

Skate or Die 2 Game Script

by furb

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ver 1.0

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Game Script

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Table of Contents

A...Introduction

1...Dialogue Guide - Skate or Die! Skate or Die! Die! Die! Die! (dg1)

1a---Prologue

1b---City Street

1c---The Mall

1d--- Beach

1e---Factory Maze

B...Legal Information

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A-----INTRODUCTION
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"These are the times that try a gamer's soul"
-furb mocking Aggro Eddy

Skate or Die II: The Search for Double Trouble is almost as painful to play as as a trip to the dentist for a root canal. The story mode is a test of will and the player's pain threshold. Thankfully, the video game gods made this the game quite short. The most notable problem with this title is the terrible collision detection. You'll spend almost as much time on the ground as you do on the board. Sometimes, you'll bite the pavement for seemingly phantom reasons. It damned nearly makes the game unplayable. Oddly enough, the vert ramp mode is quite fun. The story mode seems like an afterthought. I am a huge fan of Skate or Die. It's a total shame that the second game in the series is so bad. Skate or Die II does feature well done voice clips, however. Still, this title is nearly unredeemable. This guide was not fun to produce. I hope to never play this thing again

Skate or Die! Skate or Die! Die! Die! Die! (dg1)

1a--Prologue

STARRING:

RODNEY

OWNER OF RODNEY'S SKATESHOP. VERY HIP DADDY-O TO THE LOCAL SKATE CROWD. LOOK TO HIM FOR BETTER SKATEBOARDS.

LESTER

SON OF RODNEY. PRIMO SKATER WHO'S TOO COOL FOR WORDS. HE'LL TEACH YOU ALL THE RIGHT SKATE TRICKS BUT GOOD LUCK FINDING HIM. HE ALWAYS SKATES SOLO.

CJ

ONE OF THE LOCAL THRASHERS. DON'T LET HER GOOD LOOKS FOOL YOU. SHE'LL SKATE YOU INTO THE GROUND.

ICEPICK

THE LOCAL LOCO. STAY CLEAR OF THIS DUDE AND HIS PALS. HE'S ALWAYS LOOKING FOR NO GOOD AND ALWAYS FINDING IT.

AND YOU!
OUR HERO.

NARRATOR:

IT'S ANOTHER BEAUTIFUL DAY IN THE QUIET TOWN OF ELWOOD. PERFECT WEATHER FOR MAYOR'S WIFE TO TAE HER POOLE FIFI FOR A NICE WALK... ..AND FOR YOU TO TAKE YOUR BOARD OUT... FOR SERIOUS SIDEWALK SHREDDING!

OUR HERO-YOU:

'THIS IS GREAT! CLEAN STREETS. EXCELLENT WEATHER. CAN IT GET BETTER THAN THIS?'

MAYOR'S WIFE:

'OH LOOK, FIFI. THE ANTIQUE STORE IS HAVING A SALE.'

ICEPICK:

'HEY, POSEUR. WHERE'D YOU LEARN TO RIDE?!'

OUR HERO-YOU:

'?!' 'BUZZ OFF, ICEPICK! WHO YOU CALLING 'POSEUER'?!'

FIFI:

'ULP!'

OUR HERO-YOU:

'ACK!'

FIFI:

'YIPE!'

SPLAT!

MAYOR'S WIFE:

'FIFI!'

NARRATOR:

LATER...

IN THE MAYOR'S OFFICE...

MAYOR:

'YES DEAR, YES DEAR. I KNOW DEAR...'

NARRATOR:

NEXT DAY

FRONT PAGE OF THE NEWSPAPER

MAYOR BANS SKATEBOARDS!

NARRATOR:

MAJOR BUMMER, DUDE.

1b--City Street

"THESE ARE THE TIMES THAT TRY SKATER'S SOULS."

-AGGRO EDDIE

RODNEY:

YO DUDE, I'M RODNEY. TAKE SOME TIME TO CRUISE THESE STREETS AND NAB ANY RAD STUFF YOU MIGHT SEE. COME FIND ME IF YOU EVER NEED A BETTER BOARD. LOOK FOR MY DEAR BOY, LESTER. HE'S GOT A LOT OF SKATE TRICKS TO TEACH YOU.

~SKATE STRAGHT

-----LEVEL 1 START

-----MAYOR'S WIFE DEFEATED

NARRATOR:

SUNRISE OVER ELWOOD...

OUR HERO-YOU:

TIME TO JAM ON DOWN TO THE LOCAL HALFPIPE. BUT WHAT'S THIS?! THIS CAN'T BE HAPPENING!

NARRATOR:

NOT YOUR HALFPIPE!!

CONSTRUCTION WORKER:

'DA MAYOR SEZ YOU KIDS AIN'T GOT NO O-FFICIAL BUILDING PERMIT...' '...AND ACCORDING TO CITY BUILDING CODE 13.1689.04, BYLAW 86, SUB-SECTION 5A...'

'...IT HAS HERBY BEEN CONDEMNED AS UNSUITABLE FER PUBLIC USAGE.'

OUR HERO-YOU:

'BUT, WHAT'LL WE DO?'

CONSTRUCTION WORKER:

'GET A NEW CITY BUILDING PERMIT.'

OUR HERO-YOU:

'BUT, PERMITS COST BUCKS!'

CONSTRUCTION WORKER:

'SO? GIT A JOB, KID...' '....OR TAKE UP KNITTING! HAR! HAR! HAR!'

