AMIGA CD32™

Commodore

BATTLETOADS™



Manual in English
Instructions en français
Anleitung auf deutsch
Istruzioni in italiano

RARE

TRADEWEST

MINDSCAPE



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LOADING INSTRUCTIONS

Insert the Battletoads CD into your CD32 as described in your Commodore Instruction Manual and switch the machine on. After a few seconds the game will appear.



INTRODUCING... THE BATTLETOADS

BATTLETOADS - BLAST THROUGH THE SCREEN!

Three young, All American video-game testers are transformed into three young, All Amphibian video-game heroes when play testing a brand new video-game for the PSICONE CORPORATION.

The name of the game is BATTLETOADS, and it has a secret hidden in the heart of its silicon chip - a mysterious virus which acts, not only upon the game's program, but on the players themselves, transforming them into video game characters and thrusting them through the screen into the pixel-populated dimension beyond. A dimension known as the Gamescape.

The Gamescape is a world where anything can happen - where the timeless battle of good versus evil is fought with a unique blend of powerful sorcery and high technology. It is a world that has always existed, but which can only now be visited via the portal of computer data. Programmers hold the key to this portal - a key not of metal but of mathematics - giving us access to the virtual reality beyond the screen. This is a world of weirdness and wonder, of gigantic games played against a backdrop of galaxies, a world of mystery and magic, frights and fantasy...

New worlds demand new and original heroes. Adventurers and explorers must chart the territory from which its legends and myths are woven. Such heroes are the BATTLETOADS, a unique mixture of man, amphibian and computer technology.

Blast through the screen!

BATTLETOADS - NEW HEROES FOR A NEW AGE...



Name: Zitz **Age:** Unknown **Height:** 6'8"

Weight: 303 lbs **Hair:** None **Eyes:** Amphibian

Outstanding features: Green and warty skin. He wears a wrist computer, utility belt, gloves and studded knee pads.

History: The brainiest BATTLETOAD began life as MORGAN ZIEGLER, a twenty year old Games Tester for the multi-national PSICONE CORPORATION.

Due to a virus in the prototype 'mind game' BATTLETOADS which ZIEGLER was testing, he was transformed into a humongous 3D computer graphic called ZITZ.

Profile: ZITZ is a natural leader, relying on brains rather than brawn to save himself and his buddies from life threatening situations. Sometimes however, he relies a little too much on brain power and not enough on spontaneous physical action. Fortunately, this failing is more than made up for by the other two members of the BATTLE-TOADS team.



Name: Rash **Age:** "Not too young to boogie, not too old to rock n' roll!"

Height: 6'3" **Weight:** 243 lbs **Hair:** None

Eyes: Amphibian

Outstanding features: Mega-physique (he says). He wears sunglasses, Ninja-style ribbons and studded knee pads.

History: The most beautiful BATTLETOAD (he says) began life as DAVE SHAR, a seventeen year old Games Tester for the multi-

national PSICONE CORPORATION. SHAR also fell victim to the rampant virus in the prototype 'mind game' BATTLETOADS which he was testing. As a result he was transformed into the humongous 3D computer graphic called RASH.

Profile: RASH is perhaps the most likeable of all the 'toads - and the most annoying too. His over confidence grates on the nerves at times. Due to the obsession of his alter-ego (Dave Shar) with pumping iron, RASH has an inbuilt early warning system that takes the form of a body builder's physique display and this arises whenever the group are threatened.



Name: Pimple **Age:** Unknown **Height:** 7'4"

Weight: 520 lbs **Hair:** None **Eyes:** Amphibian

Outstanding features: Absolutely humongous. He wears studded wristbands and knee pads.

History: The biggest BATTLETOAD began life as GEORGE PIE, a nineteen year old Games Tester for the multi-national PSICONE CORPORATION.

PIE was another victime of the virus in the prototype 'mind game' BATTLETOADS which he was also testing. In an instant he was

transformed into the humongous 3D computer graphic called PIMPLE.

Profile: Although he is not exactly the smartest BATTLETOAD, PIMPLE more than makes up for his lack of brain power with his phenomenal physical strength.

Whenever Herculean feats are required, PIMPLE is the guy to call. He's a gentle giant most of the time, but watch out if you should happen to hurt any of his friends - then he's liable to turn real mean.



