

Air Based Tricks

Tricks based off of being in the air..This includes Ollie Tricks or Air Tricks

Audio Configuration

Sound Volume: This controls the level of sound effects during the game. Simply adjust it to the desired settings via mouse or arrow key.

Note: CD Music Volume needs to be adjusted with the windows Volume Settings.

CD Music on/off: This menu switch toggles the cd music on/off.

Select Player

Choose “**Select Player**” from the Main Menu.

View the different skaters you can play by clicking on the arrow buttons that are on either side of the skater’s picture. If you wish to change your player name, place the mouse cursor over the grey box labeled “**Player Name**” and then type in the name you wish to use.

When you have selected the skater you want and have chosen your name, click on the picture of the skater to save your choices and return to the Main Menu. You only need to select a player and choose a name once. The game will remember your choices the next time you play.

You can return to the “**Select Player**” menu later and choose a new skater or enter a new name. Be careful! If you choose a new name, the game will create a fresh new player and you will have to re-unlock any levels previously opened. If you type in the exact name of your old skater however, the game will restore his progress.

NOTE: Every time you create a new skateboarder/Inline skater for playing, you will have to unlock levels previously unlocked by another skater's wins. However, if you go back to your original skater, those levels will once again be available.

Compete

Compete Mode = Mode in which the skater tries to get as high a score in the given amount of time.

In this mode the skater goes through a level if his score is high enough in the end then he will move on to the next level and continue through the ranks

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Control Configuration

For those who want total personal control over their skater, and just aren't satisfied with the default settings.

Mouse Sensitivity

This bar lets you set the sensitivity of turning with the mouse .Simply select it, and move left for less sensitive or right for more sensitive.

Joysticks

Here you will find the button associations to certain move types and joystick buttons.

Simply select the button you wish to change , hit enter and then press the new button.

Keyboard / Mouse

Here you find the button binds between move types and keyboard /mouse configuration

Simply select the button you wish to change , hit enter and then press the new button.

Reset configuration

For those of you out there who have played with the configuration so much they can't get it the way they like, Hit this button. It will reset the configuration to the factory defaults.

Controls

Player control is the hallmark of **eXtreme Boards and Blades**. With a bit of practice you can learn to move your skater with the precision that makes this simulator so realistic.

List of controls (All buttons are reconfigurable. See [Control Configuration](#))

	<u>Keyboard/Mouse</u>	<u>Joystick</u>
Forward-	Right Mouse or CTRL	Button 7
Slow Down/Stop-	V	Button 6
Turn-	Mouse	D-Pad
In Air Spin-	Mouse	Button 8/Button 9
Tuck/Compress-	T	Button 1
Start or Stop Walking-	Backspace	Button 5
Ollie/Jump-	Left Mouse/Spacebar	Button 3
Air Trick-	A	Button 4
Grind/Slide-	G	Button 0
Trick Selection-	E=Up, S=Left, D=Down, F=Right	D-Pad

Definition of Controls

Tuck/Compress: Compression is a way of gaining speed on [halfpipes](#) and [quarterpipes](#). To do this, press the Tuck/Compress button while in the [transition](#) of the ramp. With practice this technique will become second nature, allowing you to keep your speed up and pull the highest airs.

Spin: Spins bring in an added degree of difficulty. While in the air you can use these buttons to align your landings for optimum speed and fluidity or spin as far as possible for maximum points.

Start/Stop Walking: This button allows the skater to get off the board for the purpose of running up stairs or setting up for tricks.

Trick Selection and Direction: These keys are used for selecting the air, jump, or ollie tricks you want to do. There are different tricks for every direction (up, down, left, right, and diagonals). When using the keyboard diagonal directions can be chosen by holding down two directional keys at once, such as up (E) and right (F).

Trick System

There are 3 types of tricks in "**eXtreme Boards and Blades**": Ollie/Jump Tricks, Air Tricks, and Grind/Slide tricks. **Ollies and Jumps** are for catching air off ledges, [bank ramps](#), or even on the flat ground. **Air tricks** on the other hand are used on [transition ramps](#) such as [half pipes](#) and [big air](#) ramps. **Grinds and Slides** are tricks where the rider jumps or rides up onto an obstacle and slides along its length with the bottom of the board or skate. Grindable surfaces include the [coping](#) of ramps, [hand rails](#), the corners of ledges or curbs.

Ollie/Jump Tricks

A basic ollie or jump is easy: Press the **Ollie/Jump** button, hold, and release. The longer you hold the button down, the higher your jump strength (as indicated by the "**Jump**" slider at the upper left part of the screen) and the more air you catch. This simple procedure, however, becomes more difficult with the inclusion of tricks.

