike." Hitting a spike will let the air out of your day real fast.

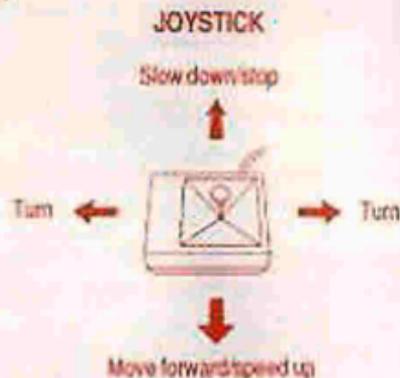
Aero-Aerials

Press the joystick button to start down the ramp.

To accelerate down the ramp, rotate the joystick as quickly as you can.



Downhill Blitz



Press and hold the joystick button to jump off cliffs and do tricks.

Snowboard Half-Pipe

Don't look for Chainsaw Bunnies or Punk Penguins. They're in the next half-pipe shredding their own snow.

Stars are worth 15 points each.

Complete All

For each event, you score points for where you placed: 5 points for 1st place, 3 points for 2nd, 1 point for 3rd, and 0 for anybody after that. At the end of each event, each player's overall placement score appears so you can see who's winning (the overall score is cumulative). The points actually scored in the event appear next to the contestant. When you're done looking at the scores, press the joystick button to go to the next event.

Lester says: Software piracy isn't cool.

We'd like to say that only cool people with consciences play cool games. But there's always a few dorks out there that copy software illegally. You know the types.

So we have to give this old rap about how Ski or Die was produced by people who scarf on a regular basis only by making software. We're talking talented people like designers, artists, programmers, etc. who want to keep making cool games because they think it's fun. When the above-mentioned dorks copy Ski or Die without authorization, they rob people (us) of their hard work and raise the cost to legitimate users (you). It's a drag, because it puts us in the awkward position of having to tell people that copying this game for any reason other than making backup copies is a violation of federal law. We don't want to be the bad guys. We don't like to nag.

We'll try to be diplomatic about this. Here goes: Electronic Arts is a member of the Software Publishers Association (SPA) and supports the industry's effort to fight the illegal copying of personal computer software. Thanks for helping us eliminate software piracy and controlling software costs.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 672-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

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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.



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.

Aero 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 your 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.

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.

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!

NEW SCORE

NAME

SCORE

GO COMPETE

GO PRACTICE

RODNEY'S

Mellow mountain schussing (No scores saved)

Select the clipboard to change what controls what.

Change controls

Turn tunes on/off

Go back to Rodney's

Sign up for ice insurance (Compete mode)

CLIPBOARD

GET PLAYER	
ADD PLAYER	
REMOVE	
TO RODNEY'S	
PLAYER 1	
PLAYER 2	
PLAYER 3	
PLAYER 4	
PLAYER 5	
PLAYER 6	

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.

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	25 pts.
Close	50 pts.
Farther	75 pts.
Way out	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.

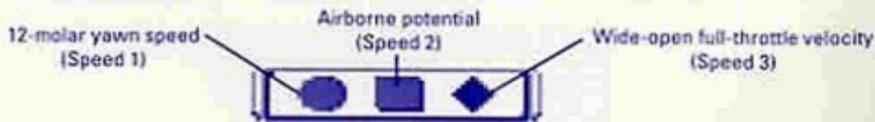
If it's a blast-fest between you and your pals...

...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.

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.



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

How many jumps when competing?

Three.

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.

To pick one up, just run over it.



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.

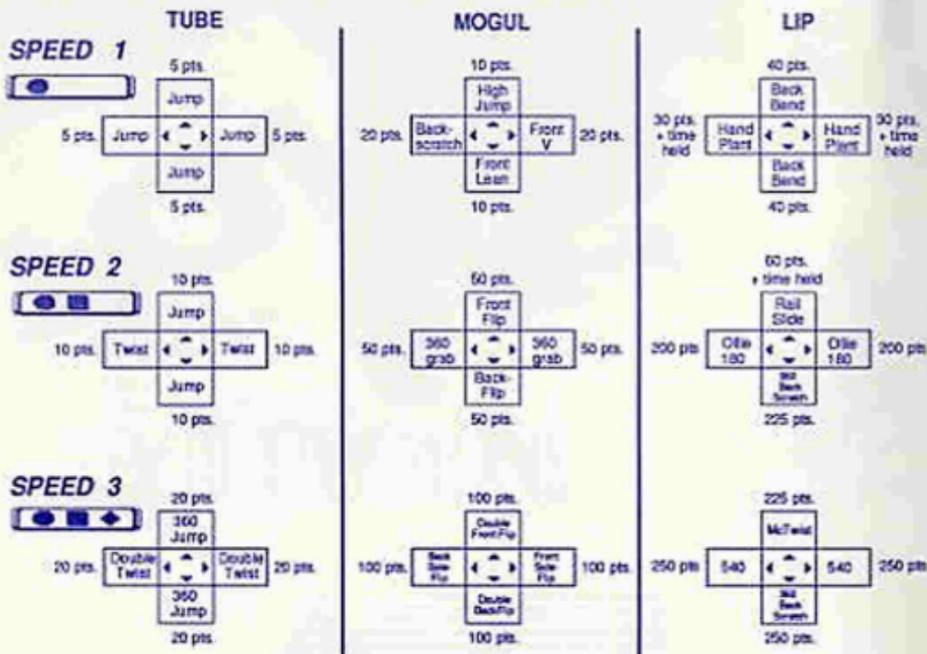
FIRST ACROSS THE FINISH LINE — 1000 pts. That's supposed to be the goal, after all.

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.

The moves you can do depends on your speed.

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



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.



Downhill Blitz

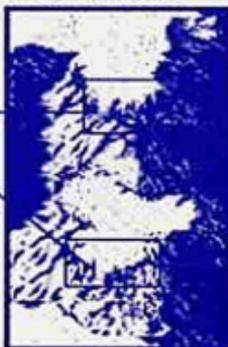
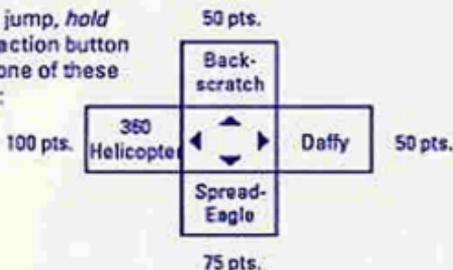
Drop in, the powder's fine. Time and technique are everything in this event. Scream down the trails and airtime trick your way to mondo points. Crashes cost you time — take a detour into a tree, add 5 seconds. Don't be afraid to blaze a few trails yourself, though — you never know what you'll find. Stay 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:



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Manual by David Lucio
Thank you Michael Kosaka

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