The BATTLETOADS mentor is the immortal PROFESSOR T. BIRD, affectionately known as the 'coach'. His harmless bumbling exterior conceals an enormous intelligence and a stupendous magical talent. However, he has renounced their use, preferring science and logical thought - as does his protégé ZITZ - to get him out of trouble.



"Professor T. Bird"

The Professor's nemesis is the immortal Dark Queen. She has an unquenchable thirst for power and is a highly dangerous megalomaniacal psychopath. She uses her magical talents and her dark and terrible beauty to her advantage. Many a man has fallen foul of their combined effects. Her 'life quest' (as she calls her vicious lust for power) is to claim what she has deluded herself into believing is her rightful place on the Terran Corporate throne. She will stop at nothing to achieve this end and has destroyed entire solar systems - millions of lives - in her relentless drive for galactic, and ultimately universal domination.



"The Dark Queen"

THE DARK QUEEN'S FOUL PLAN

After her defeat by the Galactic Corporation at the battle of Canis Major, the Dark Queen and her renegade space troops retreat to the outer reaches of the universe, hiding out in the dark spaces between the stars.

Meanwhile, on board the spaceship Vulture, Professor T. Bird and the Battletoads - Rash, Zitz and Pimple - are escorting the Princess Angelica beck to her home planet where her father, the Terran Emperor, awaits her safe arrival.

Along the way, Pimple, (the biggest Battletoad), takes Princess Angelica out for a cruise in the Toadster to a nearby Leisure Station.

Pimple and Princess Angelica burn space, but the Dark Queen ambushes them before they can get there. Luckily, Pimple manages to send out a distress signal before the Toadster is gobbled up and carried away to Ragnarok's World, the Dark Queen's planet...

So, there's the situation 'toad. The Dark Queen has kidnapped the Princess Angelica and your best buddy Pimple - so what're ya gonna do about it?!

You're gonna get real MAD, that's what you're gonna do, and then you're gonna get EVEN! Professor Bird's gonna set you down on Ragnarok, but from there it's up to you. You've got a long way to go toad', through ice and fire and nightmares so terrible you don't even want to imagine 'em - through a monstrous Gargantuan and ultimately to the Tower of Shadows, where the Dark Queen awaits you.

Have you got the guts 'toad? We'll soon see, one way or another...

GAME CONTROLS

To play Battletoads you'll need a control pad connected to port 1 of your CD32. If you wish to play a 2-player game you'll need a second control pad connected to port 2.

Once the game has loaded you will be presented with the title screen. To skip the intro and see the options screen, hit the red button.

Select the number of players (1 or 2) by pressing the yellow button. Choose between music or sound effects by pressing the blue button.

Once you're happy with the options, hit the fire button to begin your mission!

The control pad moves you around the screen and gives you the following capabilities:

- To run faster, give the direction control two pushes in rapid succession in the direction you wish to run.
- To carry out the Battletoad Butt, press fire whilst running fast.
- While moving, hit the Fire button to Jump.
- To attack, hit the Fire button!
- To pick up an item, stand over it and hit the fire button.
- To eat the flies (!) stand still and hit the Fire button when one flies past!

HOW TO PLAY



(A) Player 1 score
The current score for player 1 is shown here.

(B) Lives
The number of lives remaining is shown here. Each heart represents one life.

(C) Energy
This shows how much energy you have left. It will reduce from right to left. When all of the boxes are empty then you will lose a life. Each new life replenishes the energy back to full strength.

(D) Game screen
This is where the action takes place! The game will begin when the spaceship Vulture lowers the Battletoads down to Ragnarok's World. Your 'toadally awesome rescue mission has begun, so hit the ground running.

Awaiting your arrival are endless canyons, dark holes, a terrifying tunnel, an arctic cavern, a scalding inferno and much more! Each one is filled with monstrous baddies and dangerous obstacles.

The baddies take the form of the Dark Queen's army of menacing villains, and they're gonna try and stop you from reaching the Tower of Shadows where she holds Pimple and the Princess Angelica captive.

Obstacles are the deadly weapons which the Dark Queen has carefully hidden to catch you completely off guard. Advancing to the next level requires defeating all of the baddies in the current level and avoiding all of the obstacles.

