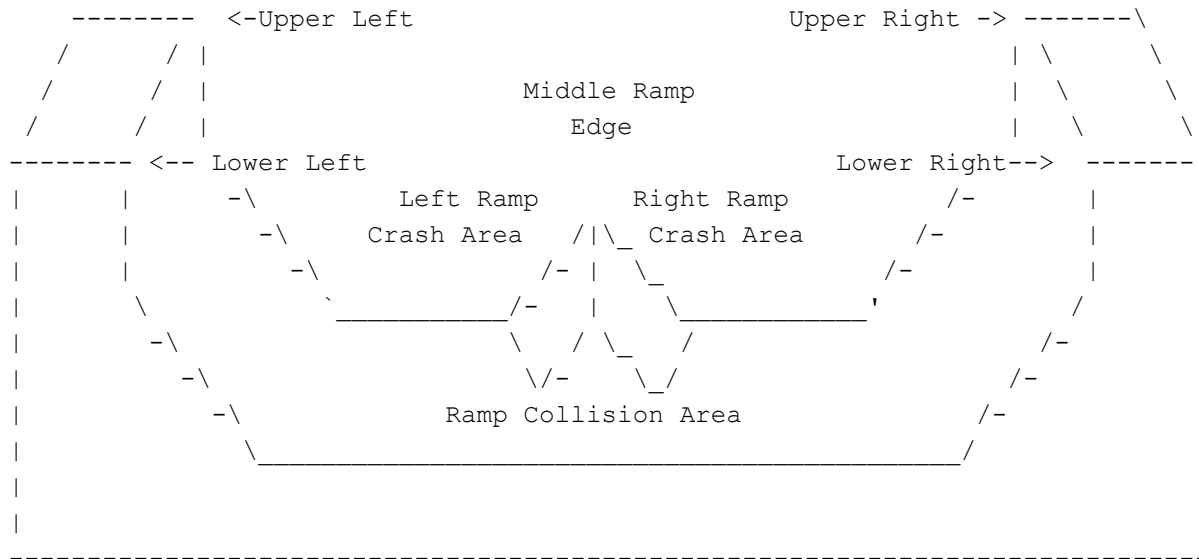


There are also several "crash" areas that I will note on the halfpipe for you to lookout for:

CRASH AREAS:

Crash Areas are places where your skater can skate off the halfpipe, so it's important that you don't skate in those areas or you will crash and see some rather amusing crash animations.



The UPPER LEFT and UPPER RIGHT Crash Areas are places where your boarder will fall off if you skate UP to the top without coming back down. When you try to go too far north during a jump, you will fall off the halfpipe and crash into the area above the screen.

Crash Animations:

UPPER RIGHT: Boarder falls off top, body parts and gear fly onto ground by halfpipe.

The LOWER LEFT and LOWER RIGHT crash areas are places where you will fall off the halfpipe if you push DOWN for too long. Falling off here will cause you to crash below the screen.

Crash Animations:

Lower Left/Lower Right: Boarder falls off bottom, falls past screen, body parts and gear erupt and fall in a pile.

Lower Left/Lower Right at Speed Level 5: Boarder falls off bottom, bowling pins fly up. STRIKE! :)

LEFT RAMP/RIGHT RAMP: These are areas like the upper left crash area where you can fall off the Middle Ramp if you push UP for too long. It is not possible to fall off the "lower left" or "lower right" section of the Middle Ramp.

Crash Animations:

Left Ramp/Right Ramp: Boarder flies off Middle Ramp and body parts/gear go flying. Cranky old man sticks his head out of the window above and cusses them young'uns for skatin' in his backyard! NOTE: This is probably the worst place to crash, as it will not only cost you a life, but several seconds as the old man goes on and on about them "crazy kids". Try to avoid crashing here if you can.

RAMP COLLISION AREA: This is a real easy place to crash, so avoid it if you can. By skating UP into the middle part of the Middle Ramp, your skater will wipe out. You

will eventually learn to avoid these areas but look out for the first couple times you play.

MIDDLE RAMP EDGE: This is probably the area that has the funniest crash animations. You can only crash here if you land wipe out while doing a Same Side or Second Side Ollie Flip on the Middle Ramp.

