

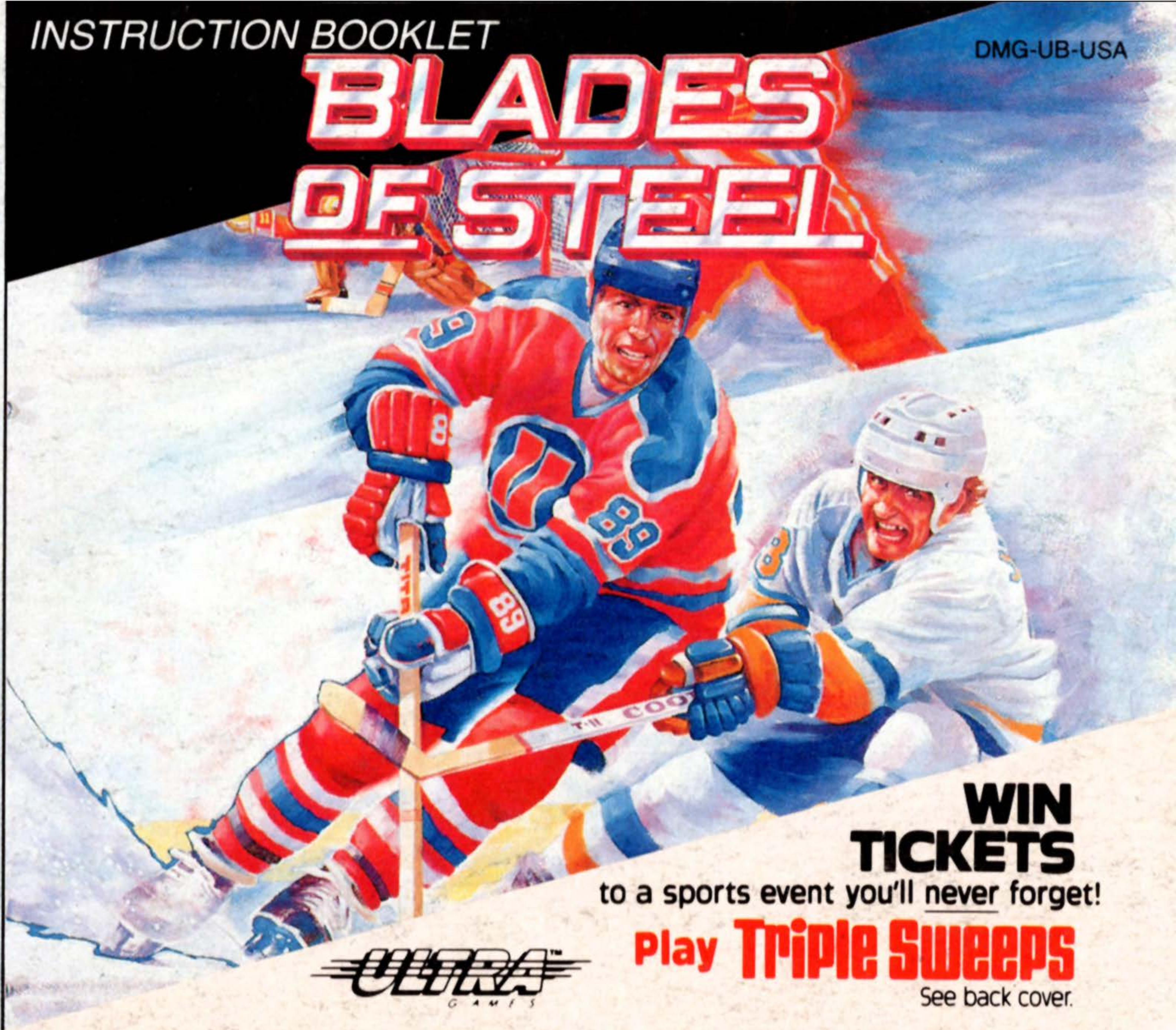
Nintendo

INSTRUCTION BOOKLET

DMG-UB-USA

GAMEBOY®

BLADES OF STEEL



**WIN
TICKETS**

to a sports event you'll never forget!

Play Triple Sweeps

See back cover.



Collect the All-Star Line-Up of Sports Titles from Konami®/Ultra™



ULTRA INC. LIMITED WARRANTY

Ultra Inc. warrants to the original purchaser of this Ultra 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 Ultra software program is sold "as is," without express or implied warranty of any kind, and Ultra is not liable for any losses or damages of any kind resulting from use of this program. Ultra agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Ultra software product, postage paid, with proof of date 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 Ultra 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 ULTRA 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 ULTRA BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ULTRA 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.

