Treat Your LJN Game Carefully

- This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

INTRODUCTION

O.K. dudes, the time has come to really get radical. You and the rest of "DA BOYS," T & C's famous group of skate and surf crazies, can kick out and pull off some awesome maneuvers together.

Whether you're jammin' the ramps, jumping the cracks, riding the rails or just laying back tall, the skate action is hotter than hot!

...and when you hit the beach to rip up the surf you'll be face to face with some of the most explosive swells around. Execute some low, hard bottom turns, flawless spinouts or just skate the lip in order to rack up some serious points on your way to becoming the ultimate skate and surf champion. This action is hardcore...and it's your turn.

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1. **HOW TO USE THE CONTROLLER**

The CONTROL PAD and A/B BUTTONS are used differently in the STREET SKATE SESSION and BIG WAVE ENCOUNTER. Please refer to each game’s description.

- **CONTROL PAD**
- **A-B BUTTON**
- **SELECT BUTTON**
  - select the game
- **START BUTTON**
  - start or pause the game

2. **GAME GUIDE**

You can enjoy both STREET SKATE SESSION and BIG WAVE ENCOUNTER with this T & C Wood and Water Rage game. Press the START button and the GAME MODE SELECTION SCREEN is displayed. Select either the 1 PLAYER or 2 PLAYERS mode for one of the 3 different games: STREET SKATE SESSION, BIG WAVE ENCOUNTER or WOOD AND WATER RAGE. Then press the START button again.
3 HOW TO PLAY STREET SKATE SESSION

 HOW TO USE THE CONTROLLER

- Select one of the two characters, either JOE COOL or TIKI MAN.

- A BUTTON
  - Jump

- B BUTTON
  - Kick to speed up

- LEFT ARROW ON CONTROL PAD PLUS A BUTTON
  - Jump while holding skateboard

- GO UP AND LEFT
  - Go up and left

- SLOW DOWN
  - Slow down

- SPEED UP
  - Speed up

- COME DOWN AND RIGHT
  - Come down and right

- COMPLETE THE GAME
  - When you reach the goal within allowed time.

- GAME OVER
  - When you run out of time or lose all of your life symbols.

- LIFE SYMBOLS
  - You are given 4 LIFE SYMBOLS at the start of the game. You will get extra LIFE SYMBOLS if you maintain a high enough speed throughout the course. You will lose LIFE SYMBOLS if:
    A. you fall into the ocean or crack in the street—3 SYMBOLS
    B. you crash into a rolling oil drum—3 SYMBOLS
    C. you crash into other obstacles—2 SYMBOLS

- OTHER HAZARDS

  - Torn-up sections of road—slow down
  - Oil Spill—out of control for 2 seconds
4 SCORING FOR STREET SKATE SESSION

Jump on a ball, turtle, or toy car while holding the skateboard 1000 pts.

Jump over the barrier while the skateboard goes under it 500 pts.

Jump onto and slide along the upper guardrail 500 pts.

Roll over Bonus Coins, with point values determined by the number and color of the coins you collect

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<td>Red</td>
<td>300</td>
<td>600</td>
<td>1200</td>
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<td>Pink</td>
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<td>Green</td>
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<td>50</td>
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Time remaining after you complete the course will be added to your score as bonus points.
5 HOW TO PLAY BIG WAVE ENCOUNTER

Select either THRILLA GORILLA or KOOL KAT with the A and B Buttons.

HOW TO USE THE CONTROLLER

CONTROL PAD: controls the direction of the character.
A BUTTON: to move the character's balance forward.
B BUTTON: to move the character's balance backward.

COMPLETE THE GAME
when you reach the beach.

GAME OVER
when you lose all of your LIFE SYMBOLS.

LIFE SYMBOLS
You are given 4 LIFE SYMBOLS at the start of the game. You will get extra LIFE SYMBOLS if you surf fast enough along the wave. You will lose LIFE SYMBOLS if:
A. you surf into hazards like fish, seagulls, etc.—2 SYMBOLS
B. you surf into one of the pier supports—1 SYMBOL
**Scoring for Big Wave Encounter**

- You get 10 points for each second you surf without falling.

**Points for each turn:**

- 300 pts.
- 500 pts.

**Riding the Pipeline**

You get 100 points for each 1/2 second you successfully surf in the hazardous Pipeline.

**Bonus Banana**

You get bonus points for surfing over and picking up bananas floating in the water as follows:

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<td>100 pts.</td>
<td>200 pts.</td>
<td>400 pts.</td>
<td>800 pts.</td>
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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

LJN TOYS, LTD. warrants to the original purchaser of this LJN 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 LJN software program is sold "AS IS," without express or implied warranty of any kind, and LJN is not liable for any losses or damages of any kind resulting from use of this program. LJN agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any LJN software product, postage paid, with proof of date of purchase, at its Factory Service Center.

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