

Nintendo®

GAME BOY®

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

Super
GAME BOY
GAME PAK

DMG-ATDE-USA

RATTLE ARENA
ラトルアリーナ

TM*

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



KIDS TO ADULTS (6+)
ANIMATED VIOLENCE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

*Battle Arena Toshinden and its characters are trademarks of Takara Co., Ltd.

Programed by Takara. © Takara Co.,Ltd. 1996.

™ & ® are trademarks of Nintendo of America Inc.

© 1996 Nintendo of America Inc.

Contents

Background	2
Game Display	3
Controlling a Fighter	5
Special Features	7
Game Modes	7
Super Game Boy	8
Options	9
The Fighters	10
Warranty and Service Information	20

Thank you for selecting the Battle Arena Toshinden™* Game Pak for the Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

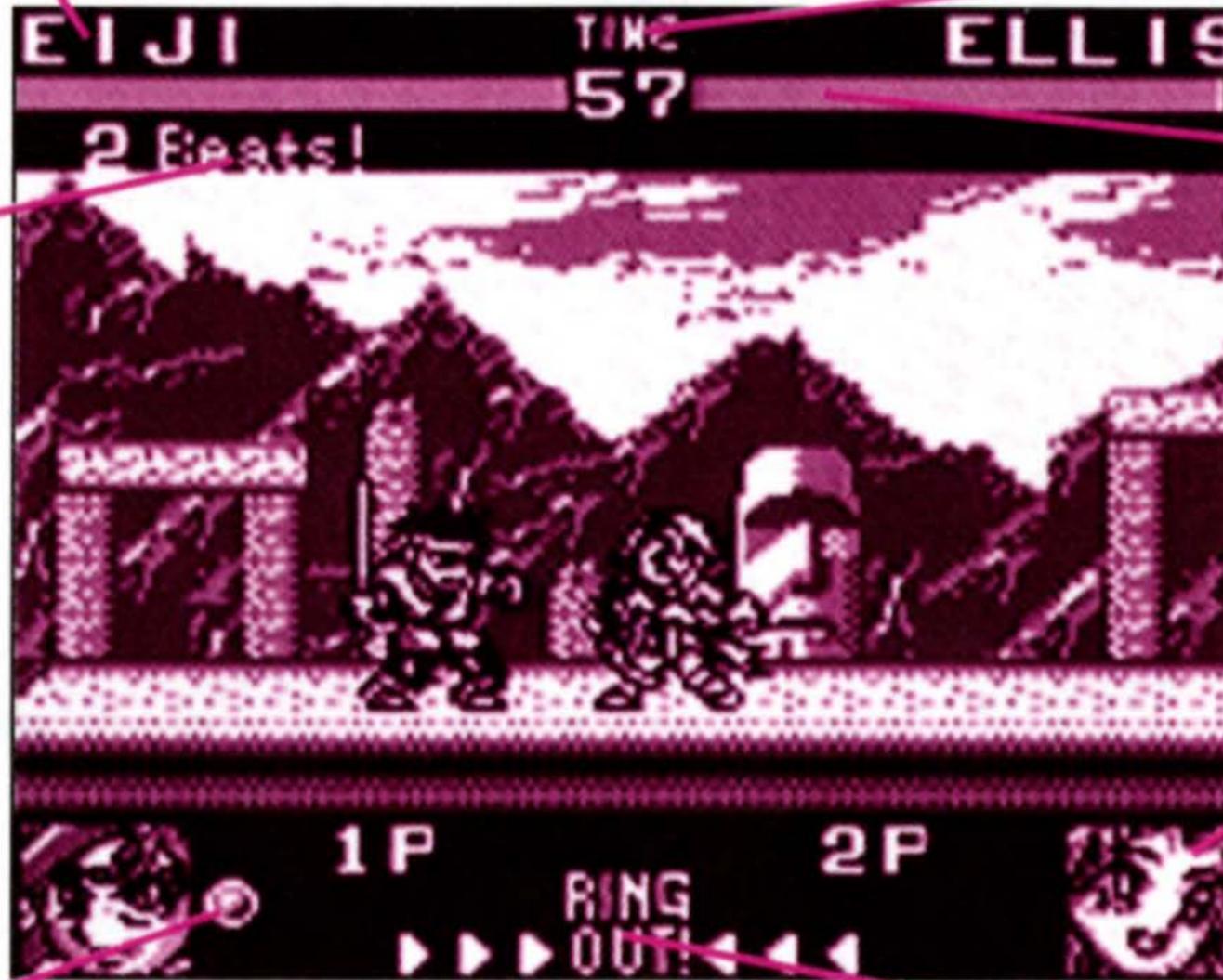
