

ELECTRONIC ARTS®



WARNING

DON'T EVEN THINK
ABOUT SKITCHIN'
FOR REAL. EVEN
THE RADDEST
BLADER DOESN'T
WANT TO END UP
AS ROAD KILL.
ENJOY A LONG,
FRUITFUL LIFE.
DON'T RISK IT.



SKITCHIN'



WARNING

This game contains fictionalized portrayals of actions and stunts, some of which are extremely dangerous. **ATTEMPTING THESE ACTIONS OR STUNTS MAY CAUSE SERIOUS INJURY.** Do not engage in any of the dangerous activities portrayed in this game.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING! To Owners of Projection Televisions!

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.



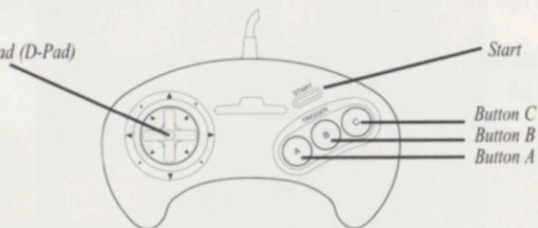
CONTENTS

Starting the Game.....	1
How to Skitch	2
Options Screen.....	3
Skitch	4
Password	6
Game Mode	7
Sound N' Music	7
Controls	7
Weapons and Goodies	7
Tricks.....	8
Winning and Losing	9
The Race Stats Screen.....	10



STARTING THE GAME

Directional Pad (D-Pad)

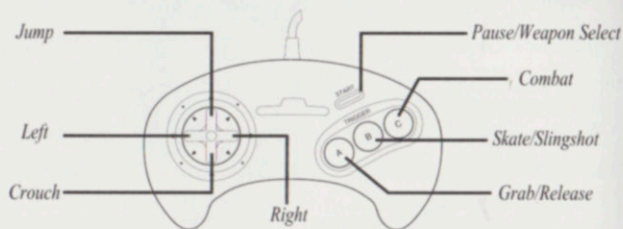


1. Make sure your Sega™ Genesis™ is off.
Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled CONTROL 1 on the Genesis console.

3. Insert the Skitchin™ cartridge into the slot on the Genesis. Press the cartridge firmly to lock it in place.
4. Turn on the Genesis. The Electronic Arts® logo appears (if you don't see it, begin again at step 1).

HOW TO SKITCH

Before you go thrashin' on the asphalt, eyeball these controls for a sec. The controls pictured here are the default setup, and only one of three controller setups. Go to the Options Screen and choose CONTROLS to check your other options.



TO GRAB A CAR OR CYCLE: Watch your rear view mirror for cars and cycles coming up on your right and left, then hold down **A** and tap the D-Pad the direction of the car.

TO SLINGSHOT OFF A BUMPER: Move to the edge of the bumper press **B** then D-Pad right or left.



You (duh)

Your stamina

Your closest opponent's stamina

Rear view mirror (watch for approaching cars!)

The city you're in

Distance to the finish line

Weapon's you've grabbed (judges momentarily appear here when you've done a trick)

Your place

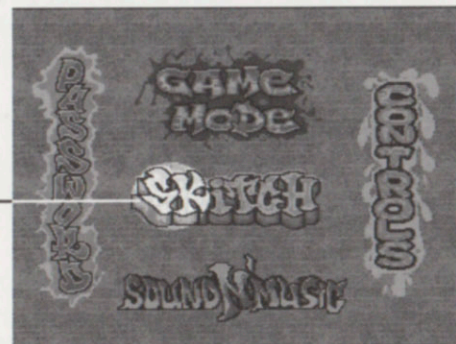
Time clock

Your health

Your skates' conditions

OPTIONS SCREEN

At the title screen, press **START** on your controller to go to the Options screen.



Press the D-Pad to spotlight different options. Press **A**, **B**, or **C** to go to the spotlighted option's screen

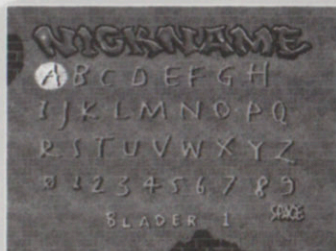
SKITCH

When you choose SKITCH, you have to be prepared. Sign in with your nickname then get ready to race by checking out your status. Once you're all set, well, **JUST SKITCH MAN!**

SIGN IN YOUR NICKNAME

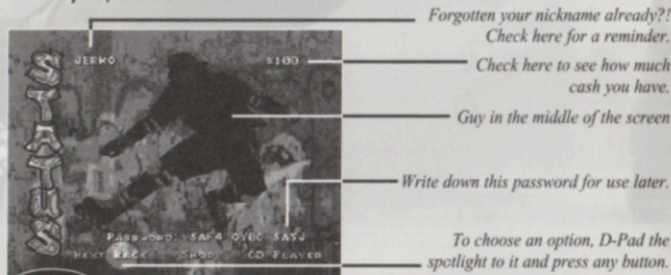
To enter your nickname:

1. D-Pad to the letter or number you want to enter.
2. Press **A** or **B** to enter it.
To erase a letter, press **C**.
3. When you're finished, press **START**.



