TRADEWEST

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Nintendo®

GAME BOY

INSTRUCTION MANUAL

DMG-BV-USA

BATTLETOADS™

TRADEWEST

Thank you for purchasing Tradewest's Battletoads™ for your Nintendo Game Boy System. For maximum enjoyment, please read this instruction manual thoroughly before playing.



This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.

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Cautions During Use

1) If you play for long periods, take a 10 to 15 minute break every hour or so.
2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3) Do not touch the connectors or let them come into contact with water, as this may cause malfunction.
4) Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
5) Store the Game Pak in its protective case when not in use.



THE STORY

'TOADNAPPED!

While partying on *Lost Vega,* a deep-space leisure station, the three Battletoads — Zitz, Rash and Pimple, get pleasantly side-tracked by a *Thallian Thorax Dancer.* Unfortunately, the dancer isn't what she appears to be — and soon reveals herself as the evil Dark Queen!

The 'toads fight valiantly against overwhelming odds, but are eventually overpowered. Yet, all is not lost! Although Rash and Pimple are taken prisoner, Zitz makes it to the Toadster and burns space back to the *Vulture* and Professor T. Bird, the Battletoads' mentor.

Rash and Pimple are taken away in the *Gargantua* to the planet *Armagedda,* but luckily Zitz and the Professor are hot on their trail...

So there's the situation, Zitz. The Dark Queen's 'toadnapped your best buddies — what're you 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 *Armagedda*, but from then on it's up to you. You've got a long way to go, Zitz — into caverns, across swamps and even through the belly of the dreaded *Wurm*. And ultimately, of course, you're gonna have to defeat the *terrible*, the *towering*, the truly *'toadsplatting* Robo-Manus mutant!

Have you got what it takes to be a bona-fide *Battletoad*? We'll soon see, one way or another...

CONTROLLING THE ACTION

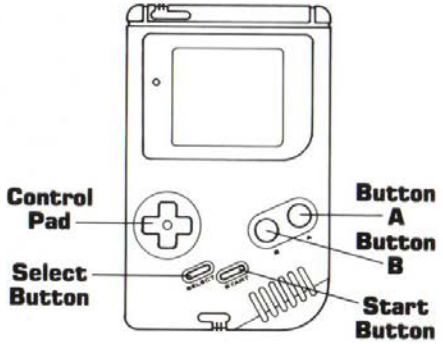
Control Pad —
Press up, down, left and right to move. Double-press left or right to run.

Select Button —
No function.

Start Button —
Press to start the game or to pause the game.

Button A —
Press to Jump.

Button B —
Press for action.



HOW TO PLAY

As soon as Zitz sets 'toadfoot on *Armagedda*, the awesome action begins! There's no time for plannin' — just get your green hide motorvatin'!

Don't expect a friendly welcome on *Armagedda* — its eerie mountains, dark chasms and stinkin' swamps are full of treacherous obstacles and are crawling with the Dark Queen's mutant horde. Before you can get to the *Gargantua* and release Rash and Pimple, you're gonna have to zap each beastly baddy and overcome every troublesome trap they've set for you.

Luckily, you've got a 'toadally awesome arsenal at your disposal — a cool, green head, a cornucopia of punches, slams and kicks! Couple these with weapons picked up along the way and there's no excuse for backin' down from the bad guys!

Although you're a real fast mover and your fist and feet'll get you around most obstacles, on several levels you're gonna *need-to-speed*, 'toad — so jump on a Jet Ski, strap on a Jet Pack or leap on a Turbo Wing and *burn space* to your buddies!

Once you've battled your way to the top of the *Gargantua*, you've got a date with fate, 'toad — 'cuz the Robo-Manus mutant is headin' straight for ya', and he's looking meaner than a *Zilldan Brackvurst* with a toothache.

And that's *mean*, 'toad!

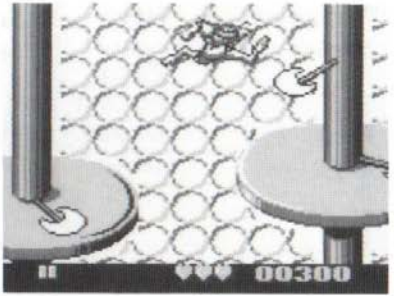
So, let's do it! Let's get mad an' bad an' crazy, 'toad — let's EAT!

SMASH HITS

To access these monstrous maneuvers, press Button B.

Bigfoot
Jawbuster
Anvil Slam
Big Bad Boot
Kiss-My-Fist
Drop the Chop
Jet Ski Swing
BT Bashing Ball
Battletoad Butt
Nuclear Knuckles

SCOREBOARD



① Energy left in current life.
② Lives remaining (up to three).
③ Points accumulated.