Background

Toshin Daibukai is a fighters' tournament held in the underworld every few years. All types of weapons, except firearms, are allowed making this fight to the death the ultimate tournament! The organization that arranges the tournament has selected all the participants in advance. Rumor has it that this organization was dissolved after the last tournament. The truth is not yet known. The tournament is about to begin. Who is behind the scenes? What evil purpose do they have?

Game Display

FIGHTER'S NAME

TIMER



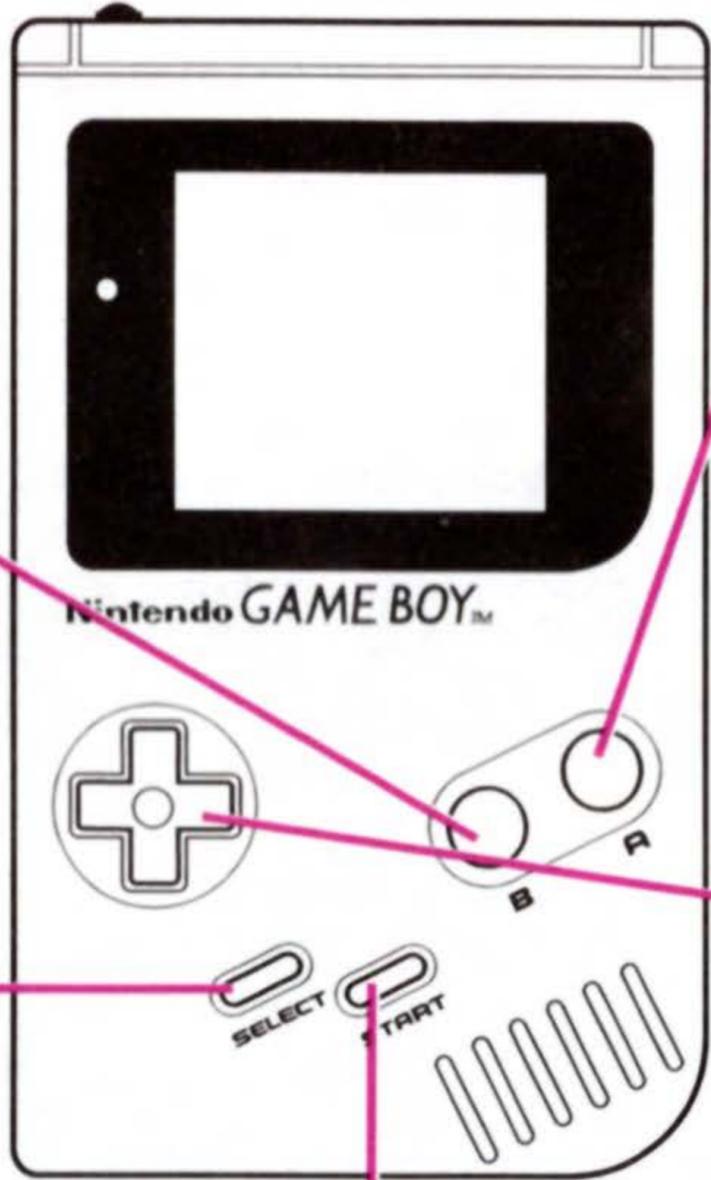
HIT
COUNT

STRENGTH
GAUGE

FIGHTER
WINDOW

VICTORY
MARK

ROPE GAUGE
(SEE PAGE 8)



B BUTTON

Punch

A BUTTON

Kick

SELECT

Not used

+ CONTROL PAD

Note: All commands are shown for a player facing right. The controls are reversed when facing left.

