

# SKATE WARS

CPC - SP

Skate Wars is the sport of the future ! It combines the skills of soccer with the thrills of Rollerball, played in a space age ice stadium.

Lead your team to victory through a series of deadly hazards like crevasses, ramps, and jumps, while competing against the ruthless tactics of your opponents. You'll have to play dirty to win. Maim, trip, push, and shove - show no mercy ! Only the brave win... or at least survive.

## *The Game*

### THE FIELD

The pitch, or playing field, is the same size and shape as a hockey pitch, or field. The two goals are positioned at the right and left ends of the pitch.

### THE TEAMS

The teams are composed of four players each :

One goalkeeper (controlled by the computer)

One striker (controlled by you)

Two substitutes (one will come in when your striker is killed)

### THE PLAYERS

You see six players across the bottom of the screen. The three players on the left are Team 1 ; the three on the right are Team 2.

Your striker dies when he hits an obstacle on the field that he shouldn't. When your striker dies, his face disappears.

If you've earned an extra substitute, the face of the extra substitute appears; otherwise a rectangle will appear in the place of the killed player.

### THE OVERHEAD VIEW

Between the roster for both teams is an overhead view of the pitch. This shows you the position of all players and all obstacles on the pitch. It also shows the current level and score.

### THE OBJECTIVE

At the bully off (the face off) the ball is placed in the middle of the pitch between the two strikers. Your objective is to score points by getting the ball into the goal.

# SKATE WARS

AMSTRAD

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## LOADING INSTRUCTIONS :

FOR DISC :

Type in RUN "SKATE" and press on RETURN.

FOR CASSETTE :

Type in RUN "UBI" and press on RETURN.

MENU : Self explanations in the program

Press on "1" to play alone.

Press on "2" two players are playing.

"S" to select the game.

- "Space bar" : scrolling of the players.

- "RETURN" : validation of one of the players in your team.

"C" to start the game.

"E" to practice on any of the first nine levels.

"N" to choose your own team names.

"M" to select key and joystick options.

## KEYS :

When using the Azerty keyboard :

X = left

C = right

J = up

N = down

K = fire and jump

P = pause

Q = back to the menu

When paused :

c = to change the colour of the playfield

Rules :

The first team scoring 5 goals win the level

You get one point when killing your opponent

The game is over when the team is destroyed.

When using the Qwerty Keyboard :

Z = left

X = right

K = up

M = down

L = fire and jump

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SPECTRUM

## INSTRUCTIONS

### LOADING

Type LOAD" " then ENTER and press PLAY on the cassette player.

### MENUS

self explanations in the program.

The menus allow you to select ;

1/2 - one or two player option ;

C. to select teams ("SPACE BAR" : scrolling of the players ;

"ENTER" : validation on the chosen player) ;

S. to start the game ;

B. to change background colour ;

P. to practice any of the first nine levels ;

N. to choose your own team names ;

K. to select key and joystick options.

### KEYS

When using the keyboard :

Z : left

X : right

K : up

M : down

L : fire.

### PAUSE

P to pause

### WHEN PAUSED

R to restart

Q to quit the main menu.