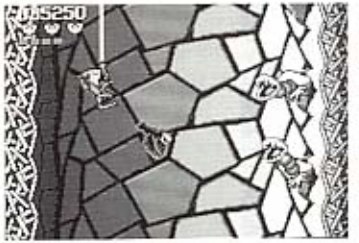
You'll have to be careful, because they like to hit back, and if you're hit too many times you're as good as gone because each Battletoad has a limited life span. Luckily, you have a series of mega-powerful punches, slams and kicks at your disposal which only a Battletoad can activate. Also, certain objects may be picked up along the way and used as weapons. For a little extra energy, try munching on some nice juicy flies.

Once you finally reach the Tower of Shadows, the ultimate showdown begins. Here the Dark Queen will use every means possible to keep you from getting your hands on Pimple and the Princess Angelica. The surprises she has in store are enough to make your green skin crawl!

THE LEVELS

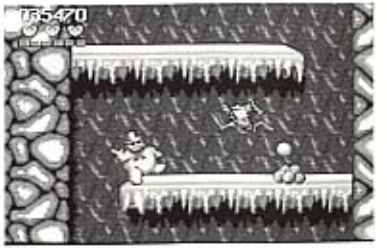
1. RAGNAROK'S CANYON

2. WOOKIE HOLE



3. TURBO TUNNEL

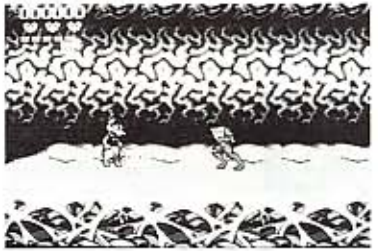
4. ARCTIC CAVERNS



5. RETRO SHAFT

6. KARNATH'S LAIR

7. VOLKMIRE'S INFERNO



8. INTRUDER EXCLUDER

9. TERRA TUBES

10. RAT RACE

11. CLINGER WINGER

12. THE REVOLUTION

THE BADDIES



Dark Queen - She commands her evil forces from the Tower of Shadows. You must seize her power to save your friends.



Dragon - Will swoop down on you when you least expect it. Watch out for its speciality, the 'toad-slam.



Saturn Toadtraps - Feed exclusively on 'toads, but you can uproot them with the BT Bashing Ball.



Rat Rockets - With built-in power boosters, this rodent is bent on either mowing you down or showering your green head with obstacles.



Giblet - A robust rodent who is surprisingly quick and mean. Beat him to the bomb, or your history.



Scuzz - These cowardly characters attack in groups from behind, but the Battletoad Butt will send them on their scuzzy way.



Ravens - Tough old birds, (no relation to the professor) who can't wait to get their claws on you. A mutant variety will try to snip your turbo-cable with its big beak.



Vaders - This survivor of the original invaders is out to steal your energy bars and escape with them.



Walker - The type that kicks you when you're down. Bust 'em up then use a leg as a weapon.



Boss Walker - Stay out of sight or this witless Walker will cook your green butt and send it leapin'.





Psyko-Pigs - Wielding battle axes, these swine will give you a major headache unless you make pork chops out of them first.



Sentry Drones - The experts at 'toad-termination. Let 'em kiss your fist.



Robo-Manus - A genetically enhanced biogen, mutated by the forces of darkness. Consider him armed and dangerous or he'll send your 'toad-hide soaring with one burst from his blasters.



Electra-Eel - Let this sea serpent slither nearby and you'll get a buzz you won't soon forget.





Snowman - Frosty's evil snow slingin' twin. Dodge his snowballs then melt him with your Nuclear-Knuckles.



Hammerfish - Don't be fooled by this innocent looking little fish. It'll nail you the first chance it gets.



Hornhead - Voted ugliest in his class, this oaf patrols the Tower. Don't let him make 'toad-kebab out of you.



Steel-Beak - A duck which no 'toad would want in its bath. Watch out for its beak. It packs one heck of a peck!





General Slaughter - One of the Dark Queen's least intelligent commanders. He always uses his head, if only as a weapon.

Other baddies you will encounter include:

Techno-Droids - These unruly robots patrol the entrances to the Terra Tubes. Give 'em the Battletoad Butt and watch them fly.

Krazy Kog - You'd best avoid this mechanoid menace or you'll end up a 'toad pancake.



THE OBSTACLES



Gasser - A puff of truly smelly gas that is sure to leave you breathless.



Sucka - Like a fancy food processor, it drags you into its spinning blades and turns you into ground 'toad-meat.



Big Ball - Once it gets on a roll, it can knock you right on your 'toad-butt. Get ready for a vigorous game of dodge ball.