To do a jump trick as a **blader**, press and hold the **Ollie/Jump** button until the desired jump strength is

reached and press a direction. For instance, if you press the jump button and then press the up direction on the D-Pad or with the trick direction keys on the keyboard, you will do a front flip.

To do an ollie trick as a skate boarder becomes more complex, because it is a two stage process. Ollie tricks are divided into the **In Trick** and the **Out Trick**. You can do a simple In Trick for nominal points. For example, if you press and hold the ollie button and then press and release the right direction, you will do an ollie kick flip. To increase your points (and difficulty) you can also add in an Out Trick. This is achieved by pressing and holding another direction after you have initiated the In Trick. To do an ollie kick flip to stale fish grab, follow the above procedure to do an ollie kick flip, but as soon as the direction is released, press in the down and left direction. See [Tips and Tricks](#) for more Help.

Air Tricks

Air Tricks are exclusive to skateboarding, and are similar to ollie tricks in that they are broken up into two stages: **In Tricks** and **Out Tricks**.

To do an Air Trick as a skateboarder, approach the [lip](#) of the ramp with enough speed to go into the air (Speed is indicated by the speed bar in the top left corner.) and hold down the Air trick button. As you fly past the top of the ramp, select a trick by using the Directional Keys or the D-Pad, this is IN Trick. For instance, holding down the right key would do a backside grab. As the player continues to move through the air release the air button and select the out trick direction. For instance pressing down would make the skater do a christ air. Unlike ollies, every air In Trick has its own set of Out Tricks so if you practice enough you will have hundreds of tricks in your arsenal. See [Tips and Tricks](#) for more Help.

Grind/Slide Tricks

Grind and Sliding are another important and fun aspect of skating. These are accomplished differently depending on the obstacle.

Half Pipes/Ramps: To grind a halfpipe, as you hit the [lip](#) of the ramp, turn to your desired rotation and hit the grind button. You will then GRIND or SLIDE along the [coping](#) until you run out of speed or release the grind key.

Obstacles: To pull off a grind or slide on a handrail or ledge, ollie/jump onto the object you wish to grind and as you land on it hold the **grind/slide** button. Slide as far as you can and release. Slides are hard but the points scored make them well worth it. Different types of tricks can be achieved based on the players rotation. Also, you can do different ollie/jump tricks onto the rail (for instance a kickflip to railslide) further adding to the numerous trick combinations.

Credits

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Free Ride

Free Ride Mode =In this mode the player loads up the level of his choice and skates with freedom. No time limits. Just Skate

Note:Level Availability is determined by your current ranking in the Compete Mode.The levels you have defeated in Compete mode will be available in Free Ride Mode

Getting Started

SELECTING A PLAYER

Choose "**Select Player**" from the Main Menu.

View the different skaters you can play by clicking on the arrow buttons that are on either side of the skater's picture. If you wish to change your player name, place the mouse cursor over the grey box labeled "**Player Name**" and then type in the name you wish to use.

When you have selected the skater you want and have chosen your name, click on the picture of the skater to save your choices and return to the Main Menu. You only need to select a player and choose a name once. The game will remember your choices the next time you play.

You can return to the "**Select Player**" menu later and choose a new skater or enter a new name. Be careful! If you choose a new name, the game will create a fresh new player and you will have to re-unlock any levels previously opened. If you type in the exact name of your old skater however, the game will restore his progress.

To Start a Game:

Now that you have an identity, it's time to shred! Click the "**Go Skate!**" button from the main menu. Select "**Compete**" to enter a timed event, or "**Free Ride**" to skate for fun or practice. In Compete And Free Ride mode there will be six skateparks to practice in until you unlock new levels by defeating them in the Compete mode.

To Play:

Basic Controls Overview:

With Keyboard/Mouse-

Left and Right movement: Left arrow and Right arrow or mouse movement left and right
Forward: Right Mouse button or the Up Arrow.
Ollie/Jump: Left Mouse button or Spacebar

With a Joystick-

Left and Right Movement: D-Pad Left or Right
Forward: Button 6
Ollie/Jump: Button 3

You can view a complete overview of the trick system controls in the Online Documentation topic [Controls](#).

Use the forward button to get rolling and increase speed. Use Direction Keys to navigate through the courses and around the obstacles. The trick buttons are used in combination with the directional keys/D-Pad to do tricks off of, on, or over obstacles. At the end of each course your score will be tallied up based on the total scores of all the

tricks you landed. If your score is equal to or higher than the levels score range and you didn't fall too many times, then you will move forward to the next level.

