



TRADEWEST

Tradewest, Inc.

2400 South Highway 75, Corsicana, TX 75110

RARE

BATTLETOADS © 1991, 1993 Rare Ltd. Licensed to Tradewest, Inc.
by Rare Coin-It, Inc. BATTLETOADS is a Trademark of Rare Ltd.

Printed in Japan

Nintendo

GAME BOY

DMG-R7-USA

BATTLETOADS
IN
RAGNAROK'S
WORLD

INSTRUCTION BOOKLET

CONTENTS

Thank you for purchasing BATTLETOADS IN RAGNAROK'S WORLD from Tradewest for your Nintendo Game Boy. For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



NINTENDO, GAME BOY
AND THE OFFICIAL SEALS
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.



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. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Battletoads In Ragnarok's World	2
Controls	4
Scoreboard	5
How To Play	6
Smash Hits	9
Baddies	10
Obstacles	15
Limited Warranty	17

BATTLETOADS IN RAGNAROK'S WORLD

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, Zitz and Pimple, the brains and muscle of the 'toads, take Angelica out for a cruise in the Toadster to a nearby Leisure Station.

The 'toads and Angelica burn space, but before they can get there, they are ambushed by the evil Dark Queen. Luckily, quick-thinking Zitz manages to send out a distress signal before the Queen's ship, the Gargantua, gobbles up the Toadster. The cap-

tured trio are carried away to Ragnarok's World, the Dark Queen's home planet...

So, there's the situation, 'toad: the Dark Queen's kidnapped the Princess Angelica an' your buddies Zitz and Pimple – what're ya gonna do about it?!

You're gonna get real MAD, that's what you're gonna do – an' 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, thru ice caverns and down dark holes with nightmares so terrible you don't even want to imagine 'em – thru a monstrous Gargantua and ultimately to the terrifying Tower of Shadows, where the Dark Queen awaits you.

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

CONTROLS

Up – Move up.

Down – Move down.

Left – Move left.

Right – Move right.

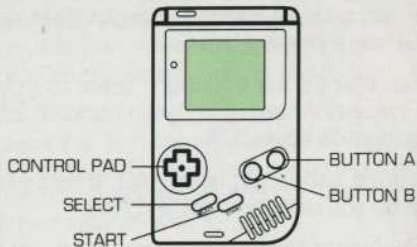
Select – No function.

Start – Start game/pause game.

Button A – Jump.

Button B – Action.

Double-click left and right to make 'toad run. Press Button B while running to access Smash Hits.



SCOREBOARD



- **Lives** are heartily highlighted. See if you can 1 UP 'em 'toad!
- **Energy** is the stuff that fills those boxes. Hang on to it if you can!
- **Points** are 'toadally numerical.

HOW TO PLAY

As soon as Professor T. Bird beams Rash down to Ragnarok's World, your 'toadally awesome rescue mission begins. So don't just stand there, 'toad – get ready to rumble!

Awaiting your arrival are endless canyons, dark holes, a terrifying tunnel, an arctic cavern, a seriously tall tower and much more! Each filled with monstrous baddies and dangerous obstacles.

Baddies are the Dark Queen's army of menacing minions, and they've been ordered to stop you from reaching the Tower of Shadows, where she holds Zitz, Pimple and Angelica captive.

Obstacles are the dangerous and often fatal weapons that she has cunningly concealed to catch an unwary 'toad completely off



guard. Advancing to the next stage requires you to defeat all of the baddies in your current level and avoid all of the obstacles.

But be careful, these baddies ain't shy, and they like to hit back. And if you're hit too many times, you're as good as gone, 'toad! 'Cuz each Battletoad has a limited life span.

Luckily, you have an awesome arsenal of devastating punches, kicks, slams and throws at your disposal, which only a Battletoad can activate. In addition to these, you can pick up certain objects along the way that can be used as weapons.

While most of your fighting will be done on 'toad-foot, certain levels demand expert racing skills – a real need-for-speed. In these areas, check out the high performance Speed Bike, and the weird-wheeled Clinger Winger!

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 ever seeing your buddies and Angelica again. And the surprises she has in store are enough to make your green skin crawl...



Kiss-My-Fist

Nuclear Knuckles

BT Bashing Ball

Swingin' Size Thirteens

Big Bad Boot

Jawbuster

Battletoad Butt

Turbo Thwack



BADDIES



Dark Queen – She commands her evil hordes from the safety of her Dark Tower. You must survive her wrath to save your friends.



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



Walker – A machine with no morals, he'll gladly kick you when you're down. Bust him up, then use his leg to beat up his friends.

Dragon – This winged wyvern will swoop down on you when you least expect it. Watch out for its specialty, the bone-jarring 'toad-slam.



Boss Walker – You've busted up his gang, an' that's made him mad! Stay outta sight, or his lasers will cook your green butt an' send it leapin'!



Ravens – Tough old birds, a bit like the professor, who can't wait to get their claws in you. A mutant variety will try to snip your turbo-cable with its over-sized beak.





Saturn Toadtraps – Feed exclusively on 'toads, but you can quell their appetite with a well-placed Bashing Ball – Battletoads style!



Retro Blasters – Smash out of walls and fire lethal bolts of energy at you! Swing aside, then scramble its circuits with a BT Bashing Ball.



Giblet – These cowardly characters attack in groups from behind, but you can turn them into tent pegs with your Nuclear Knuckles.

'Vaders – Survivors of the original invaders, they'll steal your energy bars and escape if you don't do something about it.



Rat Rocket – With its built-in power boosters, this rapid rodent is intent on showering your green head with obstacles.



Rat Pod – Since they sway from side to side, it takes some nifty maneuvering to avoid these rodent road-hogs.



OBSTACLES



Snowman – Meet Frosty's evil snow-slingin' twin. Dodge his barrage of snowballs, then smash him into slush with your Battletoad Butt.



Hornhead – He may be ugly, but he won't take too kindly to insults. He patrols the Tower, waiting to serve up his favorite snack – a 'toad kebob!



Shadow Clouds – Lurking in the dingy shadows of the Dark Queen's Tower, they roll in to put a damper on your mission – just when you think you're home and dry.

Spike Ball – Revolving rapidly around the Tower of Shadows, this spiny sphere can really stick it to intruders.



Snowballs – The Snowman's icy arsenal, but he ain't got sole rights to their use. Grab a handful, and let the snowfight begin!



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



Electro Zap – Packin' 2,000 volts of sizzlin' electricity, these little shockers will turn you into burnt toadst.





Swellcheeks – Don't listen to this swollen individual – he's full of gas. Hang on tight when he's around, or you'll become a sky-divin' 'toad!



Spike Back – Stumble onto their spike-covered armor and you'll surely get the point.



Buzzball – It's big, it buzzes and it's charged with enough static to fry you to a crisp. Outrace it to the finish, then punch its lights out.

WARRANTY

Tradewest, Inc. warrants to the original purchaser of this Tradewest software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Tradewest software program is sold "as is," without express or implied warranty of any kind, and Tradewest is not liable for any losses or damages of any kind resulting from use of this program. Tradewest agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Tradewest software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Tradewest software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TRADEWEST. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY(90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TRADEWEST BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TRADEWEST SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Tradewest, Inc. 2400 South Highway 75, Corsicana, TX 75110. (903) 874-2683