

# BATTLE BLAZE™



## INSTRUCTION BOOKLET



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



Thank you for selecting the challenging and action-packed Battle Blaze™ game by American Sammy Corporation.

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

## Safety Precautions

Follow the suggestions below to keep your Super NES Game Pak in top operating condition.

- 1) Always turn the power off before inserting or removing the Game Pak from your Super Nintendo Entertainment System.
- 2) Do not touch the connectors. Do not get them wet or dirty. Doing so may damage the game.
- 3) The Game Pak should not be stored in places that are very hot or cold. Do not crush your Game Pak or get it wet.
- 4) Do not clean with benzene, paint thinner, alcohol, or other strong cleaning agents.
- 5) To extend the life of your Game Pak, pause for 10 to 20 minutes after 2 hours of continuous play. Sit 3 to 8 feet away from your television or monitor.



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# Battle of Champions

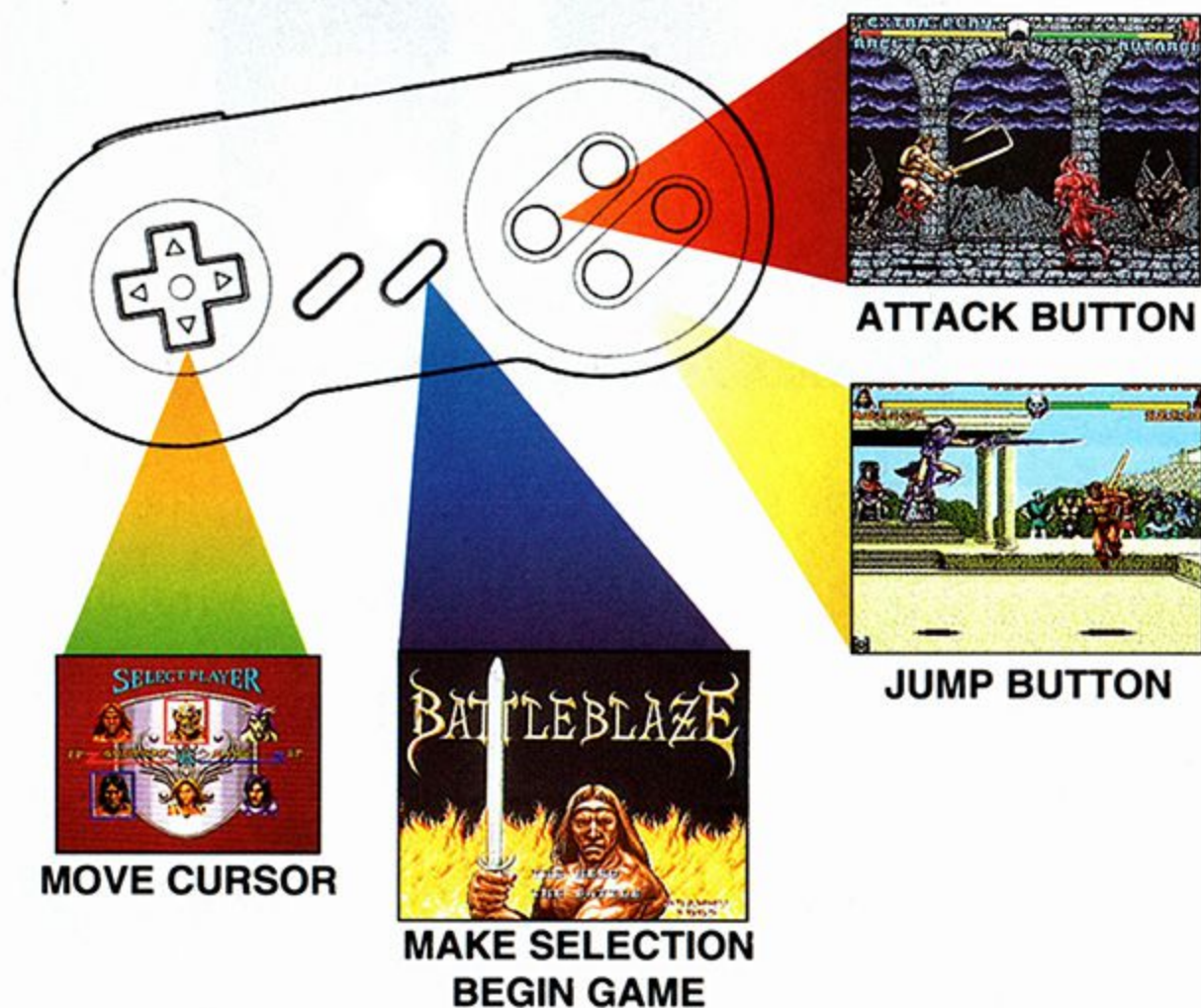


Virg, which sits in the middle of the Great World, has remained a tranquil land for many centuries. Here, all beings live in peace, under the secure hold of a powerful Warrior-King. These Kings are chosen in a contest of champions, in which warriors from about the land come to compete.

But something is about to disturb the harmony of Virg. A netherworlder by the name of Autarch has sent forth spirits to possess the high warriors of the land. With the best warriors of Virg under the command of Autarch, the tournament of champions, and the fate of Virg, are in dire jeopardy.



# Control Pad Operations



To enter Options Menu...



Press Start and  
Select Button  
Simultaneously



Press Start  
to Exit

# Map Screen



Once you have selected the Hero Quest, the map screen will be displayed. As the hero of Virg, you must travel to the four corners of the realm to fight each leader. You can choose which of the leaders you wish to challenge by using the Control Pad.



