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SEGA™ GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

BATTLETOADS™



TRADEWEST

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

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STARTING UP

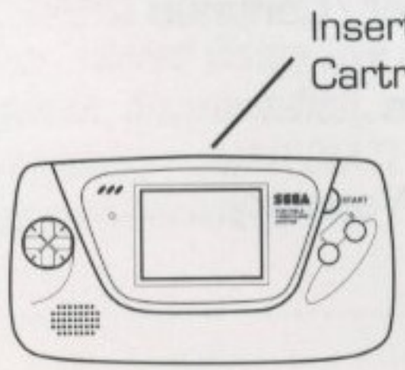
1) Set up your Sega Game Gear System by following the instructions in your Game Gear System Instruction Manual. BATTLETOADS is for 1 player.

2) Make sure the power is OFF.

3) Insert the BATTLETOADS cartridge into the Game Gear Unit. With the label facing toward you, press the cartridge firmly into the cartridge slot.

4) Turn the power switch ON. If the BATTLETOADS logo screen does not appear, turn the power switch OFF, recheck the cartridge insertion and turn the power switch ON again.

IMPORTANT: Always make sure the Game Gear System is turned OFF before inserting or removing your Game Gear cartridge.



Handling Your Game Gear Cartridge

This Cartridge is intended exclusively for the Sega™ Game Gear™ System.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play to rest yourself and the Sega cartridge.

IT'S TIME TO GET EVEN!

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 back to her home planet, where her father, the Terran Emperor, awaits her safe arrival.

Along the way, Pimple, the biggest Battletoad, takes Angelica out for a cruise in the 'Toadster to a nearby Leisure Station. Pimple and 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's kidnapped the Princess Angelica and your best buddy Pimple — what're ya gonna do about it?!

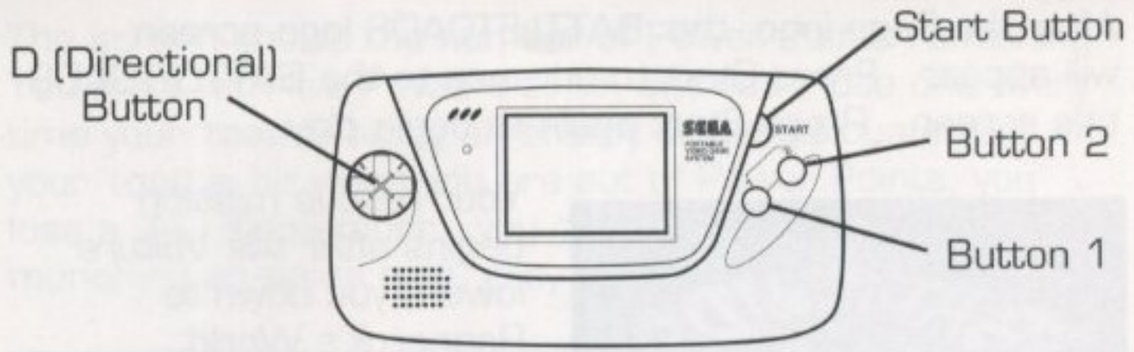
You're gonna get real MAD, that's what you're gonna do — and then you're gonna get EVEN!



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 Gargantua 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...

TAKE CONTROL!



D Button

- Press to move your 'toad around the screen.
- Press up/down to move up or down.
- Press left or right to position your vehicle on the left or right side of the screen.
- Double click left or right to run, and to access running Smash Hits (along with Button 1).

Start Button

- Press to start the game.
- Press to pause the game; press again to resume play.

Button 1

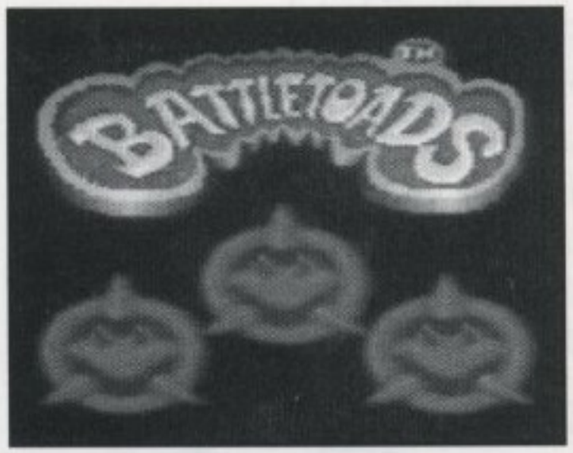
- Press to attack. You can also pick up and throw objects and enemies by pressing Button 1.
- Press to eat some nice, juicy flies for extra power points.