Spike Ball - Revolving around the dreaded Tower of Shadows, this orb has been known to really stick it to intruders.



Snotball - You'll need more than a tissue to clean up this goo since it clings to the roof and floor, waiting to slime you.



Snowballs - A blizzard that's guaranteed to send a cold shiver down your 'toad-spine.



Ice Spikes - Unless you're fast on your green feet, these falling frozen daggers make you feel like a pin cushion.





Retro-Blasters - These smash out of walls and fire lethal bolts of energy. Short circuit them by using the BT Bashing Ball.



Electro-Zap - With 2,000 volts of 'toad-frying electricity between them, they glide across the screen at shocking speed.



Swellcheeks - A rather windy individual guarding the Tower. Hang on or you'll become a sky diving 'toad.

Other obstacles you will encounter include:

Spikeback - Stumble onto their spike covered armour and you'll surely get the point.



Meteorites - A storm of fiery rocks headed your way. Get that Jet Turbo moving!

Missiles - An explosive barrage that comes at you from all sides. Avoid them, or your 'toadst!

Buzzball - The only way to shake loose of this humongous ball of killer static cling is to out leap it to the finish.

Electro-Gaps - These electrifying little gaps between platforms can be a real shocker.

SMASH HITS

To access these monstrous manouvers, press FIRE!
Turbo Thwack - Swingin' Size Thirteen's - Jawbuster - Kiss-My-Fist - Battletoad Butt - BT Bashing Ball - Nuclear Knuckles - Big Bad Boot -



TECHNICAL SUPPORT

Should you experience any technical problems with this game, such as it failing to operate, please contact our Technical Services Department.

Technical Services
Mindscape International Ltd
Priority House
Charles Avenue
Burgess Hill
West Sussex RH15 9PQ
England

Telephone: +44 (0) 444 239600 (09:30 to 13:00hrs and 14:00 to16:30hrs Monday to Friday)
Fax: +44 (0) 444 248996

We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.



EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms — dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions — discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10—15 minutes per hour while playing video games.



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Instructions de chargement

Insérez le CD Battletoads dans votre CD32 en suivant les instructions de votre manuel Commodore et allumez l'ordinateur. Le jeu apparaît après quelques secondes.



Commandes du jeu

Pour jouer à Battletoads, il vous faut une manette branché dans le port 1 de votre CD32. Si vous souhaitez jouer avec un ami, il vous faudra brancher une deuxième manette dans le port 2.

Une fois le jeu chargé, l'écran de titre apparaît. Pour sauter l'introduction et afficher l'écran d'options, appuyez sur le bouton rouge.

Sélectionnez le nombre de joueurs voulu (1 ou 2) en appuyant sur le bouton jaune. Choisissez la musique ou les effets sonores en appuyant sur le bouton bleu.

Lorsque vous êtes satisfait des options choisies, appuyez sur le bouton de tir pour commencer votre mission !

Le pavé-D se déplace sur l'écran et vous permet les mouvements suivants :

- Pour courir plus vite, donnez deux petits coups rapides dans la direction souhaitée.
- Pour frapper de la tête ("Battletoad Butt"), appuyez sur le bouton de tir tout en courant.
- Pour sauter tout en vous déplaçant, appuyez sur le bouton de tir.
- Pour attaquer, appuyez sur le bouton de tir.
- Pour ramasser un objet, placez-vous dessus et appuyez sur le bouton de tir.
- Pour gober les mouches (!), immobilisez-vous et appuyez sur le bouton de tir au moment où l'une d'elles passe !



Support technique

Si ce jeu vous pose un quelconque problème technique, en refusant par exemple de démarrer, veuillez contacter notre service de support technique.

Technical Services
Mindscape International Ltd
Priority House
Charles Avenue
Burgess Hill
West Sussex RH15 9PQ
Royaume-Uni

Téléphone : +44 444 23 96 00 (du lundi au vendredi de 9h30 à 13h00 et de 14h00 à 16h30)
Fax : +44 444 24 89 96

Ce service est réservé aux problèmes purement techniques. Nous regrettons de ne pouvoir fournir aucun conseil ou suggestion quant au jeu lui-même.



AVERTISSEMENT SUR L'EPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant.

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déja présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre medecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convultion, veuillez immédiateement cesser de jauer et consulter votre médecin.