Crash Animation:

The crash animations change depending on which position your board is at the time of the crash:

```
____ <Board  
@ @ <Wheels
```

```
____  
@ @ - Landing like this from a trick on the middle ramp causes your boarder to be  
split in half, with one side of his body going to the right, one side  
going to the left, and your head still sitting on the Middle Ramp Edge! :D
```

```
@ @  
---- - Landing upside down will cause you to crash right into the Middle Ramp, with  
your board still attached to you. Good thing you wore a helmet. :)
```

```
@\ /@  
@\ or /@ - Landing at any incline will just cause your boarder to wipe out. Not  
good, but at least he's still in one piece.
```

Of course, if you hold a grab for too long on any section of the halfpipe, you will wipe out. Other board position information can be found in the TRICKS section of this guide.

III. TRICK SYSTEM and TRICK LISTING:

Before we start listing individual tricks, it is important to recognize the different landing positions that are required for each trick, because it is different.

Mid-Air Board Positions

```
____  
@ @  
Board is perfectly flat, like on flat ground.
```

```
@\ /@  
@\ or /@  
Board is at an incline to the right or left.  
This position is ideal for landing some tricks.
```

```
@ @  
----  
Board is completely upside down in mid-air.
```

```
@ |  
@ |  
Board is perpendicular to the ground. This is another
```

critical position for landing tricks.

Trick System:

The Trick System for Skate or Die 2 is amazingly complex for having such a simple control scheme that is limited to just two buttons and four directions.

Basically there are two ways to control your skater.

UP/DOWN - This moves your skater UP or DOWN on the halfpipe. Up and down are only used for moving your skater. It is not ever used for tricks.

LEFT/RIGHT - Either direction, in correspondence with a button, is used to do different tricks.

A Button: Used to do different tricks.

B Button: Used to do different tricks.

Select: No in-game uses.

Start: Pauses game.

Trick Listing:

There are 17 tricks you can do, a surprising number for an 8-bit Nintendo game. Getting this degree of variety is probably the strongest suit of the game. Unfortunately, it also leads to some degree of confusion on just how exactly to do some tricks. Well, that's what this guide is for, isn't it? :)

EXACT METHODOLOGY FOR TRICKS:

It took me a while to discern exactly what the method was for doing different tricks. While it's actually quite simple, getting used to doing particular tricks when you can do really well by just mashing buttons takes some practice.

The factor for doing tricks is reliant on whether you HOLD or TAP the A/B button while in the Trick Zone. In general, most grabs are done by tapping the button, and most longer, higher scoring tricks are done by HOLDING the button in the trick zone until you are airborne.

For example, to do the Rocket Air, which is a very common trick, get up to speed 4-5 and TAP A while holding left on the control pad. If get up to speed 4-5 and HOLD the A Button while pushing left, you will do the Airwalk Grab.

While this seems really simple, it can take practice to be able to maintain your speed while busting out awesome tricks. Since you have to HOLD the button going into the jump, you may lose speed since you have to TAP the button through the speed zone to gain speed. Practice on tapping the button until you reach the trick zone and then holding down the button; it can be done and can lead to some awesome runs.

I've tried my hardest to discern the correct method for doing most of the tricks in the game. However, please note that there are some tricks I could be wrong about. Also, I got the names of the tricks from the instruction booklet from a very cool guy online named mamafreak. However, I don't think the booklet describes each of the tricks, so I might have labeled the wrong trick with the wrong name. If you think I've mislabeled one of them, please let me know: gondee5@yahoo.com.

A few things to remember: All grabs increase in score depending on how long you hold

them. Hold them as long as possible to rack up the most points.

I will categorize all tricks by the speed rating required to do them. I will also list in a separate section tricks that can only be done on the Middle Ramp. Most regular tricks can be done on the Middle Ramp, but there are a handful that can only be done there and NOT on the regular ramp.

SPEED 1 TRICKS

These are the only tricks that can be done at measly speed level 1. Do these once or twice to boost up your Trick Score Bonus at the end of the run.

KICK TURN

Command: Right + HOLD A

Points: 100

Difficulty: 1/5

Notes: A simple little kick turn off the lip.

OLLIE AIR (SMALL)

Command: Right + HOLD B

Points: 100

Difficulty: 1/5

Notes: A quick little 180 off the lip, belying the fancy name it's not much of a trick.

SPEED 2-3 TRICKS

These are the tricks done at speed level 2-3. They typically are lower scoring, but doing several of these tricks in a run can really boost your Trick Score Bonus at the end of the run.