THIS GAME IS LICENSED BY



NINTENDO, GAME BOY AND THE
OFFICIAL SEALS ARE TRADEMARKS
OF NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.

Ultra Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5100



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.

WELCOME TO THE WORLD OF ULTRA!

You're the owner of ULTRA'S Game Boy version of Blades of Steel™, one of Konami's many original arcade and NES hits. We suggest you read the following instructions thoroughly before lacing up your skates.

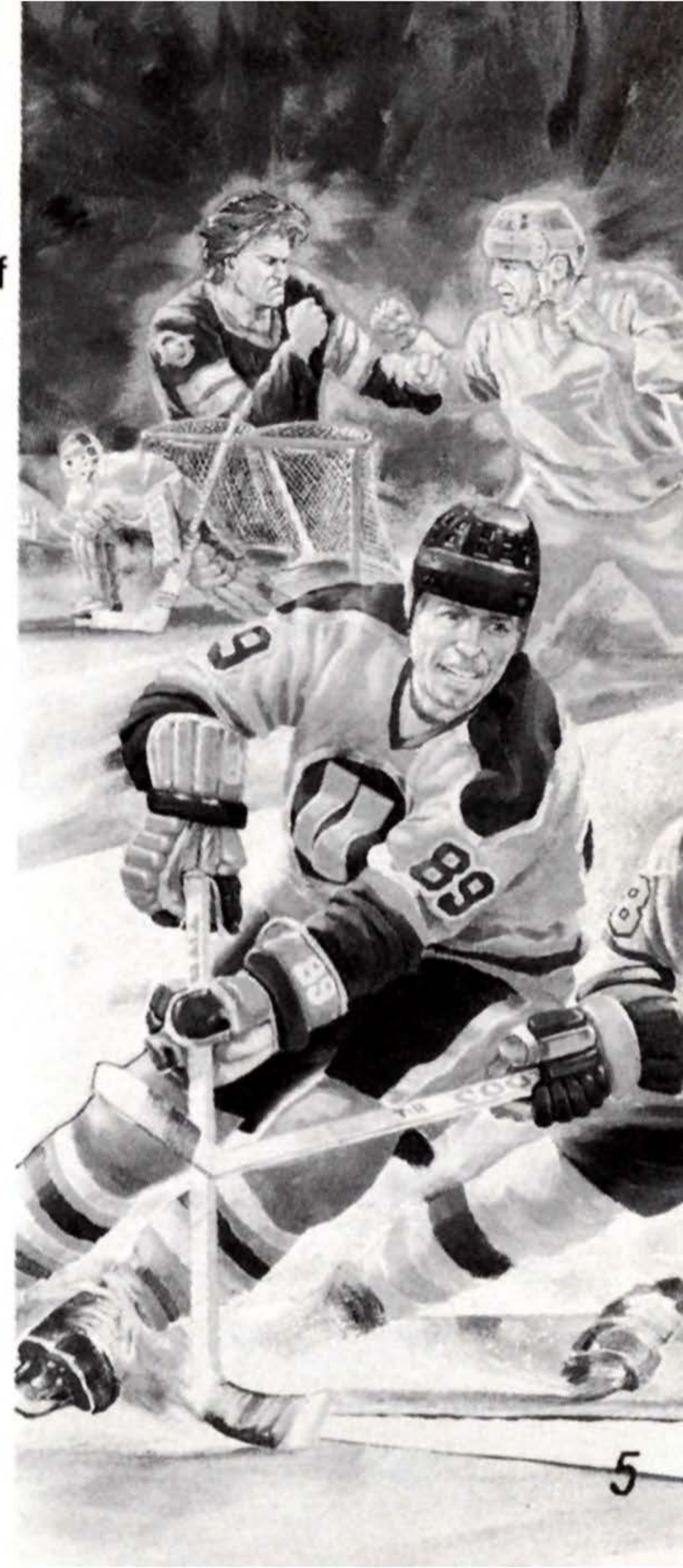
TABLE OF CONTENTS

WELCOME TO THE BIG TIME.....6

PREPARING FOR ACTION.....7

HIT THE ICE!9

RULES OF ENGAGEMENT.....10



WELCOME TO THE BIG TIME

You're hot with a stick, there's no doubt about it, but now you're going to face off with the pros. You'll learn that there is a world of difference between hitting the corners of the net at practice and threading one in from the blue line against a wave of defenders. It's going to take all your skill and concentration to beat the big boys and skate to the championship. You'll have to protect your goal against some of the best finesse players in the league, and be prepared to drop the gloves and defend yourself when tempers rise and fists start flying.