Minimum System Requirements

- * Pentium 166 MHz or higher processor
- * Microsoft Windows 95 or Windows 98 operating system
- * 32 MB of RAM
- * 75 MB of available hard disk space
- * 4X CD-ROM drive
- * Microsoft DirectX 6 compliant video card with at least 1 MB RAM
- * Microsoft DirectX 6 compatible mouse
- * Microsoft DirectX 6 compatible sound card

Overview

YOUR TICKET TO THE TOP

Head Games and SilverFish Studios have come together to bring you a simulator of **[eXtreme]** proportions. Build an arsenal of tricks through a natural learning process to compete on a variety of terrains.

LEARN TO SHRED

Get your moves down and blow the helmets off the competition. Single player competitions and practice modes give you the SHREducation you need.

SKATE THE HOTTEST SPOTS

As you progress to the top of the competition, travel across America on a Quest for the hottest spots. All the dream terrain is there, if you're good enough to skate it: Race down treacherous hills, bust tricks down the toughest handrails, defy gravity on the half-pipe. Whatever your preference, become the king of the extremes with **[eXtreme Boards and Blades]**.

Features

Tricks Hundreds of tricks and combinations. Allowing the player to reach imaginative new depths, without having to take the chance of crushing their skull.

Skaters Over 20 skater to choose from.

Terrain 15 levels of all kinds of terrain . Everything from a simple street course to entire systems of ramps and obstacles.

Music Featuring the Mashed Up Mosaic of Noise from Pferd .

Extreme Boards And Blades

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Go Skate

Compete Mode: Welcome to the aggressive world of competition! After selecting this option from the "Go Skate" menu you are taken to the Select Level screen. There are 6 skateparks available when you first begin your career. As you conquer each new level, new terrain is unlocked for shredding.

Free Ride Mode: Free Ride modes are designed for honing your skills or just skating for fun. This gives the skater no limitations. No time limits. No pressure. Just pure, aggressive skating. When Free Ride mode is selected, you will be presented with a screen exactly like the "Compete Mode" screen.

View the various levels by clicking on the arrow buttons on either side of the level's picture, or use the arrow keys. To play the level, click on the picture of the level

Note: Level Availability is determined by your current ranking in the Compete Mode. Only the skate spots up to and including the current level in compete mode are available in free ride mode.

Technical Support

You can access the Head Games Web site from your Internet Browser software at <http://www.headgames.net>

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Tips And Tricks

1. Don't Start Too BIG: Learn the **ins** before you learn the **outs**. There are lots of tricks and it will take some time to learn them all.

2. Use Compressing: Compressing really makes big ramps fun. So use that tuck button, get the air and fly.

Tricks and Combinations

This is a **Partial** Listing of Tricks that are in the game and how they are accessed
See [Controls](#) for more info

Ollie Tricks(o = ollie button)

Ins

Nollie =	o+ down
Nollie Kickflip=	o + down/left
NoseGrab =	o+ up
KickFlip =	o+ up/left
Shovit =	o+ up/right
Impossible	o+ right

Out

Out tricks are performed directly following the in trick...it is one keystroke.

Nosegrab =	up
Airwalk =	up/right
TailGrab =	down
Meloncolly=	left

Air Tricks(a= air button)

The Difference between ollie tricks and air tricks is that each **IN** for air tricks has its own **Outs** , but all ollie **INS** and **OUTS** are interchangeable.

Once again this is a **Partial** listing.

Ins

Nose Grab=	a +up
StaleFish =	a + down/left
Mute Grab =	a + right
Tail Grab=	a + down

Outs

Madonna Air =	nosegrab + left
Lean Air=	nosegrab + down
AirWalk=	nosegrab + up

Stalefish One foot stalefish + down
Mute Grab Tweek= mutegrab +left
Rocket Air = mutegrab + down
Saran Wrap = Tailgrab +left/up
NoseBone= Tailgrab + left
Tail grabFingerFlip Tailgrab +right
Christ Air = indygrab + left/up
Shovit Varial= shovit +left
Method Air= backside grab + left

IMPORTANT: There are many more combinations , but they are all based on the same system so try em all.

Trouble Shooting

VIDEO

Extreme Boards & Blades supports 3 types of video drivers: Direct3D (DirectX 6), Glide, and Software. The game allows you to choose from different drivers and resolutions, which gives you the ability to find a setting that works best for your system. However, it also opens up the chance that a video setting can be selected which will not work for your system. Please use caution in changing the video settings (Located within "Options" from the Main Menu).

When first making changes to your video settings, it is advisable to NOT select "**Save Video Settings**" until you have first verified that the new setting works the way you want it to. When you first change a video setting, go back to the Main Menu, select Go Skate, and follow the steps that follow to play the game. If, during gameplay, the game performance has improved, you should then go back to the video settings and choose "**Save Video Settings**" to keep the changes. Do this before you exit the game.