START

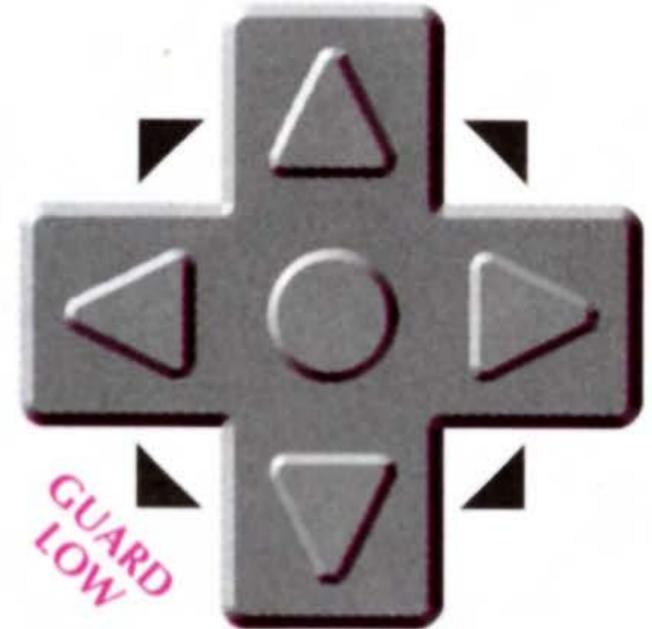
Start game

Pause, continue

JUMP

BACKWARD

FORWARD



CROUCH

GUARD LOW

Controlling a Fighter

The strength of your attack depends on how long you hold down the attack button. If you press and hold the attack button, your attack power will be greater.

THROW

When close to your opponent, push either **←** or **→** on the + Control Pad and press the A or B Button.

DASH

Tap the + Control Pad twice (toward your opponent).

BACKSTEP

Tap the + Control Pad twice away from your opponent. This is effective when you want to get out of your opponent's way or throw off your opponent's attack.

DODGING

Tap **↓** twice on the + Control Pad downward or push the A and B Buttons simultaneously to dodge all attacks (except throwing attacks) for a specified time.

STRIKE

Press the A and B Buttons simultaneously to strike your opponent.

TAUNT

Push **↓** on the + Control Pad, then press both the A and B Buttons.

Controlling Your Fighter

EASY-COMMAND SPECIAL MOVE

Push the + Control Pad and the A and B Buttons simultaneously to execute an easy-command special move. The move can only be executed when your opponent's Strength Gauge is flashing.

EASY COMMANDS



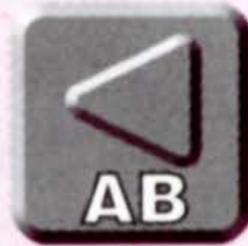
Strong push
↑ + AB



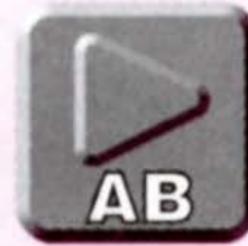
Light push
↑ + AB



Light push
↓ + AB



Light push
← + AB



Light push
→ + AB



Push AB
during a
jump



↓ + AB
during a
jump

Special Features

OUT OF THE RING

If any part of a fighter's body falls out of the ring, that fighter loses the match. There are invisible ropes around the ring to prevent you from falling out. However, the ropes can only support you three times. If you fall against the ropes three times during a match, the ropes will dissolve. The next

time you will fall out of the ring (when the ropes dissolve, the Rope Gauge will flash).

ATTACKING FROM BEHIND

By avoiding or jumping over an opponent, you may find yourself in a position to attack from behind. Attacks from behind are much more painful!

Game Modes

Select one of three different fighting modes.