PREPARING FOR ACTION

Blades Of Steel consists of three grueling periods of fast-paced action. After the title screen, use the Select button to choose either (1) or (2) player mode, then press the Start button.

ONE PLAYER MODE:

If only one player takes the ice, then you'll face off against tough computer competition. Begin by pressing the Control Pad up or down to choose from "Practice," "Exhibition" or "Tournament" play. Press the A button to lock on your choice. Next, use the Control Pad again to select the level of play. Your choices include: "Junior" (easiest), "College" or "Pro" (toughest) levels.

PRACTICE MODE:

If you elect to practice, press the Control Pad up or down to choose between "Fight" or "Penalty Shot" and press the A button to lock in your choice. Press the A button again to proceed to the action. (If you change your mind, press the B button to go back to the Practice or Select Game screens.)

EXHIBITION AND TOURNAMENT MODES:

In the Exhibition mode, you play one game against a computer opponent. Use the Control Pad to move up and down the team list, then press the A button to select your team first, then the computer's team. To change your selection(s) press the B button. In the Tournament mode, you select your team and the computer pairs you up with an opponent. All eight teams are matched up, and your team can advance as long as you keep winning. If you win all three of your games, you take home the championship trophy!

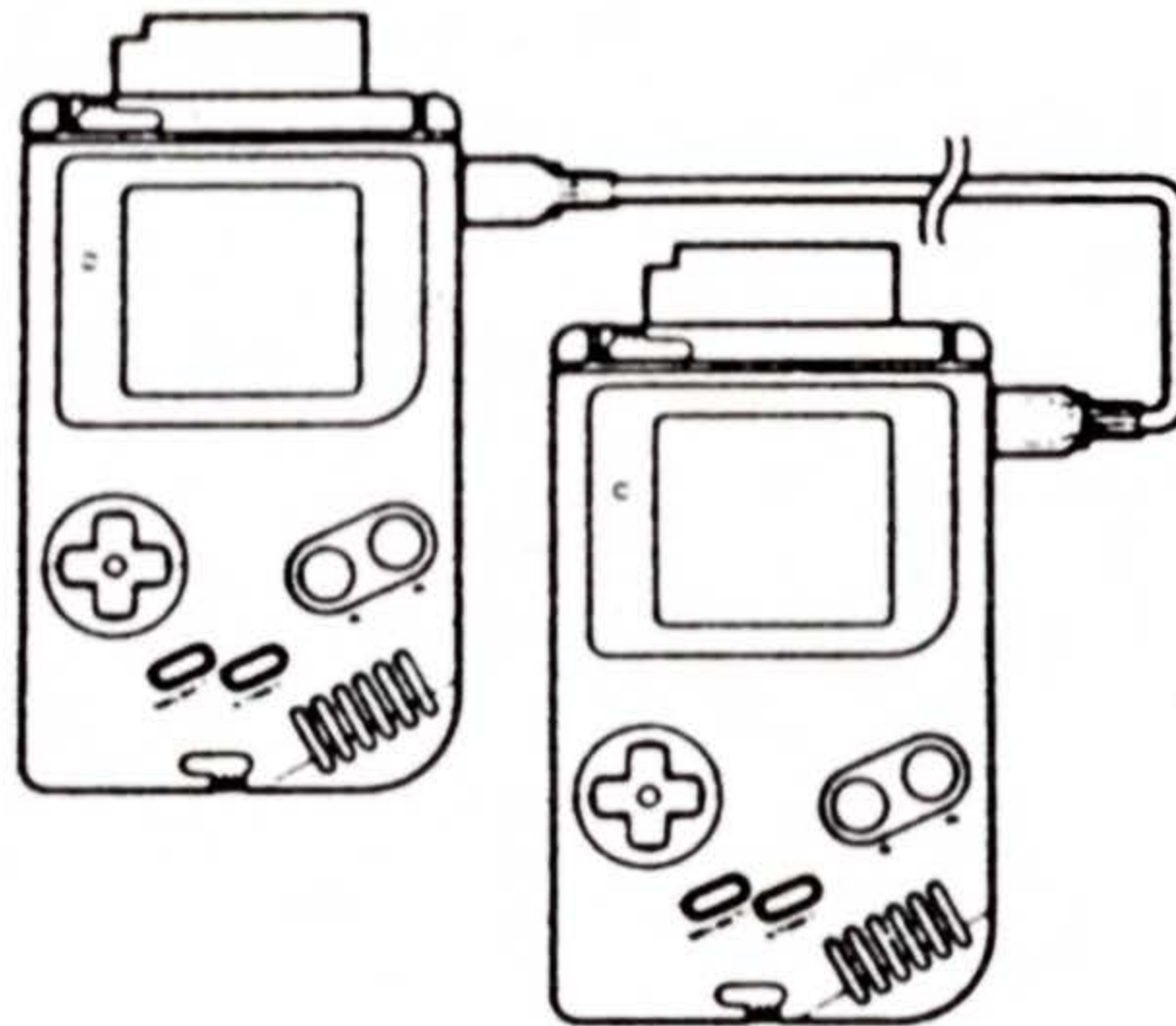
TWO PLAYER MODE:

If you're challenging a friend, you each pick a team using the Select button, locking on with the A button.

For Two player mode you will need:

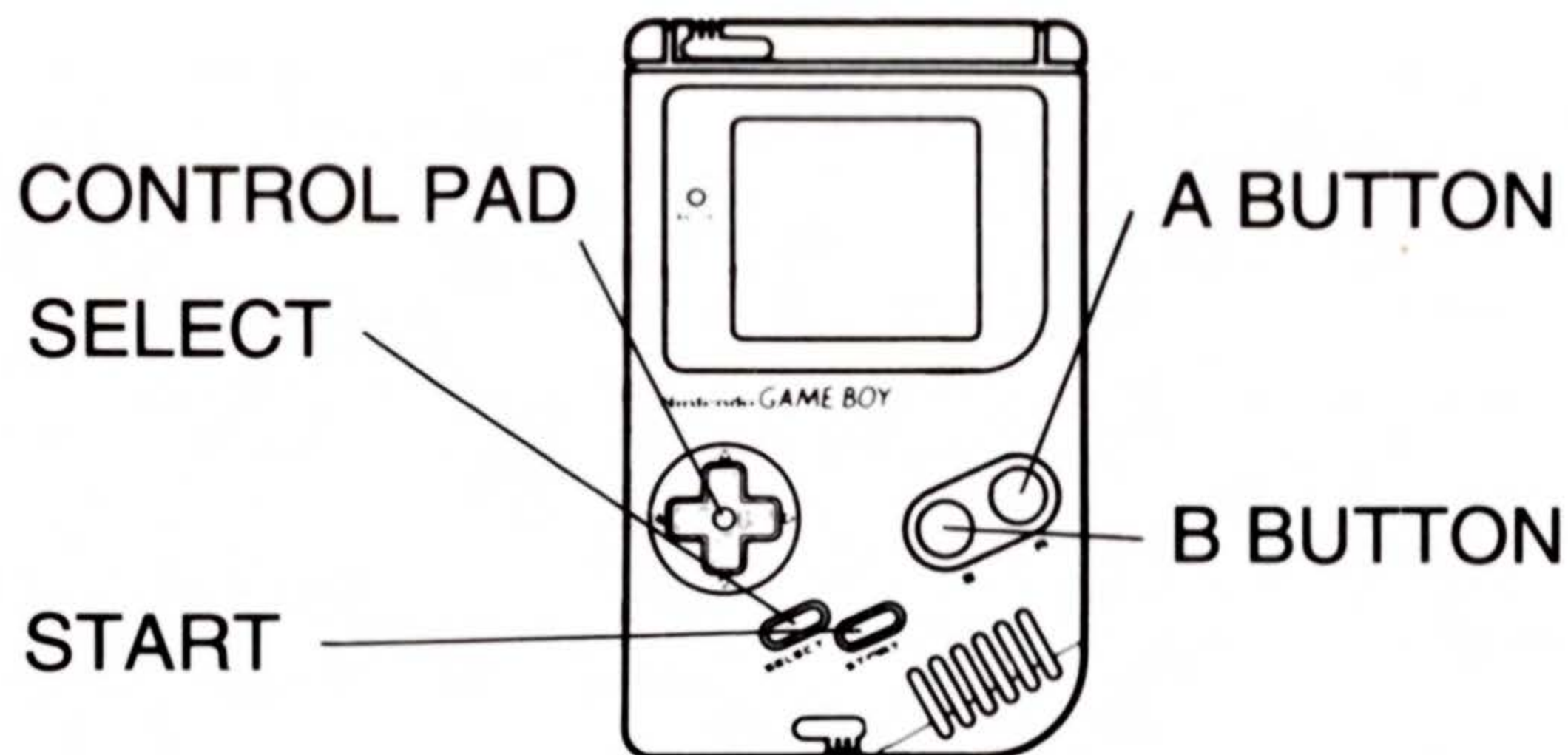
Game Boy units	2
Blades Of Steel cartridges	2
Game Link cable	1