CHECK OUT YOUR STATUS

Check the status of your equipment by looking at the pads, skates, and wheels of the guy in the middle of the screen. Green means it's in great shape, yellow means it's kinda thrashed, red means replace it or kiss the asphalt right outta the chute. Oh yeah, and **GRAY MEANS IT'S GONE!**



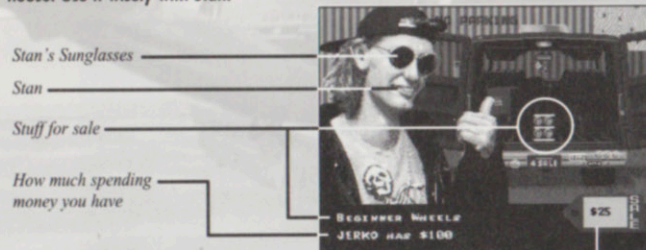
The Status screen lets you choose from the game options described below.

NEXT RACE

Choose **NEXT RACE** to go to the next Skitch-a-thon.

THE SHOP

Sometimes your equipment wears down, and you need to replace it. When you need new stuff, go see Stan the back-of-the-van man. He's got everything. Don't worry, it looks like your mama gave you \$100 in spending cash when you left the house. Use it wisely with Stan.



To shop:

1. D-Pad up or down to change an item for sale.
D-Pad left and right to change the grade of the equipment (as you progress, better grades of equipment become available).
2. When you're ready to buy, press **A**, **B**, or **C**.
HEY! Don't worry about accidentally spending your race-entry fee — Stan won't let you blow the bucks you need to sign up.

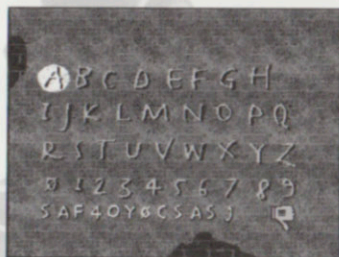
If you can't remember what you need, press **START** to go back to the Status screen and check the guy in the middle of the screen. Yellow stuff isn't in great shape, but it's useable. Red stuff needs replacing. Gray means **IT'S TOAST! GONE! NO MAS!**

CD PLAYER

Isn't it romantic? To throw your favorite skitch tune into the CD player, D-Pad right and left to check out the different tunes. When ya find one ya like, press **A**, **B**, or **C** to select it and go back to the Status screen.

PASSWORD

A password appears at the Status screen so you can use it later to start skitchin' where you left off. When you select **PASSWORD**, the Password screen appears.



To enter a password:

1. D-Pad to the letter or number you want to enter.
2. Press **A** or **B** to enter it.
To erase a letter, press **C**.
3. When you're finished, press **START**.

HEY! To leave the Password screen without entering a password, D-Pad the spotlight to the Thumbs Down symbol and press **A** or **B**.

GAME MODE

At the Game Mode screen you can choose your competition mode.

Play against the computer opponents.

You and a friend play against each other and a field of opponents. One of you must place in the top five to continue to the next race.



You and a friend take turns with one controller against computer opponents.

Compete in a tournament with three to eight players in a series of two-player head-to-head matches.

One race in which you and a friend skitch only against each other with two controllers.

SOUND N' MUSIC

Turn the sound and music on and off at the **SOUND N' MUSIC** screen. D-Pad up/down to switch between the Sound and Music options, left/right to turn the options on and off.

CONTROLS

Some of you skitchers may not want to use the **B** button to accelerate and D-Pad up to jump. Well that's cool. Just go to the **CONTROLS** screen and try one of the other two controller setups. There are three altogether.



WEAPONS AND GOODIES

There are two ways to get weapons and goodies:

- When you see one in the road, D-Pad down, hold down **A**, and skate over it. Watch for cones on the side of the road — they may indicate an approaching item.

- When you notice that an opponent has a weapon, swing at him with your fist. If you time it right, you can grab whatever he's swinging at you. Be careful though — opponents can yank weapons out of your hands too!

When you pick up an item, it appears in one of the boxes at the bottom left of your screen.



To use an item:

1. Get a weapon or goody.
2. Press **C** to use it.

To switch between stuff in the windows while skating:

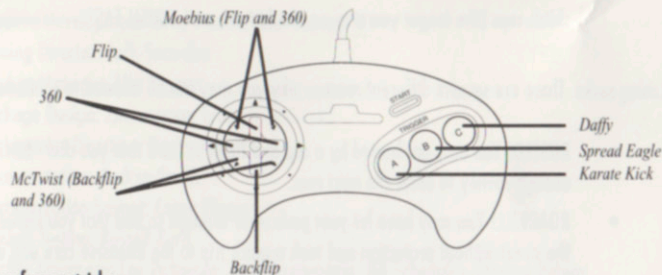
1. Hold down **START**.
2. D-Pad left and right to switch to a new item.