If your video card did not support the setting you had chosen and instead caused a serious problem or decreased your performance, provided you did not select the "**Save Video Settings**" option, the bad video settings will not be saved and once you have quit and re-started the game, the video settings will be restored to where they were prior to the change.

After installation, when you first run Extreme Boards and Blades it will attempt to set the video mode to Direct 3D if it finds drivers that appear to support it. In general, making use of the Direct3D driver setting in the game will yield better quality graphics and faster performance. This is also true of the Glide driver setting. Glide is available only to those who have a (3DFX) Glide-based 3D Accelerator card.

If you cannot find a Direct3D or Glide setting that will work for your video card, choose the Software driver. The Software driver tends to result in slower video performance but should have no problems running on any system that meets the Minimum System Requirements.

Extreme Boards & Blades detects the video drivers installed on your system to determine if you have a 2D, 3D, or 3Dfx video card. It cannot detect if the hardware is still installed on your machine. Therefore, if you have changed video cards but have not uninstalled the older video card drivers, Extreme Boards & Blades may attempt to utilize the old video card drivers, resulting in crashes. If you are having crashes or other serious errors, please make sure the only video card drivers installed on your system are the latest drivers for the video card or cards currently installed in your system.

The following chipsets/video cards have encountered problems running in **some** D3D modes and may require that you choose a different resolution to improve performance:

3D Labs Permedia II/Diamond Fire GL 1000 Pro
Intel i740/Diamond Stealth II G-460
Number 9 Revolution 3D
Nvidia Riva 128/Diamond Viper V330
Rendition 1000/Canopus Total 3D V1000 - in 512x384 and 800x600 resolutions
Rendition 2100/Diamond Stealth II S220 - in 512x384, 640x480 and 800x600 resolutions

The following chipsets/video cards have encountered problems running in certain Software mode resolutions and may require that you choose a different resolution to improve performance:

ATI Rage Pro - 320x240, 320x200 and 512x384 resolutions
Rendition 1000/Canopus Total 3D V1000 - in 512x384 resolution

The following chipset/video card (as a secondary card) has encountered problems running 3Dfx Glide in 800x600 and may require that you choose a different resolution to improve performance:

Voodoo Graphics/Orchid Righteous

Video cards that are not supported by the game:

ATI Rage II (Not presently Direct X 6 compliant)
ATI Rage II+ (Not presently Direct X 6 compliant)

AUDIO

At the time of release, the latest drivers for the Sound Blaster AWE 64 Gold sometimes caused an audio “stuttering” effect on slower computers. This problem does not appear to occur on earlier AWE 64 Gold drivers. If you encounter this problem, you may potentially fix the problem by changing your audio drivers.

Video Configuration

Brightness: This setting allows you to adjust your monitors gamma, or brightness, to suit your needs. To adjust your monitor brightness, select the brightness bar and move it left for darker settings or to the right for lighter settings using either the mouse or arrow keys.

Change Driver: Select this option to adjust your current driver settings. This opens the driver settings screen which will display the drivers available based on your computers display hardware. Possible options are:

Software: This is the only option available unless you have a 3d graphics accelerator installed in your computer. If you believe you have a 3d compatible graphics card but only see "Software" displayed on this screen, make sure the windows drivers are properly installed and configured.

D3d: Direct 3d is only available if you are using a compatible 3d accelerator. This offers a great deal of improvement over the performance of software mode.

3dfx: This option is only available if you are using a Glide compatible graphics card such as the 3dfx Voodoo and Banshee cards. In most cases this selection provides the most acceleration and thus smoother motion.

After you have selected the driver you wish to use, a screen appears allowing you to select your resolution.

Note: While higher resolutions provide a better picture quality they can also greatly reduce the speed of the display, impairing game play.

Save Video Settings: Once the video driver setup is complete click the "Save Video Settings" button to make sure the configuration is loaded the next time you play the game

Bank Ramps

Bank Ramps are flat wedge ramps.

Big Air Ramps

These Ramps are such as quater pipes and Big launch ramps,for getting lots of air

Coping

Coping is a small metal pipe at the top, or lip of a halfpipe or quater pipe. Its main purpose is for grinding and sliding on.

HALFPIPES

Large Ramps in the shape of a " U " or half of a pipe.

Hand Rails

Have you ever gone down a set of 20 stairs in 2.3 seconds. Well main skaters have thanks to Hand Rails

Lip

The Lip of the ramp is the Top. This is where a trick begins and hopefully (unless you crush your skull) ends

Quarter Pipes

A Quarter pipe is one side of halfpipe these are used in many park setups for the versatility in arrangements.

Transition

The transition is the curve of the ramp