# Title Screen



From this screen the player will be able to choose between the Hero, which is a one player game, and the Battle, which is a two player game. Simply move the Control Pad either up or down to make your selection and then depress the Start key.

# Prepare for Combat

Each character in Battle Blaze has a set of advanced attacks that take skill and agility to master. Below, you will find an explanation of the symbols used as well as examples of how they are used.

## Button Combination Symbols

*THEN*

Indicates a pause before the next move.

+

Use the control pad and button at the same time.

x 2

Press control pad twice in the same direction.

## Examples of Combinations

**Power Thrust**



x 2

+

Y

Press the control pad two times to the right

**Crescent Spark**

PRESS AGAINST ENEMY

*THEN*



+

Y

Pause briefly before pressing the control pad and "Y" button

Press the control pad and "Y" button at the same time.



# Basic Attacks

## Basic Attacks for All Characters

Strike

Y

Jump

B

Low Strike

HOLD



+

Y

Low Kick

HOLD



+

B

High Strike

B

THEN

Y

\*Attacks for some characters  
may vary.

# Characters



## Kerrel

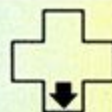
Age: 24 years  
Height: 5' 11"  
Weight: 210 lbs.  
Home: Cricket Beach

The noblest fighter in all of Virg. Using only a sword and his agility, Kerrel must defeat his opponents as well as the evil Lord Autarch. Kerrel is the noblest competitor.

**Dragontail Slice**



*THEN*



+



**Flying Spinkick**



*THEN*



+



**Kneeling Thrust**

PRESS  
TOWARDS  
ENEMY

X

2

+



**Power Thrust**

PRESS  
AGAINST  
ENEMY

*THEN*



Kneeling Thrust

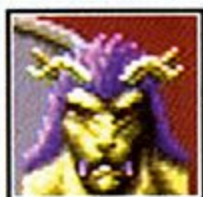


Power Thrust



# Characters

## Shnouzer



Age:	3 (Dog Years)
Height:	6' 2"
Weight:	210 lbs.
Home:	Mountains of Artec

"Leader of the Pack" of Mountain Man/Beasts, Shnouzer is one of the most feared of all competitors. Though he does not have a weapon, his close-combat skills are unmatched.

