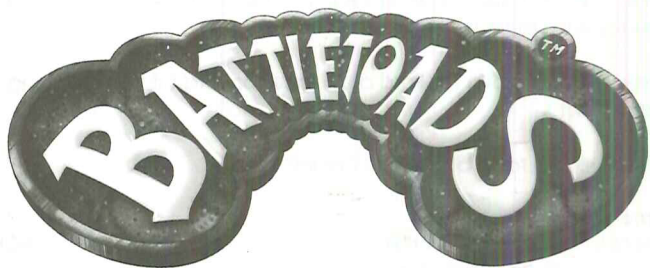


ELECTRONIC



LCD VIDEO GAME

1 THE BATTLETOADS™ STORY

Is nothing in the universe safe? The Battletoads are hard at work on their four light-year mission to take the Terran Princess, Angelica back to her native planet.

One of your favorite Battletoads, Pimple is taking her for a joyride in the Toadster. But the Gargantua, the flagship of the Dark Queen, swallows them up and hijacks them to Ragnarok's World!

But the rest of the Battletoads crew, safe aboard the SS Vulture, picks up the trail and follows the Gargantua to Ragnarok's World! The two other Battletoad crew members, Zitz and Rash, are determined to storm the planet, rescue their pals and teach the Dark Queen a lesson!

With the power of Rash, Zitz, and Pimple, it's time for some battle moves— with some punching and Big Bad Boot kicking action!

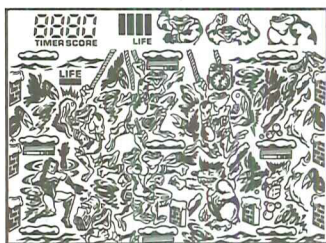
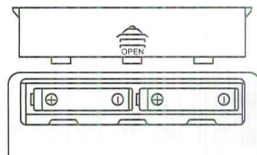
2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



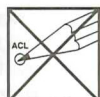
3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

Kick and punch your way with the Battletoads through 5 stages of Princess-saving fun and adventure!

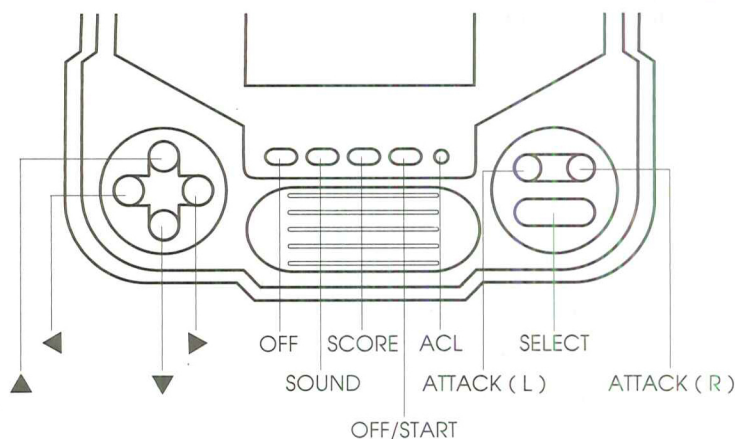
To WIN the game, you must complete each stage within the given time limit without losing all your life bar!

You will be under constant enemy attack. You must defeat your enemies before they knock your life bar down to zero! You'll score points for every enemy you defeat.

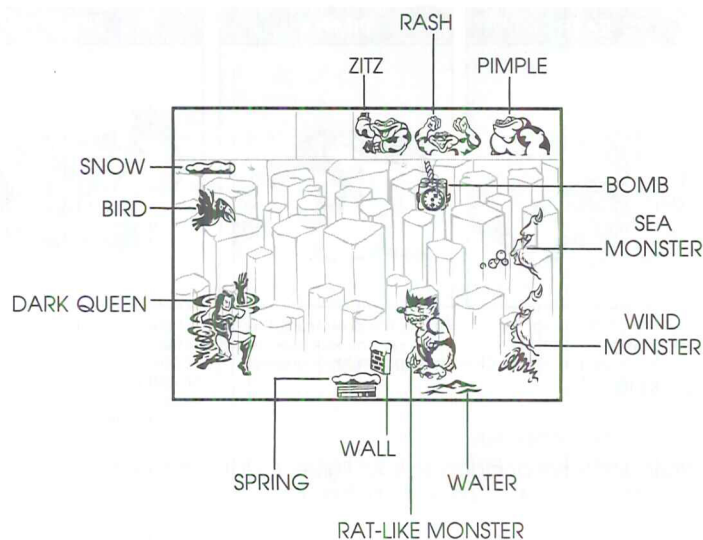
The GAME IS OVER if your life bar runs out or if you can't complete a stage within the time your given on the timer!