HAND PLANT INVERT

Command: Right + HOLD A; A/B button to end grab

Points: 200-600

Difficulty: 2/5

Notes: A very cool little handstand. If you hold it too long, you will wipe out.

When you do this trick, your speed meter will reset to 1.

50/50 AXLE GRIND

Command: Right + HOLD B; B Button to end grind

Points: 64-125

Difficulty: 3/5

Notes: This is a neat little grind along the edge of the regular halfpipe, with your board perpendicular to the lip. Be careful that you do not hold it too long as it is very easy to fall off the side.

RAIL SLIDE

Command: Right + HOLD A; A Button to end grind

Points: 64-125

Difficulty: 3/5

Notes: This is another grind with your board parallel to the lip. Again, be sure to end the grind before you fall off the side.

FOOT PLANT

Command: Left + HOLD B

Points: 300

Difficulty 1/5

Notes: This is a lame little 1-legged hop that the guy does at low speeds. Do it once to expand your trick bonus and then forget about it, heheh.

TAIL LEIN

Command: Right + TAP A, Tap A to end.

Points: 375-600

Difficulty: 1/5

Notes: This is the default grab that you do if you just tap A. The guy shifts his board up a little bit. Not very cool-looking so it gets my vote as the lamest trick.

ROCKET AIR

Command: Left + TAP A or TAP B, Tap A/B to end.

Points: 300-950

Difficulty: 2/5

Notes: This is a grab where you reach for the sky. The longer you hold it the more it's worth. It's also excellent for getting the different bonuses in the game. (More on that later.) You may get this trick quite a bit if you are tapping buttons as it can be done with both A and B.

SPEED 4-5 TRICKS

A few of these might be able to be done at lower speeds, but they are always the tricks you should do at speed level 4-5.

AERIAL AIR

Command: Left + HOLD B, Tap B to end.

Point: 300-950

Difficulty: 2/5

Notes: This is a grab where you invert your body in the air so that the board is above your body. Very cool looking if you use up or down to move while you are in the air.

AIRWALK

Command: Left + HOLD A, Tap A to end

Point: 300-950

Difficulty: 3/5

Notes: Very cool grab where he takes the board out from underneath him while he is airborne.

JUDO AIR

Command: Right + HOLD B, B to end

Point: 300 or 1000

Difficulty 3/5

Notes: This is a very fancy trick where you spin the board on your foot while you are in mid-air (don't ask me how, heheh.) There are two versions, a short version worth 500 and a longer one worth 1000 points.

OLLIE AIR

Command: NO DIRECTION - JUST HOLD A, Then Tap Left or Right to Spin, A to end spin.

Points: 1250+ (depends on amount of spins)

Difficulty 5/5

Landing Position: @|

@|

Notes: This is a move where you do several aerial 360's while on the board. This is distinctive because the skateboarder puts his arms out to the side while he spins and rotates very quickly.

FINGER FLIP

Command: NO DIRECTION - JUST HOLD B. Then Tap Left or Right to Spin, B to end spin.

Points: 1250+ (depends on amount of spins)

Difficulty: 5/5

Landing Position: @|

@|

at your own discretion.

INFINITE BOARDS: To be able to crash all you want without fear of losing a life, move your boarder to the top of the screen before he starts his run. Begin pressing Start and Select repeatedly until you hear a weird siren sound. Now, you will constantly have unlimited boards. You will also get a large board bonus and time bonus at the end of the run without having to work for it.

GAME GENIE CODES: You need the Game Genie for these to work, or at least an emulator with the Game Genie feature. :)

For the Stunt Ramp Only:

PAUYLLLLA	Only 1 skateboard
TAUYLLLLA	6 skateboards
PAUYLLLE	9 skateboards
SXKPVYVG+SXUZGAVG	Infinite skateboards
TAONILLA	More time
ZAONILLA	Less time
SZUAKZVG	Stop timer
TEKOKZIA	Super speed

Source: <http://www.geocities.com/agatepickin/emulation/skateordie2.html>

V: CREDITS AND LEGAL

Thanks to my friend Danny for owning this game so that I could play it. I wish your brother hadn't sold all your Nintendo games so I could play SOD2 the way it was meant to be played, heheh.

Big thanks to mamefreak for hooking me up with the names of the tricks. I wouldn't have been able to find them online, so much appreciation for the info.

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