**Transform into Beast**

HOLD



THEN



**Change Back**

HOLD



+



**Toe-blade Attack**

(WHILE JUMPING)



+



**Thunder Smash**

PRESS  
AGAINST  
ENEMY

+



**Thunder Claw**

PRESS  
AWAY FROM  
ENEMY

THEN

PRESS  
TOWARDS  
ENEMY

+



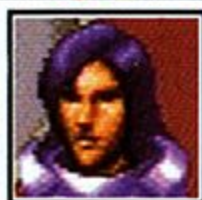
Thunder Claw



Beast



# Characters



## Adrick

Age:	25 years
Height:	6' 4"
Weight:	140 lbs.
Home:	Naxus

Not having the advantage of strength, Adrick relies heavily on his Dark Blade. The length and sheer weight of the magical sword makes him a slow, but devastating swordsman.

**Double Slice**



x

2

**Avalanche**



THEN



+



**Blizzard Cut**

PRESS  
AGAINST  
ENEMY

THEN



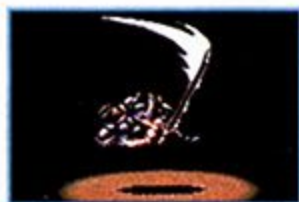
**Arc Blast**

PRESS  
AWAY FROM  
ENEMY

THEN

PRESS  
TOWARDS  
ENEMY

+



Blizzard Cut

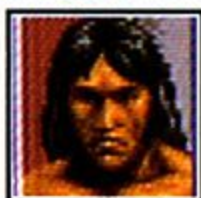


Arc Blast



# Characters

## Lang



Age: 24 years  
Height: 5' 11"  
Weight: 210 lbs.  
Home: Cricket Beach

This nomad is a near split-image of his twin brother, Kerrel. These two characters have often tied in combat due to their similar abilities.

**Dragonfang Slice**

**B**

*THEN*



**+**

**Y**

**Whirlwind Kick**

**B**

*THEN*



**+**

**Y**

**Kneeling Stab**

PRESS  
TOWARDS  
ENEMY

**X**

**2**

**+**

**Y**

**Power Cut**

PRESS  
AGAINST  
ENEMY

*THEN*

**Y**



Kneeling Stab



Power Cut

# Characters



## Tesya

Age:	23 years
Height:	5' 5"
Weight:	130 lbs.
Home:	Fynn

Born in a family of great swordsmen, Tesya was taught the art of the twin dagger. Her dexterious physique, combined with razor-sharp blades, make her a swift competitor.

**Reverse Kick**



+

Y

**Boot to the Head**

B

THEN



+

Y

**Kiss of Doom**

PRESS  
TOWARDS  
ENEMY

THEN

Y

**Crescent Spark**

PRESS  
AWAY FROM  
ENEMY

THEN

PRESS  
TOWARDS  
ENEMY

+

Y



Kiss of Doom



Crescent Spark



# Characters

## Lord Gustoff



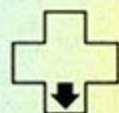
Age:	Unknown
Height:	5' 6"
Weight:	300 lbs.
Home:	Gromoor

A Half-Orc who rules a peaceful farmland, Gustoff is one of the strongest competitors to enter the tournament. His use of the mace is as hypnotizing as it is dangerous.

**Lunge Kick**



THEN



+



**The Hammer**



THEN



**Iron Uppercut**

HOLD



THEN



+



**Reverse Lunge**

PRESS  
AGAINST  
ENEMY

THEN



**Flying Mace**

PRESS  
AWAY FROM  
ENEMY

THEN

PRESS  
TOWARDS  
ENEMY

+



Lunge Throw



Flying Mace



## **90-DAY LIMITED WARRANTY:**

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Consumer Division of the problem requiring warranty service by calling: (708) 364-9787.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**American Sammy Corporation Consumer Division  
901 Cambridge Drive, Elk Grove Village, IL 60007**

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## **REPAIRS AFTER EXPIRATION OF WARRANTY:**

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Corporation Service Division at the phone number noted above. If the American Sammy technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for \$10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

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# **American Sammy Corporation**

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