
SK8R
3D
G8R
MANUAL

This is the official Weathered Sweater LLC seal of approval to certify that we sure did make this game - we hope you like it because we do or otherwise we would have put it in the trash and set it on fire.



Weathered Sweater LLC, 2023

Skator Gator, Later Gator, Annihilator Gator, Trader Gator, Raider Gator, Crusader Gator, Greater Gator, Equator Gator

Creator Gator, Waiter Gator, Freighter Gator, Curator Gator, Dictator Gator, Translator Gator, Hater Gator, Bartholomew, Debater Gator, Crater Gator, Cater Gator, Communicator Gator, Straighter Gator

Haha, are you reading all of these?

Grater Gator, Persuader Gator, Modulator Gator, Traitor Gator

Legislator Gator (this one is our lawyer, LOL)

Table of Contents

Prologue	1
Controls	3
Pipes	6
Enemies	9
Power Ups	11
Collectibles	12
Game Map	13
Family Tree	15
CREDITS	17

Prologue

A Mysterious Gift...



Greenjamin Gator finds a present on his front doorstep! It's the most high tech skateboard Greenjamin has ever seen, allowing him to perform tricks with ease! Who could have sent this gift?



After a long day of rad tricks, Greenjamin heads to bed. As part of his nightly routine, Greenjamin collects the deed to the swamp, handed down to him by his father, heads to bed, and falls asleep.



But... something stirs in the night...



Greenjamin awakens to find the deed and his new skateboard to be missing! A quick glance outside reveals the culprit fleeing the scene with the deed. Unable to find his new skateboard, Greenjamin grabs his older, trusty skateboard and sets out into the swamp to get the deed back!



The chase ensues and a robotic gator is the thief!? Not only that, robots and pollution have plagued the swamp just like in his father's stories! Will Greenjamin be able to save the day?

Grinding Controls



Rail Switch

A D / LEFT & RIGHT

Greenjamin can hop between rails to avoid obstacles and navigate the swamps! Careful of falling in the water, Greenjamin (surprisingly) can't swim.



Jump

SPACE / A / ✕

In the third dimension, Greenjamin can jump over obstacles in his way without changing lanes. Tapping and holding Jump can result in different heights!

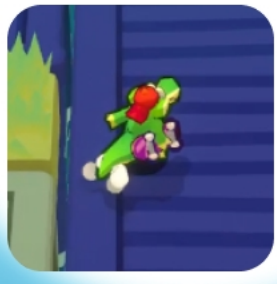


Dash

SHIFT / ✕ / □

If you want to hit those Staff Times, press Dash to boost forward. Careful though, you won't be able to switch lanes or jump for a moment after dashing.

Walking Controls



Walk

W A S D / LEFT JOYSTICK

These feet were made for walkin', and that's just what they'll do. Move around the environment to reach new grind rail sections and walk (or run) to the finish line!



Look

MOUSE / RIGHT JOYSTICK

Experts say a gator's eyes have the ability to rotate the camera around them and observe their surroundings. This can be useful for finding collectables and secrets!

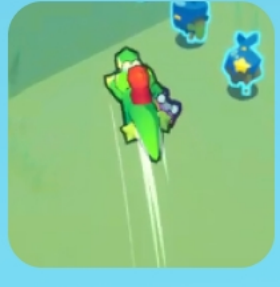


Jump

SPACE / A / ✕

In the third dimension, Greenjamin can jump over **ANYTHING*** that stands in his way while walking!

*at game designer's discretion

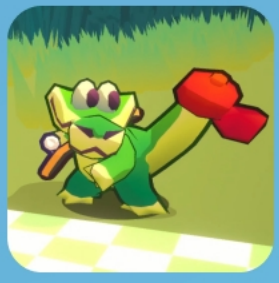


Dash

SHIFT / ✕ / □

Dashing can help you reach distances otherwise impossible with simple jumps. Dash while grounded or in the air to close the gap between you and your goals.

Walking Controls Cont.



Zoom

SCROLL WHEEL / LB / L1

What's the point of Greenjamin looking nice and cute today if you can't appreciate him? Zoom in to get a better look at his dance once you're AFK for 30 sec.



Recenter

RIGHT-CLICK / RS / R3

Walking the wrong way? Confused? Disoriented? Lost? HELP! Don't fret friend, just recenter your camera to re-gather your bearings and continue onward!



Pause

ESC / ☰

Sometimes you just need to breathe, take out the trash, or crank up your music volume in the options menu. No matter your cause, remember to pause.



Super Jump?

Psst... wanna know SG3D's best kept secret? There is a short timing where if you Jump after Dashing you jump further & higher! You can even dash again after!

Pipes

The mayor of Rat City cut through the swamp with a series of pipelines delivering various substances to and from the Factory. As a Skator Gator, Greenjamin can grind his way across the swamp atop these pipes.

Nature has been working hard to reclaim these intrusions, resulting in a variety of hazards that Greenjamin will have to navigate around if he wants to grind effectively.

The City has modified some sections of the pipeline for inscrutable reasons. Probably efficiency. Whatever their motivation, the results affect Greenjamin's grinding as much as the natural hazards.