Zitz — The smartest thing on webbed feet — a 'toad tactician, he's the team's planner and natural leader.

Rash — The craziest of the bunch, the joker in the Battletoads' pack, and the coolest 'toad this side of the Mazallian Cluster (so he says).





Pimple — The biggest Battletoad — a bit slow on the uptake, but as Rash is always telling him: 'Where brainpower fails, brute-force prevails!'

Professor T. Bird — The Battletoads' mentor — an enigmatic figure whose eccentric appearance belies a razor-sharp intelligence and a mysterious past.



THE BADDIES



Psyko-Pigs — Stalwart swine of the Dark Queen's army, give 'em the 'toad-chop and they're pork-chops.



Grogg — Just a baby Darkling, but the only rattle you'll hear will be the sound of your teeth as they collide with its fist.



General Slaughter — Don't be fooled by this horned heavyweight, his mass conceals his impressive jumping speed and accuracy.



Rat-Zap — Quickly identify and destroy this hovering rodent before it takes aim at you.



Clubba — Don't get near this muscular menace or it'll score a home run with your head.



Bat-Rat — This mutated mouse loves to head-butt anything in its path, especially 'toads.



Giblet — A dirty rat by name and nature. Watch your back! It's sure to attack from behind with a little help from its friends.



Kruncha — A terrifying mix of kangaroo and walrus. Fracture its fearsome fangs with a well-placed Jawbuster.



Wicked Wurm — The river's most rebellious resident. Use your Jet Ski to knock some sense into this monstrosity.



Brain Damage — Once inside the Wurm, this cerebral contraption will try to flatten you. Use your head and make like green lightnin'!



Raven — Swoop down with their talons set to seize the first 'toad in sight.



Snotball — A nasty goo that oozes off chasm walls in an attempt to slime you.



Saturn Toadtrap — The Dark Queen's favorite horticultural menace. Beware! It's quick and hungry and can mean big trouble to a passing 'toad.



Banshee Blades — Can leave you screamin' if you try to pass 'em. Get jumpin' or you'll end up sliced 'toad on the Dark Queen's menu.



Droidvaders — Robotic, invader-type aggressors known to pattern themselves after their famous heroes.

Big Blag — This chief of the rodent army likes to throw his weight around — make sure it's not on your head!





General Vermin — Don't bother calling an exterminator. You're on your own with this repulsive, rodent leader of the Dark Queen's legion.

Robo-Manus — A genetically enhanced biogen mutated by the forces of darkness. With armor-plating as thick as your wrist, it can take a hammerin' and keep on kickin'. Make Robo-remnants out of this metallic menace.





The Dark Queen — The Battletoads' nemesis — possessing an unquenchable thirst for power, her ambition is to destroy our heroes and rule the universe!

Also Featuring the Following

Flappers — Fly directly at you in vast hordes. Be prepared to do some fancy blastin' if you expect to survive the onslaught.

Auto-Guardian — Once past the Flappers they'll be there to meet you face-to-face. Aim right the first time 'cuz you might not get a second chance.

Rodent Rocket — The Rat's well-armed and exceedingly dangerous flagship. It'll take you more than just a few blasts to scrap this flying freak.

Tornado — Keep this twister at a distance or it'll make your head spin.

Darkling — This head of the Darklings wants revenge for what you did to Grogg. Watch your green hide when it falls from the sky.

Leech — Lurks around the islands on the river. Don't put your best foot forward or it could very well be eaten!

Logs — Floating along the river at rapid speed, this treacherous timber can't wait to smash your Jet Ski into bits.

Whirlpools — Round and round and down you'll go, lose a life 'less you avoid this foe.

Tentacles — Rising from the murky depths, avoid the grasp of this rogue unless you prefer diving without air!

Rat Dinghy — You'll need all the skill and agility you can muster to get past these river-based road-hogs.

Snippers — Clutching a gaseous balloon to stay aloft, this rodent is intent on snipping your turbo-cables with its giant scissors.

Fungi-Pod — You're bound to find 'em bouncin' off walls. Get rid of these swollen sacks by givin' 'em the Big Bad Boot.

Muto-Cabbage — This nasty result of a failed experiment is lookin' for some 'toad to blame.

Magnetz — A powerful pair of magnets that slam together at regular intervals. Don't get caught between them when they do.

Electro-Bounce — A laser bouncing between two guns. It can give you a jolt you won't soon forget.

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