It's a Toadally Rad adventure!

5 CONTROL GUIDE



- ON/START — To turn on the unit.
— To start the game.
— To start each stage.
- SCORE — To examine the score.
- SOUND — To control sound: on or off.
- OFF — To turn off the unit.
- ▲ — To jump up.
- ▼ — To move down after jump.
— To accelerate moving down (stage 1).
- — To move forward.
— To face forward (if facing backward).
- ◄ — To face backward (or left).
- ATTACK (L) — To kick or punch to the left.
— To pick up bonus life.
- ATTACK (R) — To kick or punch to the right.
— To kick time bomb to end a stage.
- SELECT — To select character in cyclic order:
RASH > PIMPLE > ZITZ > RASH...



6 FEATURES

- 5 stages of Toadally Rad action!
- Battletoad selector(RASH, PIMPLE, ZITZ)
- stage timer
- time bombs
- bonus life
- built-in sound
- sound on/off control
- maximum score retained
- built-in automatic power-off timer

7 GAME SUMMARY

You can fight as either RASH, PIMPLE, or ZITZ. Each has their own fighting advantages!

RASH is known for speed. He can really run!

PIMPLE is known for fighting. Just one kick from his big boot defeats an enemy!

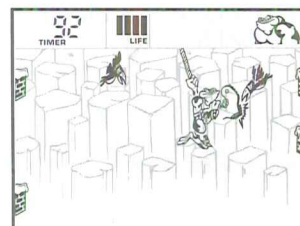
ZITZ is known as the brainiest Battletoad. He's not as fast as Rash or as powerful as Pimple, but he's more consistent than either of his comrades.

You have to fight your way through 5 stages of action without losing all your life bar—and within the time you given on the stage timer! If you make it all the way through, you will have defeated the evil forces of the Dark Queen, and will save the Princess—as well as yourself!

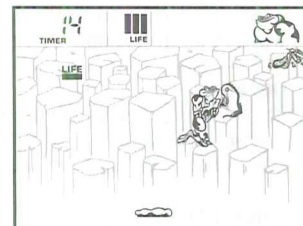
You begin the game with 4 units of life bar. You lose a life bar each time you are hit 2 times by an enemy. However, you can pick up additional units of life bar along the way!

So you must defeat your enemies before they destroy you! You will score points for each enemy you defeat!

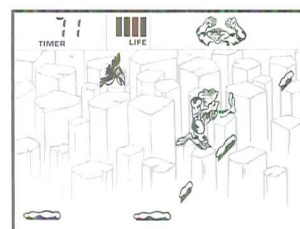
You will also score bonus points for each unit left on the timer at the completion of each stage!



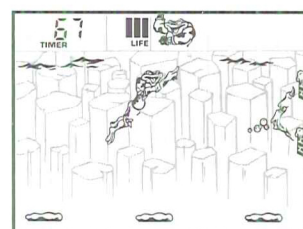
At stage 1, move down the rope!



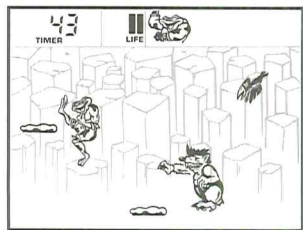
There's a time bomb at the end of each stage! Press ATTACK (R) to destroy it with a kick! This completes the stage. Also be on the lookout for bonus life along your way! Press ATTACK (L) to pick up bonus life!



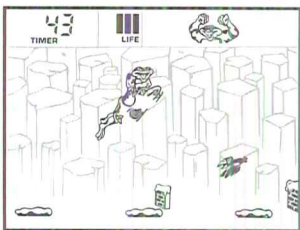
At stage 2, you have to run! Select RASH to run up the ice slope! When you stop, you go backward! You must move at great speed! Keep pressing the FORWARD button quickly!



At stage 3, you have to swim! Watch out for the Sea Monster! He blows tidal waves at you from both left and right!



At stage 4, you have to jump up using the spring!

