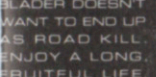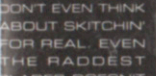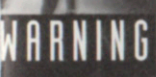# WARNING

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.

SKATIN'

SKITCHIN'

HITCHIN'

OFFICIAL
SEGA
SEAL OF
QUALITY

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

Directional Pad (D-Pad)   *Start*

Button C
Button B
Button A
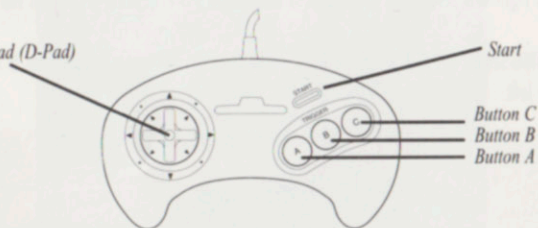
1. Make sure your Sega™ Genesis™ is off.

   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 out your other options.

Jump — Pause/Weapon Select
Combat
Left — Skate/Slingshot
Crouch — Grab/Release
Right
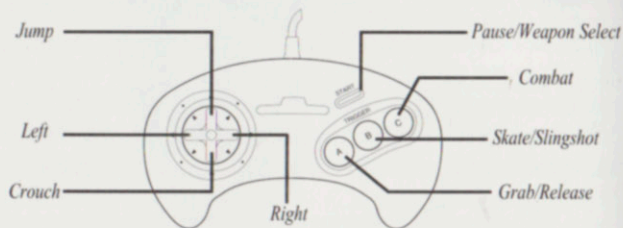
TO GRAB A CAR OR CYCLE: Watch your rear view mirror for cars and cycles coming up on your right and left, then hold down **A** and tap the D-Pad the direction of the car.

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

You (duh)
Your place
Time clock
Your stamina
Your health
Your skates' condtions
Your closest opponent's stamina
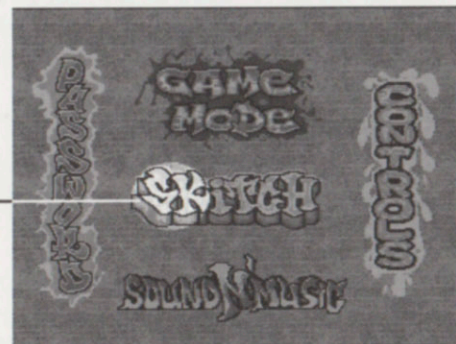*Rear view mirror (watch for approaching cars!)*
The city you're in
Distance to the finish line
Weapon's you've grabbed (judges momentarily appear here when you've done a trick)

OPTIONS SCREEN

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

Spotlight

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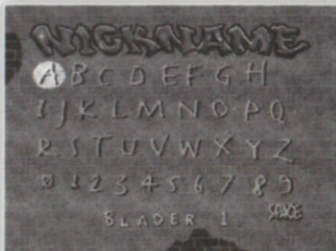
SKITCH

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!
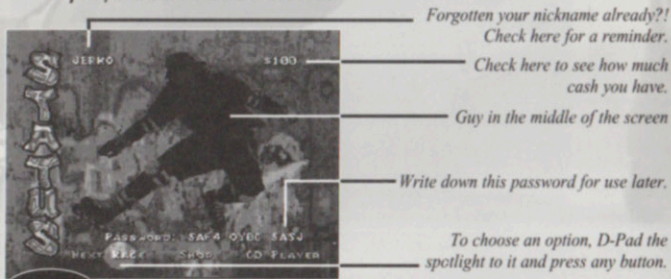
SIGN IN YOUR NICKNAME

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!

Forgotten your nickname already?! Check here for a reminder.

Check here to see how much cash you have.

Guy in the middle of the screen

Write down this password for use later.

To choose an option, D-Pad the spotlight to it and press any button.

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.

Stan's Sunglasses

Stan

Stuff for sale

How much spending money you have
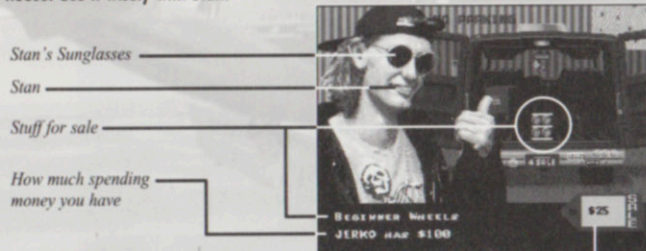
To shop:

How much the stuff costs

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.
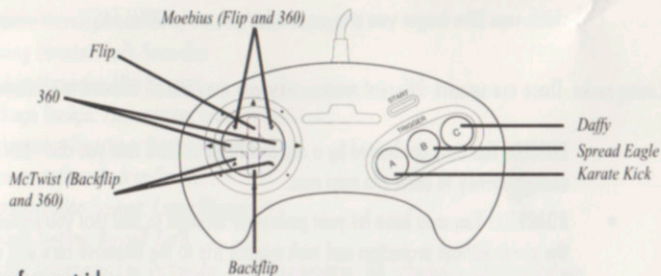
To perform a trick:

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,

skitch cops (the longer you stay on, the better), and FINISH FAST.

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

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between 9am-5pm Eastern Standard Time

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

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.

Jump

Pause/Weapon

Combat

Left

Skate/
Slingshot

Right

Crouch

Grab/Release

ELECTRONIC ARTS