Button 2

- Press to jump.
- When riding a vehicle, press to make the vehicle jump.

GETTING STARTED

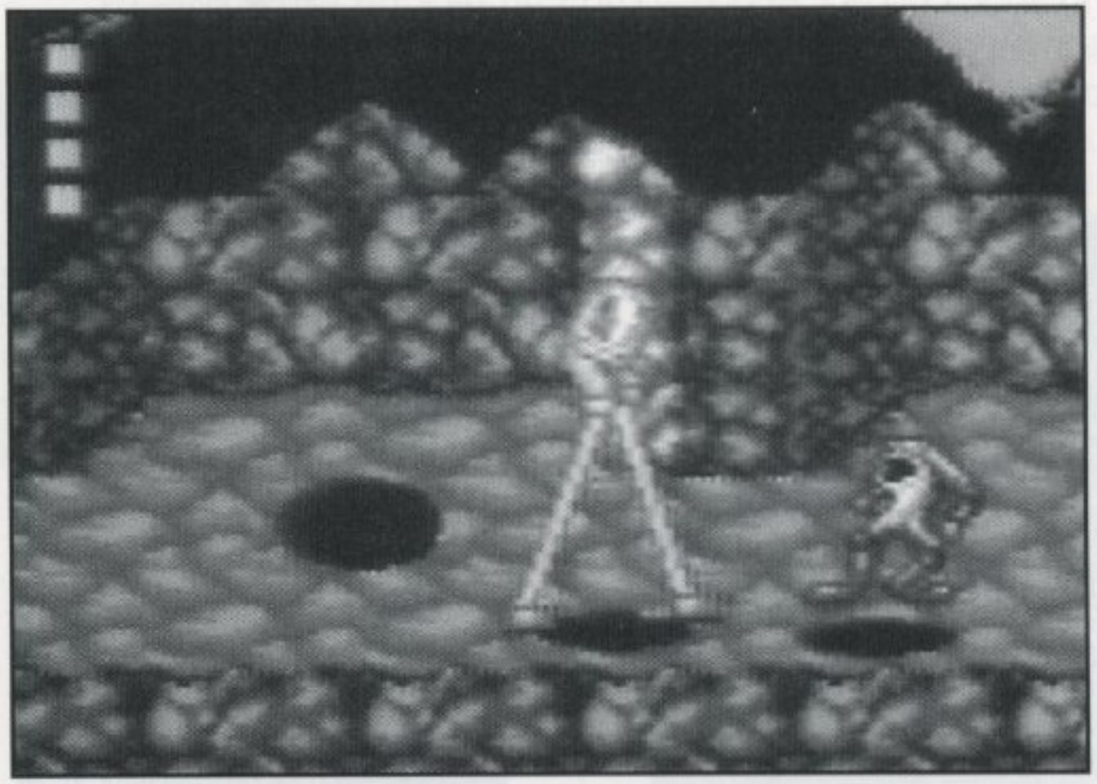
After the Sega logo, the BATTLETOADS logo screen will appear. Press Start to advance to the BATTLETOADS title screen. Press Start again to begin play.



Your rescue mission begins after the *Vulture* lowers you down to Ragnarok's World. Awaiting you are endless canyons, dark holes, a terrifying tunnel, an Arctic cavern, a blazing inferno and much more — and each is filled with monstrous baddies and dangerous obstacles. While most of your fighting will be done on 'toad-foot, you'll have the chance to check out the high performance Speed Bike, Jet Turbo and Space Board!