Attach the Game Link to the two GAME BOYS, make sure the cartridges are properly inserted, then turn on the power. After the title screen flashes on both screens, either player may select the 2 players mode. Proceed through the selection screens to reach your desired level of competition.



HIT THE ICE!

You're ready for the showdown. Here's the rundown on your offensive and defensive controls:



OFFENSIVE CONTROLS:

Control Pad: Press to move player with puck in eight different directions.

B Button: Aim the player controlling the puck toward a teammate, then press the B button to pass.

A Button: Press to shoot. Note: Shots are automatically aimed at the moving arrow in front of the defender's goal.

DEFENSIVE CONTROLS

Control Pad: Press to maneuver the flashing defender in eight different directions. Also press to control your goalie, who should be kept in front of the moving arrow. Note: Press UP and DOWN to move the goalie left and right. Press LEFT and RIGHT to move him in and out.

B Button: Press to switch control of the flashing skater to the defender nearest the puck.

A Button: Not used when you're on defense.

RULES OF ENGAGEMENT

FACE-OFFS

At the beginning of each period, and after icing calls, the referee will line up teams for the traditional face-off. The first player to hit the B button when the puck is dropped will get the first chance to strike offensively.

ICING CALLS

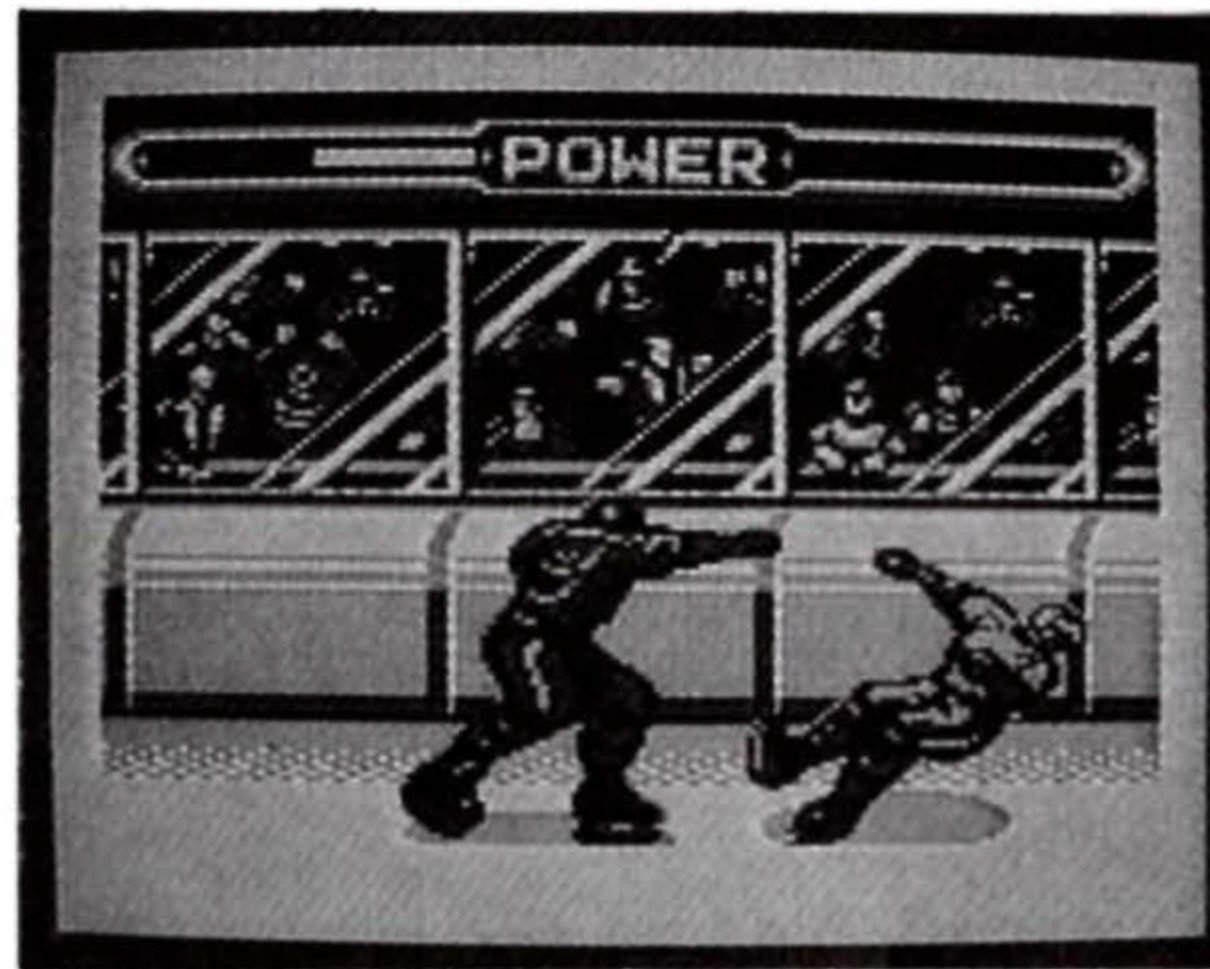
Icing occurs when a player shoots from his or her own territory and the puck slides the length of the rink, past the opponent's goal, without being touched. When the opponent takes control of the puck from behind the net, the referee will whistle the icing call, and a face-off will occur.