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

Ne vous tenez pas trop près de l'ecran. Jauez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement. Utilisez de préf¨rences les jeux vidéo sur un écran de petite taille. Eviter de jouer si vous êtes fatigué ou si vous manquez de sommeil. Assurez-vous que vous jauez dans une pièce bien éclairée. En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.



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Ladeanweisung

Lege die Battletoads-CD wie im Commodore-Handbuch beschrieben in das CD32 ein, und schalte den Computer ein. Nach wenigen Sekunden erscheint das Spiel auf dem Bildschirm.

Spielsteuerung

Um Battletoads spielen zu können, muß am Port 1 des CD32 ein Steuerblock angeschlossen sein. Für den 2-Spieler-Modus wird ein zweiter Steuerblock in Port 2 benötigt.

Wenn das Spiel geladen ist, erscheint der Titelbildschirm. Um die Einführung zu überspringen und den Options-Bildschirm aufzurufen, drücke die rote Taste.

Wähle die Anzahl der Spieler (1 oder 2) durch Drücken der gelben Taste. Wenn du zwischen Musik und Klangeffekten wählen willst, drückst du die blaue Taste.

Wenn du alle gewünschten Optionen gewählt hast, drückst du die Feuertaste, und die Mission beginnt!

Mit dem Steuerblock kannst du dich auf dem Bildschirm bewegen, und er gibt dir folgende Fähigkeiten:

- Wenn du schneller laufen willst, drücke den Steuerblock rasch zweimal hintereinander in der gewünschten Richtung.
- Um einen Battletoad-Schlag durchzuführen, drücke während des Laufens die Feuertaste.
- Während du dich bewegst, drückst du zum Springen die Feuertaste.
- Zum Angriff drückst du die Feuertaste!
- Um einen Gegenstand aufzuheben, stellst du dich darüber und drückst dann die Feuertaste.
- Um Fliegen zu essen (!) bleibst du stehen und drückst die Feuertaste, sobald eine vorbeifliegt!

SPIELREGELN



(A) Punktzahl Spieler 1
Hier wird die Punkzahl des ersten Spielers angezeigt.

(B) Leben
Hier wird die Anzahl der verbleibenden Leben angezeigt. Jedes Herz stellt ein Leben dar.

(C) Energie
Hier wird die übrige Energie angezeigt. Sie nimmt von rechts nach links ab. Wenn alle Felder leer sind, verlierst Du ein Leben. Jedes neue Leben füllt die Energieebene wieder voll auf.

(D) Spielbildschirm
Hier geht das Spiel ab! Das Spiel beginnt, wenn das Raumschiff Vulture die Battletoads auf Ragnorak absetzt. Die aufregende Rettungsmission beginnt jetzt, also halte dich bereit.



Bei der Ankunft erwarten dich endlose Täler, ein schrecklicher Tunnel, eine arktische Höhle, ein siedendes Inferno und weitere Abenteuer! Jede Szene ist voll von monströsen Übeltätern und gefährlichen Hindernissen.

Die Bösen formieren sich als Armee der Dark Queen, und sie versuchen zu verhindern, daß Du den Turm der Schatten erreichst, in dem Pimple und Prinzessin Angelica gefangen sind. Als Hindernisse begegnen Dir hier die todbringenden Waffen, die von der Dark Queen sorgfältig versteckt wurden, um dich damit zu gefährden. Um zur nächsten Ebene zu gelangen, mußt Du alle Übeltäter auf der jetzigen Ebene schlagen und alle Hindernisse umgehen.

Du mußt sehr vorsichtig sein, denn sie schlagen zurück, und wenn Du zu viele Schläge einsteckst, bist Du so gut wie weg vom Fenster, denn jeder Battletoad hat nur eine begrenzte Lebenszeit. Glücklicherweise stehen Dir eine Reihe von megastarken Schlägen, Stößen und Tritten zur Verfügung, die nur der Battletoad einsetzen kann. Es können auch am Weg liegende Gegenstände aufgenommen und als Waffen verwendet werden. Wenn Du etwas zusätzliche Energie benötigst, dann kaue einfach ein paar saftige Fliegen.

Wenn Du den Turm der Schatten erreicht hast, beginnt die Entscheidung. Die Dark Queen benutzt jedes Mittel, damit Du nicht zu Pimple und Prinzessin Angelica gelangst. Die Mittel, die ihr zur Verfügung stehen, lassen deine Krötenhaut zur Gänsehaut werden!