SCREEN SIGNALS

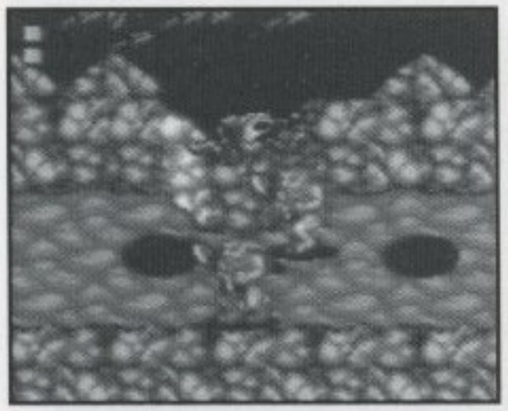
The screen shows the number of Power Points remaining. You start with five Power Points, and you'll lose one every time your 'toad is hit by an enemy or dangerous object. If your 'toad is hit when you are out of Power Points, you lose a life. Remember...you can regain Power Points by munching on some nice, juicy flies.



LEVELS

You must battle your way through nine challenging levels before you can rescue Pimple and Princess Angelica. Be careful along the way or before you know it you'll be back where you started from!

The Stage Screen appears before you begin each level. It shows which Stage is next, the number of lives remaining and your current score. You can pick up extra lives by earning scores of 500, 750, 2000, 5000 and 10,000 points.

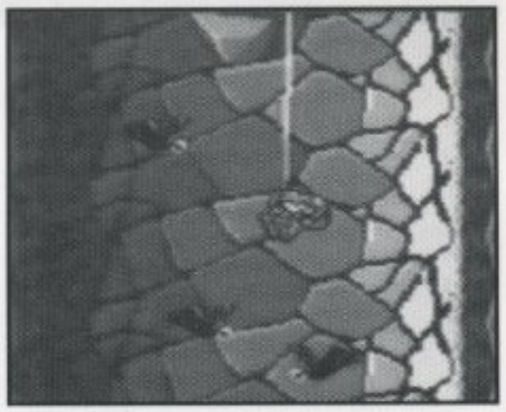


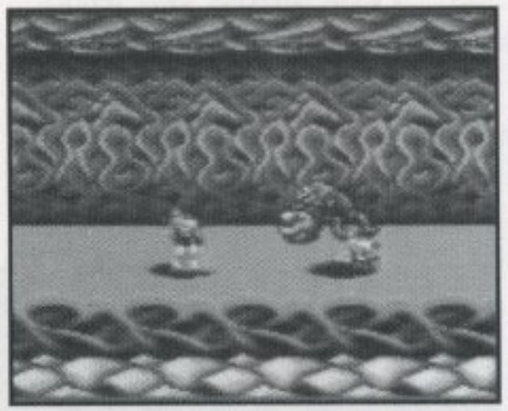
Level 1: Ragnarok's Canyon

Psyko-Pigs wielding battle axes will slice an' dice ya — unless you make pork chops out of them first — and wandering Walkers will happily kick a 'toad when he's down. After defeating the Walker, pick up his leg, as it'll make a handy weapon!

Level 2: Wookie Hole

Ravens are tough old birds that can't wait to get their claws on you, Saturn 'Toadtraps feed exclusively on 'toads, and Retro-Blasters smash out of the walls and fire lethal bolts of energy. You can smash, uproot and short-circuit these treacherous enemies by using the BT Bashing Ball. To become a BT Bashing Ball, move left or right in the tunnel and hold until your 'toad becomes a BT Bashing Ball, then press Button 1 to launch this deadly weapon.





Level 3: Turbo Tunnel

Scuzz and other little beasties will attack you in the tunnel. Give 'em the Battletoad Butt to send 'em flying! Then jump on a Speed Bike and dodge the walls that come at you, but don't miss the ramps or you'll be deep in goo!

Level 4: Arctic Cavern

You better be fast on your feet or this stage is sure to leave you cold! Use an ice block to knock down walls — and beware of the Snowman, Frosty's evil snow slingin' twin. Dodge his blizzard of snowballs, then melt him with your Nuclear Knuckles.