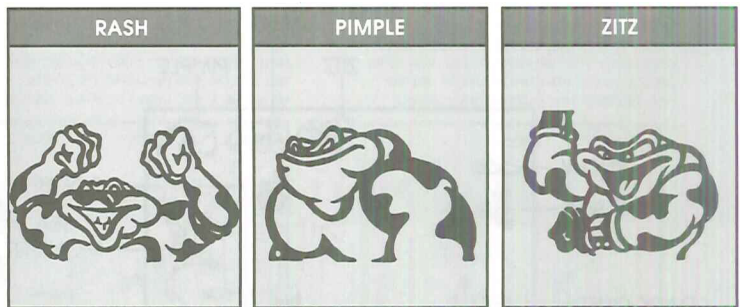


At stage 5 (the final stage!) you ride a vehicle to jump over walls!

8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep, and the maximum score is displayed. RASH is displayed as your fighter.

You can press the SELECT button at any time throughout the game to select which Battletoad you want as your fighter! Each has their own particular skill!



RASH has great speed! He can run very quickly!

PIMPLE is a powerful fighter! It takes just one kick from his big boot to defeat an enemy!

ZITZ is known as the brainiest Battletoad. He's not as fast as Rash and he's not as powerful as Pimple, but he's more consistent than either of his comrades!

When you have decided on your fighter (RASH, PIMPLE, or ZITZ), press the ON/START button again to begin stage 1!

You'll hear a "Game Start" tune, and the stage timer will begin! Remember, you can change fighters at any time to take advantage of each Battletoad's particular skills!

There are 5 stages of battle:

STAGE 1: You begin your journey by climbing down a rope! You will encounter birds and the Wind Monster! At the end of the stage, you will land on solid ground at the bottom of the hole!

STAGE 2: You're underground on the ice slope! Watch out for the rat-like monsters! Watch out for walls, too!

STAGE 3: You move into the water and start swimming! The stage ends when you reach land again!

STAGE 4: Jump up (you're climbing) using the spring!

STAGE 5: In the final stage, you'll ride a vehicle! But no bonus life is available in this stage—so this stage is your greatest challenge!

Attack By Kick and Punch:

Press the ATTACK (L) button to kick and punch out enemies on the left! Press the ATTACK (R) button to kick and punch out enemies on the right!

Each stage presents a series of opportunities and enemies:

	STAGE1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
CLIMBING DOWN (ROPE)	YES	-	-	-	-
ICE SLOPE	-	YES	-	-	-
SWIMMING	-	-	YES	-	-
CLIMBING UP (SPRING)	-	-	-	YES	-
VEHICLE RIDING	-	-	-	-	YES
BIRD	YES	YES	-	YES	-
WIND MONSTER	YES	-	-	-	-
RAT-LIKE MONSTER	-	YES	-	YES	-
WIND LADY	-	YES	YES	YES	YES
SEA MONSTER	-	-	YES	-	-
DARK QUEEN	1	1	1	1	1

The Rat-Like Monster can punch and throw ice at you!

Also be careful with the Dark Queen! She can change herself into the power of wind!

Stage Timer:

There is a stage timer for each stage. If you can't complete a stage within the time given on the timer, the GAME IS OVER.

Life Bar:

You start the game with 4 units of life bar! You lose a life bar whenever you're HIT 2 TIMES. The GAME IS ALSO OVER if you lose all your life bars!

Bonus Life:

However, you can gain life bars by picking up BONUS LIFE along the way! (except on stage 5) Press ATTACK L to pick up bonus life whenever it appears!

Scoring:

You score by kicking your enemies!

20 POINTS	BIRD
50 POINTS	RAT-LIKE MONSTER
50 POINTS	WIND LADY
200 POINTS	DARK QUEEN

You also get a BONUS SCORE of 10 POINTS for each remaining life bar left on the timer at the completion of each stage!

Press the SCORE button at any time to examine your score!

Moving:

As the CONTROL GUIDE shows:

Press "▲" to jump up.

Press "▼" to move down after a jump or to accelerate moving down the rope in stage 1.

Press "▶" to move forward or to face forward (if you're facing backward).

Press "◀" to face backward (or left).

Time Bomb:

There's a time bomb at the end of each stage! Press the ATTACK (R) button to destroy it and complete the stage!

Press the SOUND button at any time to fight in silence. Press it again to regain all the sounds of the battle!

As you complete each stage, the game will pause. Press the ON/START button to begin each new stage!

After a GAME OVER, press the ON/START button to begin a new game from stage 1!

Press the OFF button when you're finished playing! But don't worry if you forget—the unit automatically shuts itself off after about 3 minutes of nonaction!

Good luck in saving the Princess and defeating the Dark Queen!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or when returned prepaid and insured with proof of date of purchase to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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