KUNDENDIENST

Wenn in dem Spiel technische Probleme auftreten sollten, wenn das Spiel beispielsweise nicht läuft, dann wenden Sie sich bitte an unseren technischen Kundendienst.

Technischer Kundendienst
Mindscape International Ltd
Priority House
Charles Avenue
Burgess Hill
West Sussex RH15 9PQ
England

Telefon: +44 (0) 444 239600 (09.30 bis 13.00 Uhr und 14.00 bis16:00 Uhr Montag bis Freitag)
Fax: +44 (0) 444 248996

Wir bedauern, daß wir Ihnen keine Spieltips geben können, da sich der Kundendienst nur mit technischen Problemen befaßt.



Warnung betreffend epileptische Anfälle

Vor jeder Benutzung eines Videospiels durch Ihr Kind oder Sie selbst durchzulesen.

Manche Menschen zeigen bei bestimmten Arten von flimmerndern Lichtquellen oder andern, in der Umgebung täglich vorkommenden Elementen eine Neigung zu epileptischen Krisen oder Ohnmachtsanfällen. Dieses Risiko kann bei bestimmten Fernsehbildern oder Videospielen auftreten. Das Phänomen kann auch auftreten, ohne daß die betreffende Person in diesem Zusammenhang je medizinisch behandelt wurde oder einen epileptischen Anfall erlitten hat.

Sollten Sie selbst oder ein Mitglied Ihrer Familie je bei flimmernden Lichtquellen Epilepsie- ähnliche Symptome empfunden haben, so wenden Sie sich vor jeder Benutzung an den Arzt.

Wir empfehlen Eltern, ihre Kinder beim Videospielen aufmerksam zu beobachten. Brechen Sie das Spiel sofort ab und konsultieren Sie einen Arzt, falls Sie selbst oder Ihr Kind eines der folgenden Symptome verspüren: Schwindel, Sehstörungen, Augen- oder Muskelkontraktionen, Bewußtseinsverlust, Orientierungschwierigkeiten, unkontrollierte Bewegungen oder krampfartige Zuckungen.

In jedem Fall zu treffende Vorsichtsmassnahmen bei der Benutzung eines Videospiels

Sitzen Sie nicht zu nah am Fernsehbildschirm; auf jeden Fall so weit entfert, wie es das Anschlußkabel erlaubt. Spielen Sie Videospiele vorzugsweise auf kleinem Bildschirm. Spielen Sie nicht, wenn Sie übermüdet sind oder nicht genug geschlafen haben. Vergewissern Sie sich, daß Sie in einem gut beleuchteten Raum spielen. Schalten Sie beim Spielen jede Stunde eine zehn- bis fünfzehnminütige Pause ein.



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Istruzioni di caricamento

Inserire il CD Battletoads nel CD32 come descritto nel manuale di istruzioni Commodore e accendere il computer. Dopo alcuni secondi apparirà il gioco.



Controlli del gioco

Per giocare a Battletoads sarà necessario un tastierino di controllo collegato alla porta 1 di Amiga. Se si desidera eseguire un gioco a due giocatori sarà necessario un secondo tastierino di controllo collegato alla porta 2.

Una volta che il gioco è stato caricato appare lo schermo dei titoli. Per saltare l'introduzione e visualizzare lo schermo delle opzioni, premere il pulsante rosso.

Selezionare il numero dei giocatori (1 o 2) premendo il tasto giallo. Scegliere tra gli effetti musicali e quelli sonori mentre si gioca premendo il tasto blu. Una volta soddisfatti delle opzioni, premere il pulsante del fuoco per iniziare la missione.

Il tastierino di controllo vi sposta sullo schermo e fornisce le seguenti capacità:

- Per correre più velocemente, dare al tastierino di controllo due spinte in successione rapida nella direzione in cui si desidera correre.
- Per continuare il "Battletoad Butt", premere il pulsante del fuoco mentre il personaggio corre molto velocemente.
- Mentre ci si sposta, premere il pulsante del fuoco per saltare.
- Per attaccare, premere il pulsante del fuoco!
- Per raccogliere un elemento, starci sopra e premere il pulsante del fuoco.
- Per mangiare le mosche (!) state fermi e premere il pulsante del fuoco quando passa una mosca!