SLASHING AND CHECKING

If a player gets too rough (if that's possible in this sport) a fight will break out or a penalty will be called. This usually happens when you repeatedly check an opponent.

THROW OFF THE GLOVES

If there is a fight, the screen will switch to the punching mode. Press the A button to block punches and the B button to unleash your jabs. To aim your blows to the head, press the Control pad up. To rock your opponent with body punches, press the Control pad down. (The same goes for blocking shots to the head and body.)



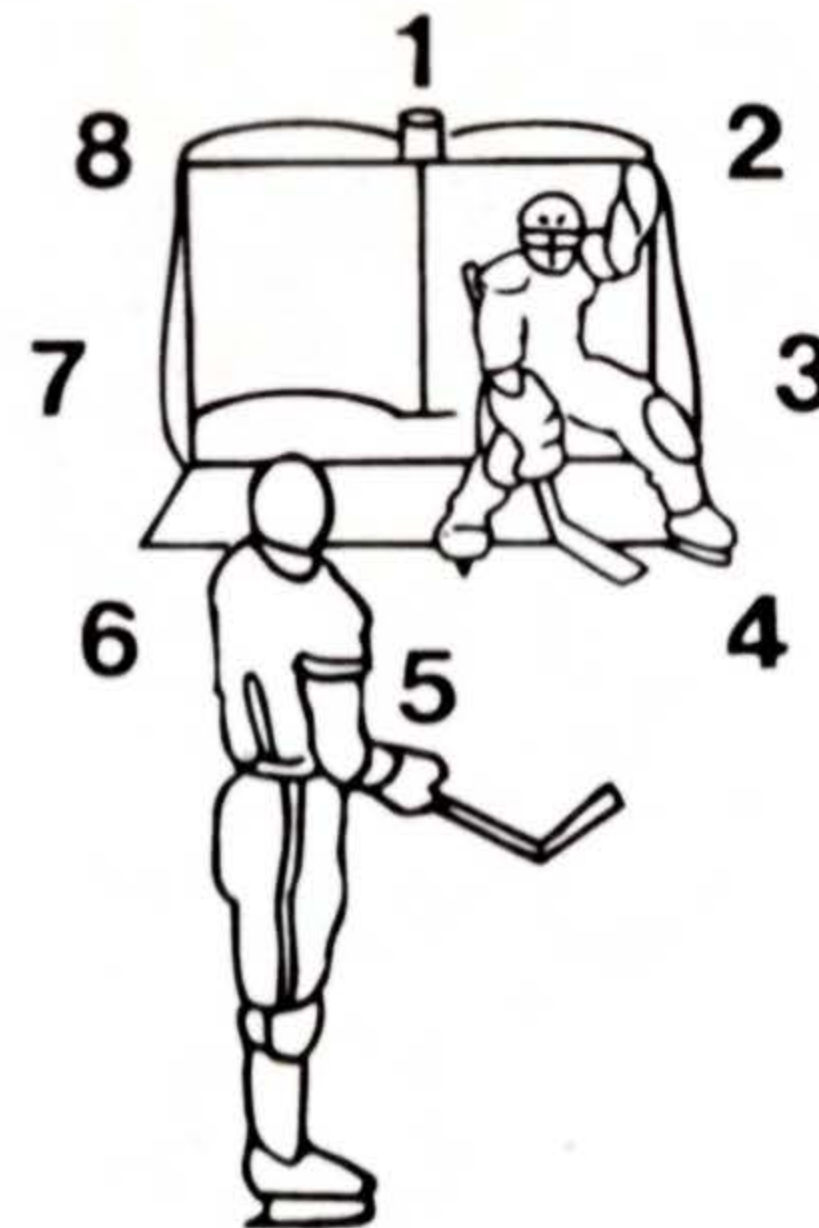
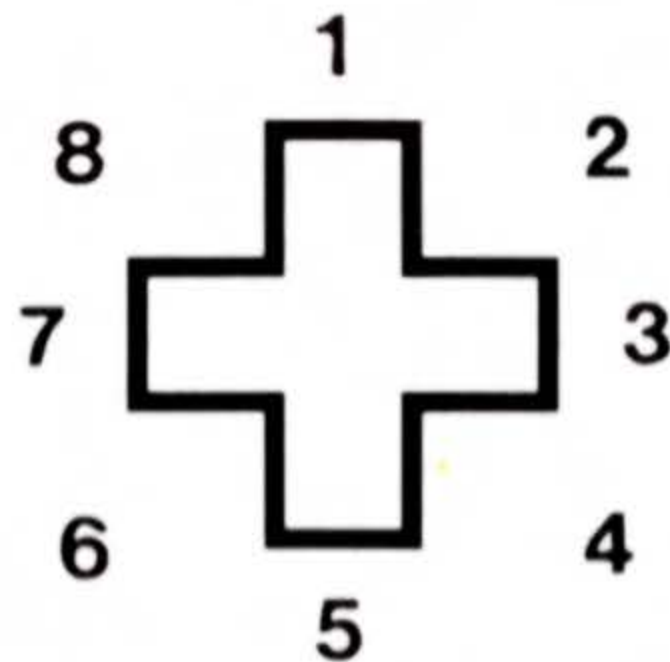
THE PENALTY AND OVERTIME SCENE