NARRATOR:

OF COURSE YOU KNOW THIS MEANS WAR!

NARRATOR:

LATER THAT DAY...

CJ:

'SO, LET'S POOL OUR MONEY. WHAT'VE WE GOT?' 'EIGHT DOLLARS AND 37 CENTS. IT DOESN'T LOOK GOOD.'

OUR HERO-YOU:

'BOGUS, DUDES. THE RAMP IS HISTORY.'

CJ:

'WAIT A MINUTE. MR. JENKINS, DOWN AT THE MALL, ALWAYS HAS SOME DELIVERY JOBS AVAILABLE.' 'WE COULD EARN THE MONEY IN NO TIME!'

OUR HERO-YOU:

'AMOST EXCELLENT IDEA, CJ! LET'S GO!'

NARRATOR:

LATER...

MR. JENKINS:

'...LIKE I SAID. YOU MAKE ALL THESE DELIVERIES AND YOU'LL GET PAID AT THE END OF THE DAY.' 'SO DON'T DAWDLE ABOUT. THERE MIGHT BE SOME BONUSES IN IT FOR YOU ALONG THE WAY.' 'FOR YOUR FIRST DELIVERY, TAKE THIS PACKAGE TO WEREMOUSE RECORDS.'

OUR HERO-YOU:

'NO PROB, MR. JENKINS. I'M ON IT!'

NARRATOR:

SNOOZER JOB, RIGHT?!

1c--The Mall

"WHEN THE GOING GETS TOUGH, THE TOUGH GET TO SKATING."

-CJ

NARRATOR:

IN A SMALL BEACHFRONT HOUSE...

KNOCK, KNOCK

RODNEY:

'YO! COME ON IN...'

OUR HERO-YOU:

'HEY, RODNEY! HOW ARE THE NEW PLANS COMING ALONG?'

RODNEY:

'COULDN'T BE BETTER! THIS'LL BE THE RADDEST, BADDEST, MOST TOTALLY INSANE

HALFPIPE YOU'VE EVER SEEN!' 'COME CHECK OUT THESE VERY COOL FEATURES. JUST
TURN ON THAT LIGHT...'

CLICK

RODNEY:

'NO! NO! NOT THAT SWITCH!'

Plans fly out the window

'AUUUUCHH! THE PLANS!'

NARRATOR:

A MOST UNFORTUNATE SETBACK.

1d--Beach

"TOO CLEVER IS STUPID, DUDE."

-ICEPICK

NARRATOR:

DOWNTOWN AT THE CITY PLANNING COMMISSION.

COMMISSIONER:

'LOOKS LIKE EVERYTHING'S IN ORDER, MISS...' '....PERMIT FUNDS, APPROVED
BUILDING PLANS, APPLICATION...' 'HERE'S YOUR NEW RAMP PERMIT. HAPPY SKATING!'

CJ:

'HEY, THANKS! WE CAN'T WAIT TO GET STARTED.'

SKATE POSSE

'GUYS, CHECK IT OUT! HERE COMES CJ.'

ICEPICK:

'WHAT'S UP, CJ? WHAT'CHA GOT THERE?...'

CJ:

'TAKE A HIKE, ICKPICK. IT'S NONE OF YOUR BUSINESS.'

ICEPICK:

'THAT WOULDN'T BE THAT PERMIT YOU POSEURS ARE TRYING TO GET, IS IT?' 'WHY
IT'D BE A SHAME IF SOMETHING SHOULD HAPPEN TO IT, NOW WOULDN'T IT?' 'SO, HAND
IT OVER AND LET ME CHECK IT OUT...'

CJ:

'YEAH, RIGHT ICEPICK. WHY DON'T YA CHECK THIS OUT?!'

SPLAT! (Icepick gets paintballed)

CJ:

'HELP!'

NARRATOR:

SEARCH AND RESCUE TIME.

1e--The Factory Maze

"KNOWLEDGE RESTS NOT UPON TRUTH ALONE BUT UPON ERROR ALSO."

-LESTER

-----If you don't get the permit first:

CJ:

'AWESOME SKATING! HAVE YOU GOT THE PERMIT?'

OUR HERO-YOU:

'PERMIT?! I THOUGHT YOU HAD IT?...'

CJ:

'I MUST HAVE DROPPED IT SOMEWHERE IN THE BUILDING WHEN ICEPICK CHASED ME UP
HERE. WE'VE GOTTA FIND IT!'

OUR HERO-YOU:

'ALRIGHT. LET'S GET BUSY!'

-----If you get the permit first:

'AWESOME SKATING! HAVE YOU GOT THE PERMIT?'

OUR HERO-YOU:

'RIGHT HERE! NOW LET'S GET OUTTA HERE AND GET TO WORK ON THAT RAMP...'

NARRATOR:

AS NIGHT FALLS ON THE QUIET TWON OF ELWOOD...

NARRATOR:

'THE LAST NAIL GETS HAMMERED... ...THE FINAL TOUCHES ARE MADE.'

THE CREW:

IT'S FINALLY DONE!

NARRATOR:

CONGRATULATIONS!

YOU'VE SUCCESSFULLY COMPLETED THE DOUBLE TROUBLE HALFPIPE. THANKS TO YOU,
SKATE HEADS ALL OVER ELWOOD REJOICE!

2-----Legal Information

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