Boost Pipe

This pipe type moves its contents extra fast, but also significantly increases Greenjamin's speed upon contact.

Moss Pipe

A particularly hardy moss that carpets lengths of the pipes and slows down any speedy skators or gators who pass over it. Does not always point north.



Pipes Cont.



Bounce Pipe

These gelatinous sleeves cover parts of the pipeline, seemingly for no other reason than to toss would-be-grinders to and fro.

Heat Pipe

The contents of this pipe are overheating, resulting in a dangerously hot surface that will burn Greenjamin if he stays in contact with it for too long!





Oil Slick

In an outcome no one could have predicted, parts of the pipeline have been damaged over time, leaking out their slippery contents. Greenjamin will be sent into an uncontrollable spin if he slides over these spills.

Rat Can

They're not pipes! But they're in metal tubes?



Mushrooms



Bounce Shroom

A remarkably elastic fungus growing at the end of pipes that launch passing skators into the air. The bigger the shroom, the bigger the bounce!

Launch Shroom

A close relative to the Bounce Shroom known for their high accuracy. These fungi are particular about where they send skators, and chances are you'll land in the same place every time you jump on one!





Bumper Shroom

An incredibly robust fungus that will not budge, bouncing back anyone that hits them. They can grow on top of each other, resulting in a tower of shrooms that can't be hopped over by normal means.

Spore Shroom

This fungus has a lot of spare spores to share. Anyone foolish enough to collide with one of these gets a face full of dust, clouding their vision for a short time.



Enemies

Version 1.1 of the In-Sec drone program. Most are docile, but some with older firmware can be found following your movements and will attempt to charge incoming Skators.





Version 2.1 of the In-Sec drone program. Upgrades have prioritized accuracy over speed. They serve as sentries to fire at nearby Skators.

Version 3.0 of the In-Sec drone program. This heavily armored model deflects attacks and charges at trespassers. It seems like a design flaw has made them weak from behind...



Enemies

Old Garbage Trucks are used as shipping vehicles for the In-Sec drones. They are driven by B33s who have gone through rigorous training involving flooring the gas pedal as hard as they can.

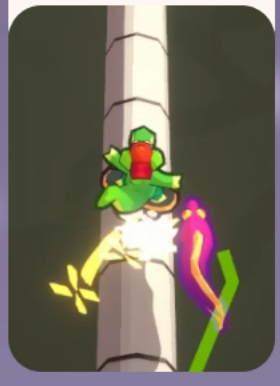




A mysterious robot that can transform between a gator and a skateboard. It has exceptional performance as a skateboard. Originally sent to Greenjamin as a gift, it seems this Traitor Gator has stolen the deed to the swamp!

Power-Ups





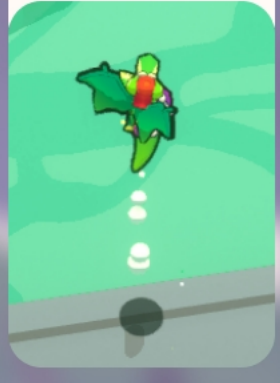
Eel Blaster

Your eel pal, Slim Jr. is here to help zap the enemy bots into submission!

Dashing while empowered with Slim Jr. will create a shocking shield that destroys enemies in your path and keeps you safe from damage!

If you're grinding and you switch rails, Slim Jr. will shoot a projectile in the lane you landed in!





Wild Wings

Are gators descendants of DRAGONS!?

The Wild Wings power-up allows Greenjamin to flap once in mid-air to extend his jump! Multiple wings will stack, allowing you to chain your extra jumps.

When grinding, the wings will automatically enable Greenjamin to hop across the distance of an extra lane, or leap over particularly tall obstacles!

Collectables



Trash!

Traitor Gator's goons have spread trash all over the swamp! Grab the bags to help clean things up. One gator's trash is another gator's treasure after all.

GATOR pieces

Proper board maintenance is an important part of being a Skator Gator. Collect the GATOR pieces and repair the skateboards of skaters around the world!





Boombox

What's that sound? Out in the wilderness? Who left this here? Why are their beats so fire? These lil things are hidden all around the swamp. Try to find them all!

Time Trophies

Gotta go fast! Beat the Challenge Time on each level to prove your skills as a speedy skater! Go even further beyond to try to beat our Staff Times, if you can 😉.

Think you're the best in the world? Upload your times to speedrun.com!