1P GAME (STORY MODE)

Choose from eight different fighters and do your best to win the tournament!

VS. CPU (PRACTICE MODE)

Practice against the computer.

VS. HUMAN

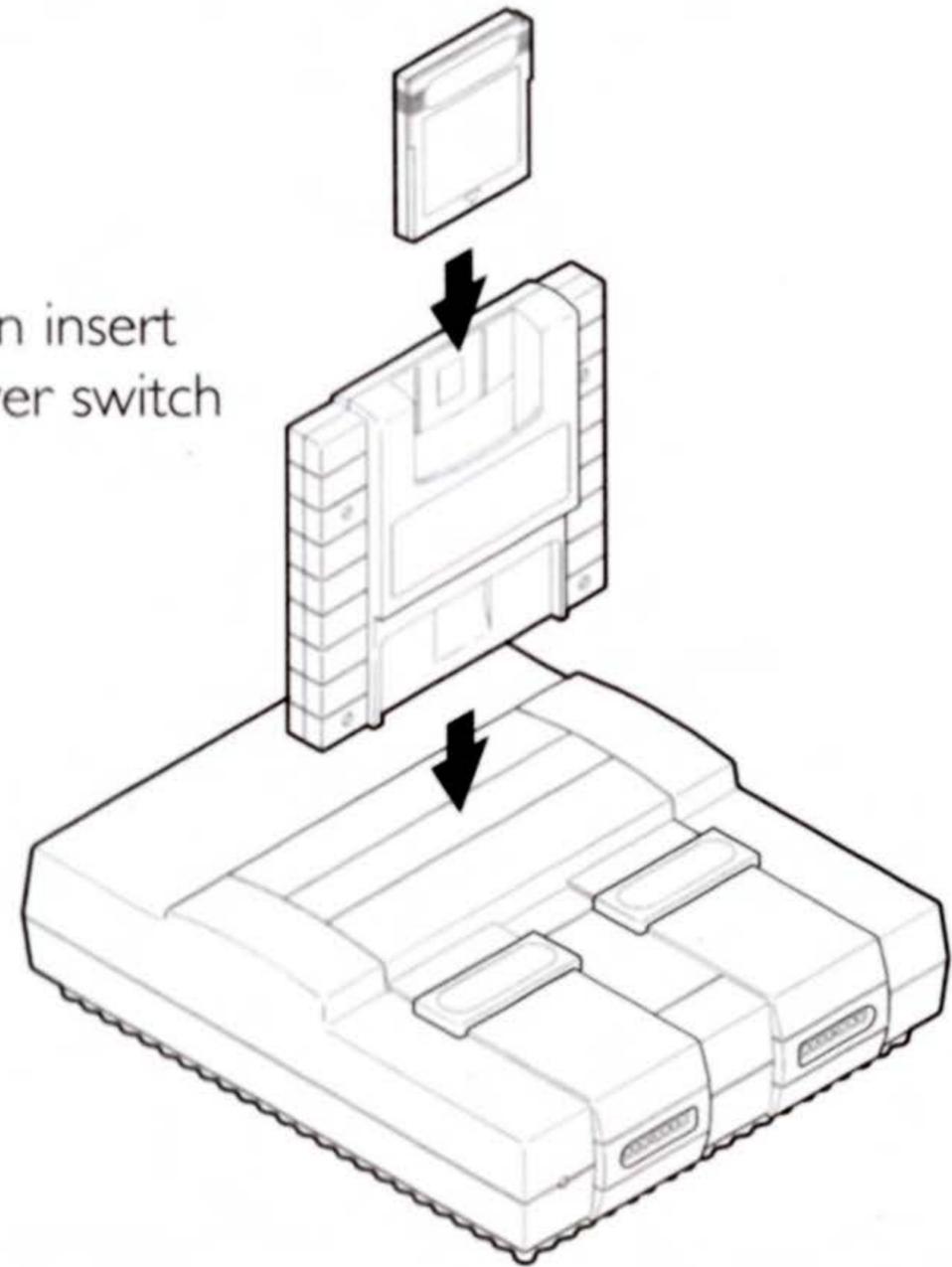
Pound a friend to mush by connecting two Game Boy Systems together with the Game Link[®] cable or with two controllers and the Super Game Boy[®] accessory.