Esecuzione del gioco



(A) Punteggio del giocatore 1
Qui appare il punteggio corrente del giocatore 1.

(B) Vite
Qui viene mostrato il numero di vite rimanenti. Ogni cuore rappresenta una vita.

(C) Energia
Mostra quanta energia vi rimane. Si riduce da destra a sinistra. Quando tutte le caselle sono vuote perderete una vita. Ogni nuova vita riporta il massimo di energia.

(D) Schermo del gioco
L'azione si svolge qui! Il gioco inizia quando la navicella spaziale Vulture scarica i Battletoads nel mondo di Ragnarok. La vostra straordinaria missione di salvataggio è iniziata, quindi toccate terra correndo.

Ad accogliervi vi sono i canyon infiniti, i buchi neri, un tunnel terrificante, una caverna artica, un inferno rovente e molto di più! Ognuno di essi è pieno di nemici mostruosi e ostacoli pericolosi.

I cattivi prendono la forma dell'esercito di malviventi della Dark Queen e cercheranno di imperdirvi di raggiungere la Torre delle tenebre in cui sono prigionieri Pimple e la principessa Angelica.

Gli ostacoli sono armi letali che la Dark Queen ha nascosto con attenzione per cogliervi impreparati. L'avanzamento al livello successivo richiede la sconfitta di tutti i cattivi nel livello corrente e il superamento di tutti gli ostacoli.

Dovrete fare attenzione, perché a loro piace contrattaccare e se venite colpiti troppe volte sarete praticamente eliminati perché ogni Battletoad ha una vita limitata. Fortunatamente, avete una serie di pugni megapotenti, colpi e calci a disposizione che solo un Battletoad può attivare. Inoltre, alcuni oggetti possono essere raccolti nel percorso e usati come armi. Per un po' di energia supplementare, provate a sgranocchiare qualche mosca succosa.

Una volta raggiunta la Torre delle tenebre, inizia la prova finale. Qui la Dark Queen userà ogni mezzo possibile per impedirvi di mettere le mani su Pimple e sulla principessa Angelica. Le sorprese che ha in serbo vi faranno accapponare la vostra pelle verde!

Assistenza tecnica

Nel caso riscontriate problemi tecnici con questo gioco, come un mancato funzionamento, contattare il servizio di assistenza tecnica.

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Fax: +44 (0) 444 248996

Siamo spiacenti di non potere offrire suggerimenti e consigli per il gioco, poiché il servizio è fornito solo per problemi tecnici.

Avvertimento relativo all'epilessia

Da leggere, e da far leggere ai vostri bambini, prima di passare all'uso di un video giochi.

Alcune persone sono soggette ad attacchi di epilessia o a perdita di coscienza quando sono esposte allo sfarfallio della luce o ad elementi frequenti nel nostro ambiente quotidiano. Tali persone sono soggette ad attacchi mentre guardano lo schermo televisivo o giocano con un video giochi. Tali manifestazioni possono apparire anche quando il soggetto non ha alcun precedente medico o non ha mai sofferto di una crisi epilettica.

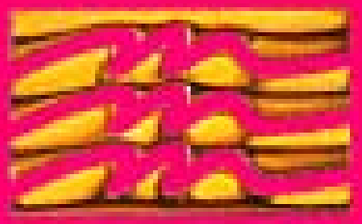
Se voi stessi o un membro della vostra famiglia ha già presentato dei sintomi relativi all'epilessia (attacchi o perdita di coscienza) in presenza di stimoli luminosi, consultare il medico prima di passare all'uso del video giochi.

Consigliamo ai genitori di tenere d'occhio i bambini mentre questi giocano con il video giochi. Qualora voi stessi o un vostro bambino presenti uno dei seguenti sintomi: vertigini, alterazioni alla vista, contrazioni degli occhi o dei muscoli, perdita di coscienza, disorientamento, movimento involontario o convulsioni, smettete immediatamente di giocare e consultate un medico.

Precauzioni da prendere in tutti i casi prima di utilizzare un video giochi.

Non tenetevi troppo vicino allo schermo; rispettate la distanza consentita dal cavo. Usate il gioco su uno schermo di piccole dimensioni. Evitate di giocare qualora siate stanchi o non abbiate dormito a sufficienza. Assicuratevi di giocare in un posto ben illuminato. Durante il gioco, fate ogni ora delle pause di 10-15 minuti.





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