Sunset Swamps
Daytime Bogs


???
Midnight Mire

Family Tree

who is this





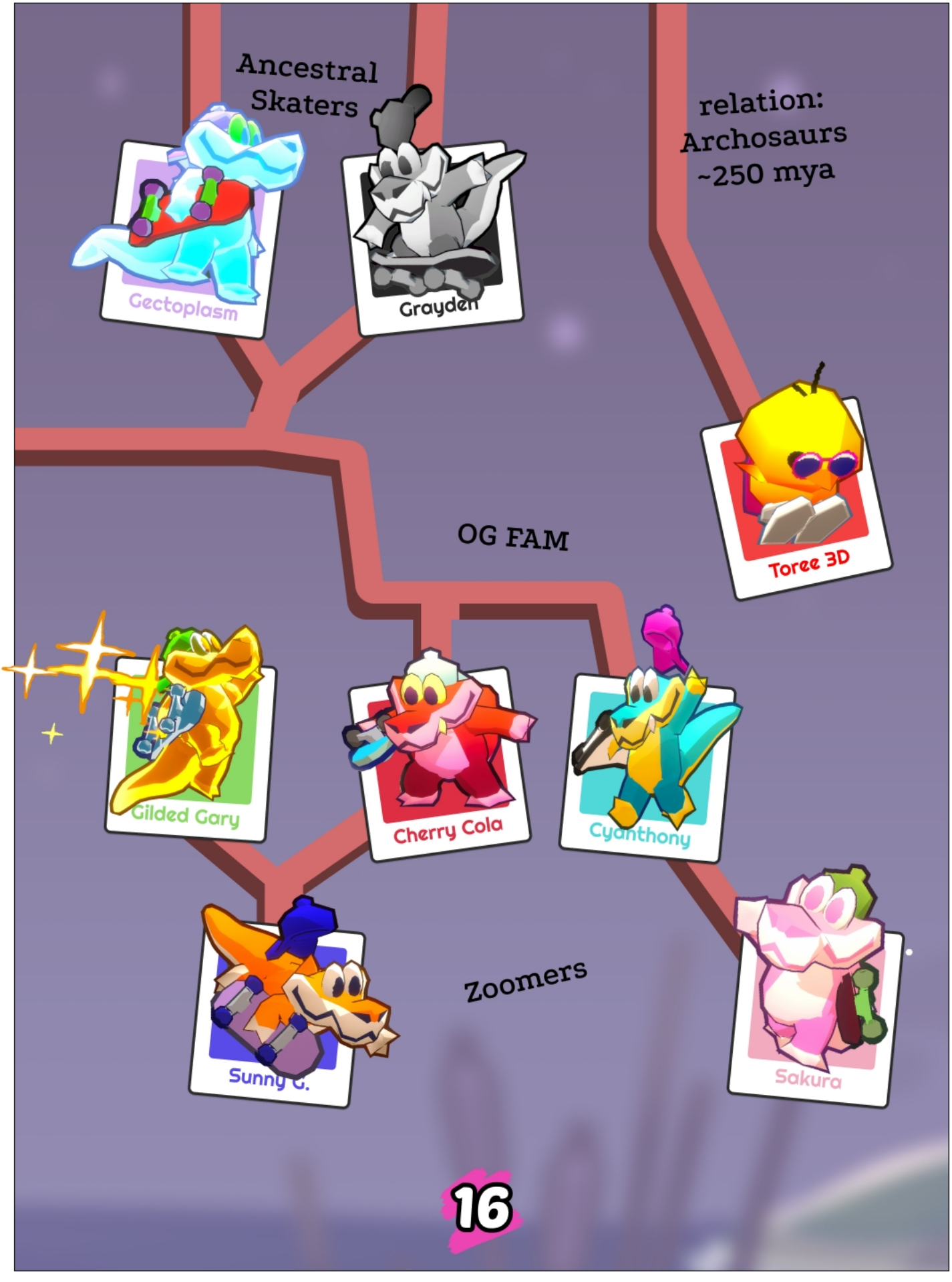
DNA?

CREATOR & CREATION





does this make them brothers...??


Ancestral Skaters
relation: Archosaurs ~250 mya
Gectoplasm
Grayden
Toree 3D
OG FAM
Gilded Gary
Cherry Cola
Cyanthony
Zoomers
Sunny G.
Sakura

Credits

Ryan Huggins	Director, Producer
Daimen Paquin-Nault	Systems, Level Design
Matthew Roy	Engineer
Campbell Fletcher	Artist
Cam Thy An Vo	Artist
Jack Yeates	Music and SFX
Fisher Wagg	Level Design, Vocals
Jaymee Fulcher	Producer
Wednesday Hartman	Engineer (Support)
Nicholas Robbins	Engineer (Support)
Qadira Al-Mahi	Marketing Support
Ash Ahonen-Critchley	Quality Assurance
Michael Bowen	Quality Assurance
Matthew Byrne	Quality Assurance
Ashley Corrado	Quality Assurance
Alex Hunt	Quality Assurance
Alex Lanthier	Quality Assurance
Ian Robert Melvin	Quality Assurance
Kendrick Ng-Yow	Quality Assurance
Jana Sofia Panem	Quality Assurance
Lori Sengbusch	Quality Assurance
Vanessa Urnos	Quality Assurance
River Vondi	Quality Assurance
Jacob Vorstenbosch	Quality Assurance
Alexis Wilson	Quality Assurance
Jonathan (JT) Woodside	Quality Assurance
SIACTRO	Toree 3D
LAUNDRY BEAR	Console Ports (Switch, Xbox)
WINDFLOWER	Bizdev

Special Thanks

Eric Winebrenner, Robert Mitchell, The PSers, Alexis Faintreny, Christina McCown, Bradford Horton, Tomas Gomez, GameTheory Co

Notes