Super Game Boy

With the Super Game Boy accessory, two players can fight against each other.

Insert the Game Pak firmly into the Super Game Boy, then insert the Super Game Boy into your Super NES. Turn the power switch to the "ON" position.

With Controller 1, select "VS. HUMAN." Player 1 uses Controller 1 while the second player uses Controller 2.



Options

LEVEL

The difficulty level for computer-controlled opponents (Easy, Normal, Hard or Expert).

BOUT TIME

The length of time for one round.

SET POINT

Number of bouts required to win a match.

STRENGTH

A fighter's strength can be set to four different strength levels.

ROPE

Adjust the number of times a fighter can fall against the ropes without falling out of the ring.

BGM

Listen to background music used in the game.

S.E.

Listen to sound effects used in the game.

CONTINUING

When a player loses a match, the Continue screen will appear. Press START before the timer reaches zero to continue fighting.

Fighters

EIJI SHINJO



Eiji is an adventurer who travels the world in search of his missing brother. It is rumored that someone in the tournament may know his whereabouts. Eiji is determined to find him!

SPECIAL ATTACKS

Rekkuzan	↓ ↘ → + B	
Hishouzan	→ ↓ ↘ + B	
Syugekidan	↘ + A	
Ryuseikyaku	JUMP ↓ ↙ ← + A	
Byakki-mosyuken	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → + B	
Enjin-syuraha	↑ ↓ → ← + A B	

Fighters

KAYIN AMOH

As a fighter, Kayin is feared and respected by all. His world is the battlefield. His desire is to win the tournament. Kayin will not rest until victory is his.

SPECIAL ATTACKS

Sonic Slash	↓ ↘ → + B	▶ AB
Power Thrust	→ ↓ ↘ + B	▼ AB
Leg Crush	↓ ↙ ← + A	◀ AB
Scottish Moon	JUMP ↓ ↙ ← + A	JUMP AB
Hell's Inferno	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → + B	▲ AB
Rainbow Splash	→ ↘ ↓ ↙ ← → ← + A B	▲ AB



Fighters

SOFIA

Learning that her memory was being manipulated by the mysterious force behind the tournament, Sofia is determined to find the person responsible. She will not be stopped.



SPECIAL ATTACKS

Thunder Ring	↓ ↙ ← + B	
Aurora Revolution	→ ↘ ↓ ↙ ← + B	
Rattlesnake	↓ ↘ → + B	
Call Me Queen	→ ← → ← + B	
Salamander	↘ ↙ ↘ ← → + AB	

Fighters

RUNGO IRON

After discovering uranium in his mine, Rungo has become the target of many organizations. Rungo will do whatever he can to protect his family and his mine.

SPECIAL ATTACKS

Fire Strike	↓ ↘ → + B	▶ AB
Power Thrust	→ ↓ ↘ + A	▼ AB
Sinning Charge	↓ ↘ → ← + B	◀ AB
Batter Up	→ ↘ ↓ ↙ ← + B	
Mega Fire Strike	← ↙ ↓ ↘ → ↘ ↓ ↙ ← + B	▲ AB
Mega Brutal Stomper	↑ ↙ ← ↙ ↓ ↘ → + A B	▲ AB



Fighters

DUKE B. RAMBART

One day, during a fight with a young Asian man, Duke's beloved sword "Vanquer" broke and he was defeated. Now Duke seeks a rematch with Eiji, the man responsible for his defeat.