If the referee stops the action before the fists start flying, a penalty shot may be awarded. In addition, if regulation play ends in a tie, 5 overtime bonus shots are taken. In the event of a tie after 5 shots, play goes to a single shot Sudden Death.

When it is your turn to make the slap shot, use the Control pad to aim your puck at the net. Press the A or B button to take the shot.

If you are defending the net, use the Control pad to aim at the position you think your opponent is shooting for, then press the B button to attempt the block.

There are 8 positions which you can shoot at or defend. The numbers 1-8 on the diagram represent the positions on the Control pad and the screen.





ULTRA® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation. Blades of Steel® is a registered trademark of Konami Inc.® Konami® is a registered trademark of Konami Co., Ltd.
© 1991 Ultra Software Corporation.

Triple Sweeps

OFFICIAL ENTRY FORM

CHECK ONE (Plus, you **must** indicate the sweeps you're entering on back of envelope.)

☐ **Basketball Sweeps** ☐ **Racing Sweeps** ☐ **Hockey Sweeps**

PRINT CLEARLY

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone No. (_____) _____

Jacket/Jersey Size: ☐ S ☐ M ☐ L ☐ XL

See Official Rules for complete details. © 1991 Konami, Inc.

Not sponsored by Nintendo.

Triple Sweeps

OFFICIAL SWEEPSTAKES RULES

1. NO PURCHASE NECESSARY. To enter the Konami® "Triple Sweeps" Sweepstakes, check off which sweepstakes you want to enter, and print your name, age, address and phone number on the official entry form provided in the Double Dribble® 5 on 5™, Blades of Steel® and World Circuit Series™ Game Boy® games from Konami and Ultra, and mail to: Konami Triple Sweeps, P.O. Box 83168, Milwaukee, WI 53224. Be sure to write on the back of your mailing envelope which sweeps you are entering, or your entry will be disqualified. You may also obtain an entry form by sending your request and a self-addressed stamped envelope to: Triple Sweeps Entry Request, P.O. Box 23321, Milwaukee, WI 53224. WA and VT residents need not affix return postage. All requests must be received by June 12, 1992. Each entry must be mailed separately. Only original entry forms will be eligible. Entry form must be obtained legitimately; no reproductions will be accepted. *All entries must be received by July 27, 1992.*

2. RANDOM DRAWING FOR PRIZES will be held on or about August 3, 1992. Drawings will be conducted by The Merchandise Center, an independent judging organization, whose decisions are final. No responsibility is assumed for lost, damaged, late, misdirected, illegible, incomplete or postage-due entries. All entries become property of Konami Inc., and none will be returned. Odds of winning depend on the number of entries received. Unclaimed or forfeited prizes will not be awarded.