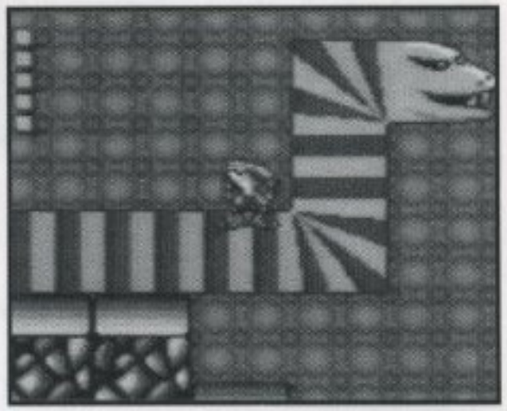
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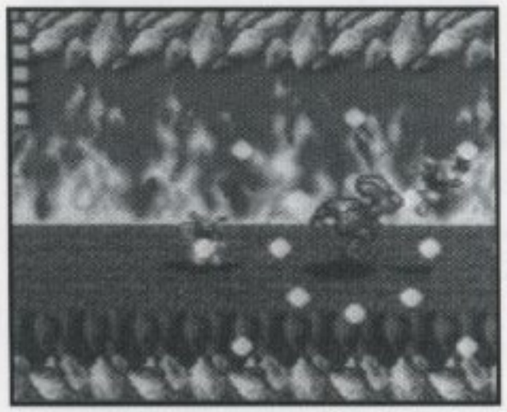
Level 5: Surf City

Surf's up, 'toad, so jump on a Space Board and ride! Logs float along the river at rapid speed and this treacherous timber can't wait to smash your Space Board into tiny 'toad-bits. Whirlpools will swiftly suck you into their wake, sinking your chances of survival. Hang ten, 'toad, 'cuz technique is the only way to survive.

Level 6: Karnath's Lair



Hitch a ride on those sleek serpents or they could very well prove to be your worst nightmare! This stage takes precision timing and a little preplanning! Sounds easy, doesn't it?!

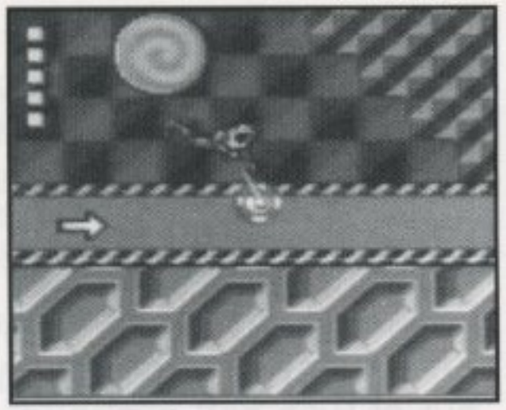


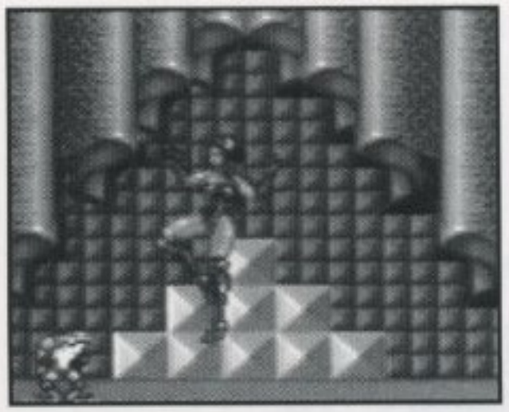
Level 7: Volksmire's Inferno

Hop aboard a Jet Turbo and avoid the storm of fiery meteorites that are headed your way as well as the walls of fire that are in your path.

Level 8: Clinger Winger

Hang on to your Clinger Winger for the ride of your life! You'd better be sharp on the turns or the Buzzball is sure to give you a jolt. And remember, do not slow down for safety.





Level 9: The Tower of Shadows

You've finally made it...well, almost! Now, it's time for the ultimate showdown to begin! But don't get too confident, 'toad, because the Dark Queen will use every means possible to keep you from rescuing Pimple and Angelica — and the surprises she has waiting for you will make your green skin crawl!

GAME OVER/CONTINUE



When you see the Game Over screen with your final score, press the Start Button, Button 1 or Button 2 to continue your game at the beginning of the stage where it ended, or select End to start back at Stage 1. Your game is over when you are out of lives and continues. Give it another try, 'toad...your best friends and the Dark Queen are awaiting your return.

- Always hit enemies before they strike you. It's easier to finish them while they're stunned and you won't have to recover from their blows first!
- You can earn extra points by repeatedly hitting the Ravens on Stage 2. Their point value increases each time you hit them.
- On Stage 3, the 'Vaders are out to steal your Power Points and escape with them. Give 'em a good whack and send 'em back where they belong!
- Beware of spikes — they're always deadly!



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NOTES

NOTES

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