There are lots of instruments of abuse for you to use. Look for nunchakus, chains, pipes, crowbars, whips, and baseball bats.

There are two special items you can pick up for extra help. Nitro Bursts allow for a one-time blast of speed. Stun Rods can be used to send a little high voltage through your beloved bumper-mates.

TRICKS

There are several different things you can jump off of, some obvious, some not. You'll have to commit some heavy chew once or twice before you get it, but keep trying.



To perform a trick:

1. Head for a jump and go up it.
2. Press and release the D-Pad or a button.

Don't press anything else. You should naturally pull out of the trick and land. If you don't, try getting more speed — that'll give you more time in the air (and more time to pull out of the trick).

To see your score, watch the three trick judges that appear in the lower left corner of your screen. Remember, **MORE COMPLICATED TRICKS MEANS MORE CASH**.

WINNING AND LOSING

To progress and win:

1. Skitch early, skitch often. Press **A** and D-Pad toward a car coming up behind you to grab its bumper. Slingshot off of cars to leave slowpokes behind.
2. Earn money. To earn money, skitch as many cars as you can, perform tricks off of jumps, get high scores for your tricks, grab weapons, knock down opponents,



Losing sucks. There are several different reasons why you may not be allowed to continue...

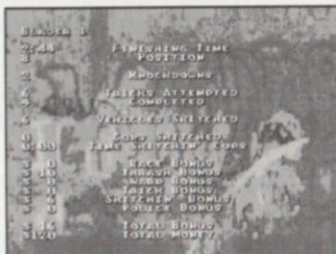
- **BUSTED!** You may get busted by a cop and fined so hard that you don't have enough money to enter the next race.
- **ROADKILL!** You may have let your pads wear through so bad that you kissed the street without protection and took a quick trip to the intensive care unit at St. Luke's. Make sure you've saved enough money to cover the hospital bill!
- **BLOWOUT!** If your skates are trashed or you didn't replace bad wheels, you may have a blowout. Big bummer.

THE RACE STATS SCREEN

The Race Stats screen appears at the end of every race, whether or not you finish. Check it out to tally up your winnings.

CREDITS

Game Design: Dave Warfield
Original Concept: Dave Ralston
Programming: Lance Wall, Dan Wesley, Lee Ingraham
Art: Tony Lee, Jack Snowden, Cindy Green
Additional Programming: Kevin Pickell, Ted Sylka, Brian Plank, Mike Kiernan, Brian Krause
Additional Art: David Adams, Mike Smith, Susan Germic
Sound and Music: Jeff Dyck
Executive Producer: Sam Nelson
Producer: Stanley Chow
Assistant Producer: Wayne Radford
Technical Director: Tim Brenale



Filming Director: Jack Snowden

Product Manager: Lisa Higgins

Package Design: Zimmerman Crowe

Package Art Direction: Nancy Fong

Documentation: Andrea Smith

Documentation Layout: Corey Higgins

Product Testing: Russell Byrd

Quality Assurance: Lee Patterson, John Santamaria, Bill Scheppler, Stewart Putney

Special thanks to Ivana Petrak, Carlos Zelaya, Zack Benwell, Nelson Garcia, Troy Mannering

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts 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 Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to replace, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. 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 Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRONIC ARTS. 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 ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRONIC ARTS 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.

RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$20.00:

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

In Australia and New Zealand, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215
Australia.

Within Australia call:
Phone: (075) 711 811

Within New Zealand call:
Phone: +61 75 711 811
between 9am-5pm Eastern Standard Time

Unless indicated otherwise, all software and documentation is ©1994 Electronic Arts. All Rights Reserved.

Need a Hint? CALL
1-900-288-HINT
1-900-288-4468

Recorded hints, tips, and passwords available 24 hours a day, 7 days a week!

95¢ for the first minute, 75¢ for each additional minute. If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone and is only available in the US. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:

To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your **name, address, title of game** you want the menu to, and the **hardware** (Genesis, Super Nintendo, IBM, etc.) to:

Hotline Menus
P.O. Box 7578
San Mateo, CA
94403-7578



SKITCHIN' IS A TRADEMARK OF ELECTRONIC ARTS. LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA "GENESIS" SYSTEM. SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.

THE SKITCHIN' CREW



Top Row: Lee Pattersen, Wayne Radford, Jack Snowden
Middle Row: Lance Wall, Cindy Green, Tony Lee, Jeff Dyck
Bottom Row: David Warfield, Stan Chow, Dan Wesley

SKITCH IT!

The controls pictured here are the default set up, and only one of three controller setups. Go to the Options Screen and choose **CONTROLS** to check out your other options.