3. SWEEPSTAKES PRIZES (Total Value: \$13,050):

BASKETBALL SWEEPS — 1 FIRST PRIZE: Trip for two (2) to a professional basketball championship finals game in 1993 (or \$2,500 cash alternative). Trip for two includes: roundtrip coach airfare, hotel 2 nights (double occupancy), transportation to and from hotel and stadium, and \$500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: \$3,800.

5 SECOND PRIZES: One (1) official basketball team jacket from team of winner's choice. Cash value: \$130 each.

HOCKEY SWEEPS — 1 FIRST PRIZE: Trip for two (2) to a professional hockey championship finals game in 1993 (or \$2,500 cash alternative). Trip for two includes: roundtrip coach airfare, hotel 2 nights (double occupancy), transportation to and from hotel and stadium, and \$500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: \$3,800.

5 SECOND PRIZES: One (1) official team hockey jersey from team of winner's choice. Cash value: \$130 each.

RACING SWEEPS — 1 FIRST PRIZE: Trip for two (2) to the 1993 Indianapolis 500 mile car race, the weekend of May 29, 1993. Trip for two includes: roundtrip coach airfare to Indianapolis, Indiana, hotel 2 nights (double occupancy), transportation to and from hotel and race track, and \$500 spending money. Winner is responsible for transportation to/from airport. All meals, taxes, gratuities and other expenses not specified herein are the responsibility of the winner. Cash value: \$3,900.

5 SECOND PRIZES: One (1) Indy-style, radio-control car (provided by JRL Toys). Cash value: \$50.00 each.

4. PRIZE RULES: First Prize winners who are minors are required to travel with parent or legal guardian, or prize will be awarded to parent or legal guardian. Sports tickets and trips subject to availability. No substitution or transfer of prizes permitted. Limit one (1) prize per family or household. Prize winners will be notified by mail on or about September 1, 1992. Canadian winner may be required to answer a skill question. Winners and guest of first prizes will be required to sign an Affidavit of Eligibility and Release of Liability, which must be returned within 25 days of notification or prize will be forfeited. By entering sweepstakes, winning entrants accept and agree to all sweepstakes rules and grant permission to use their name, biographical information and photograph and/or likeness for advertising and promotional purposes without additional compensation or further consent. Payment of federal, state and local taxes is the obligation of the winner.

5. ELIGIBILITY: Sweepstakes open to all residents of the U.S. and Canada (except Quebec). Void where prohibited. Employees of Konami Inc., its affiliates, subsidiaries, retailers, distributors, agencies and August, Bishop & Meier, Inc., and the immediate families of each are not eligible to participate. Sweepstakes subject to all federal, state and local laws. Sweepstakes entrants release Konami Inc., August, Bishop & Meier, Inc., their agents and assigns from any claims, losses or damages resulting from the receipt and use of prizes awarded.

6. TO OBTAIN A LIST OF PRIZE WINNERS: Send a self-addressed, stamped envelope to: Triple Sweeps Winners List, P.O. Box 23321, Milwaukee, WI 53224. Requests must be received by September 1, 1992.

**WIN TICKETS TO A
SPORTS EVENT YOU'LL
NEVER FORGET!**

PLAY

Triple Sweeps

What's your pleasure? Choice seats at one of the final games of the professional basketball championship playoffs...a grandstand view of the biggest race in America, the Indy 500...or, tickets to a pro-hockey championship playoff game. Take your pick and you, along with a lucky friend, could be there when you play **TRIPLE SWEEPS**. Secondary prizes include your favorite basketball team jacket, an Indy-style radio-control race car and a pro-hockey team jersey of your choice!

To play, complete the information requested on this entry form,
and mail **to arrive no later than July 27, 1992**, to:



Konami Triple Sweeps
P.O. Box 83168
Milwaukee, WI 53224

PRINTED IN JAPAN