SPECIAL ATTACKS

Southern Cross	← → ↘ ↓ + B	
Cyclone	↓ ↘ → + B	
Ogre Slash	→ ↙ ↓ ↘ + B	
Head Crush	JUMP ↓ ↘ → + B	
The End	↙ ↓ ↘ → ← + B	
La Fin	↘ ↙ ↘ ← → + A B	

Fighters

FO FAI

A 107-year-old master of black magic, Fo appears to be a harmless old man. In fact, thousands of men have been sacrificed at the tips of his shiny metal blades. At the tournament, he plans to “paint the town red.”

SPECIAL ATTACKS

Mystic Sphere	→ ↘ ↓ ↙ ← + B	▶ AB
Pagoda Kick	↓ ↙ ← + A	▼ AB
Falling Sphere	← ↓ ↘ + B	◀ AB
Sphere Burst	JUMP, → ↘ ↓ ↙ ← + B	JUMP AB
Claw Attack	→ ↓ ↘ + B	
Wind Breaker	→ ↗ ↑ ↖ ← + AB	
Mystic Sphere Burst	→ ← ↙ ↓ ↘ → ← + B	▲ AB
Ultra Wind Breaker	← → ← → + A B	▲ AB



Fighters

MONDO

Possessor of the “Seiryu Spear,” a very powerful weapon, Mondo represents his family, the Yaki clan, in the tournament. He has trained vigorously and will do whatever he can to win.



SPECIAL ATTACKS

Goriki Tenbu	→ ↓ ↘ + B	
Goriki Fujin	← ↙ ↓ ↘ → + B	
Shippu Tsuki (upper)	↓ ↘ → + B	
Shippu Tsuki (lower)	↓ ↙ ← + B	
Goriki Raijin	JUMP ↓ ↘ → + B	
Choriki Daibutsumetsu	↓ ↘ → ↓ ↘ → ← + B	
Kyoriki-jakouretsubu	→ ↗ ↑ ↙ ← → ↘ ↓ + AB	

Fighters

ELLIS

Hearing a rumor that her missing father might be alive, Ellis entered the last tournament to look for him. It was then that she discovered that her real father was Gaia, a very powerful fighter. She has entered this year's tournament in hopes of meeting him.



SPECIAL ATTACKS

Tornado	↓ ↙ ← + A	▶ AB
Flaming Crescenz	→ ↓ ↘ + B	▼ AB
Arc Slash	JUMP, ↓ ↙ ← + B	JUMP + AB
Air Dance	JUMP, ↓ ↙ ← + A	JUMP AB
Ribbon Attack	→ ↗ ↑ ↖ ← + AB	◀ AB
Sweet Kiss	→ ← → ← + B	▲ AB
Stardust Night	↘ ↙ ↘ ← → + AB	▲ AB

Fighters

GAIA

Gaia's identity is a mystery. His power, however, is well known. Warriors cringe at the mere sight of him. Defeating Gaia will not be an easy task!



SPECIAL ATTACKS

Red Fire	↓ ↘ → + B	
Blue Water	→ ↓ ↘ + B	
Green Wind	↓ ↙ ← + A	
Dark Finish	→ ↘ ↓ ↙ ← → + B	
Bad End	↘ ↙ ↘ ← → + AB	

Fighters

SHO

Eiji's mysterious brother never stays in one place too long. What is his purpose here? Why has he entered the tournament? Only time will tell.



SPECIAL ATTACKS

Rekkuzan	↓ ↘ → + B	▶ AB
Hisyozan	→ ↓ ↘ + B	▼ AB
Senkouga	↓ ↙ ← + A	◀ AB
Suiseikyaku	JUMP, ↓ ↙ ← + A	JUMP AB
Gekkosa	JUMP, ↓ ↑ + A	JUMP + AB
Sisyozan	← ↓ ↙ + B	
Ryugekidan	↘ + A	
Banki-Mosyukem	→ ↘ ↓ ↙ ← ↙ ↓ ↘ → + B	▲ AB
Emma-ressyusai	↓ → ↘ ↑ ↙ ← ↓ + AB	▲ AB

IMPORTANT

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer

3-MONTH LIMITED WARRANTY (For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at: 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM or you will be

offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

**NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.**



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN