

SNS-TV-USA

SUPER SMASH

TV.



INSTRUCTION
BOOKLET

Acclaim
entertainment inc.
Masters of the Game™

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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



LICENSED BY



NINTENDO, SUPER NINTENDO
ENTERTAINMENT SYSTEM AND
THE OFFICIAL SEALS ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA INC.
© 1991 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 COM-
PLETE COMPATIBILITY WITH YOUR
SUPER NINTENDO ENTERTAINMENT
SYSTEM. ALL NINTENDO PRODUCTS
ARE LICENSED BY SALE FOR USE
ONLY WITH OTHER AUTHORIZED
PRODUCTS BEARING THE OFFICIAL
SEAL OF QUALITY.

The year is 1999.

Television is cashing in on the blood lust of its viewers. Violence dominates the screen.

Topping the ratings are the TV game shows that offer the ultimate in prizes: your life! Winning and losing has become "destroyed or be destroyed."

One show stands as the toughest, most spectacular, most dangerous, and most rewarding contest of all: SMASH TV.

Alone, or in a pair, powerfully armed contestants are sent into a closed arena. There, before a live studio audience and devoted TV viewers from around the globe, they battle opponents-human, humanoid, and inhuman - and search out the cash and prizes that will make them...
SMASH TV
Grand Champions.

Ready for prime time?

The future is now.

You are the next lucky contestant.

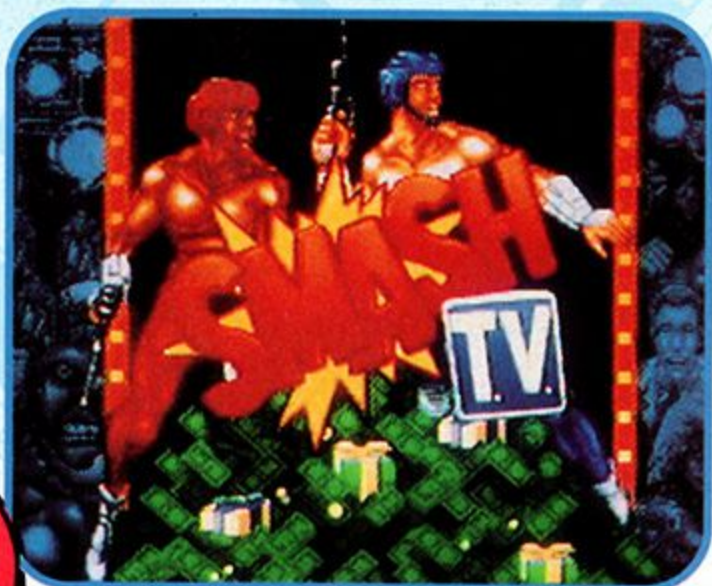


READY CAMERA ONE

LOADING

1. Make sure the power switch is OFF.
2. Insert the SMASH TV Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

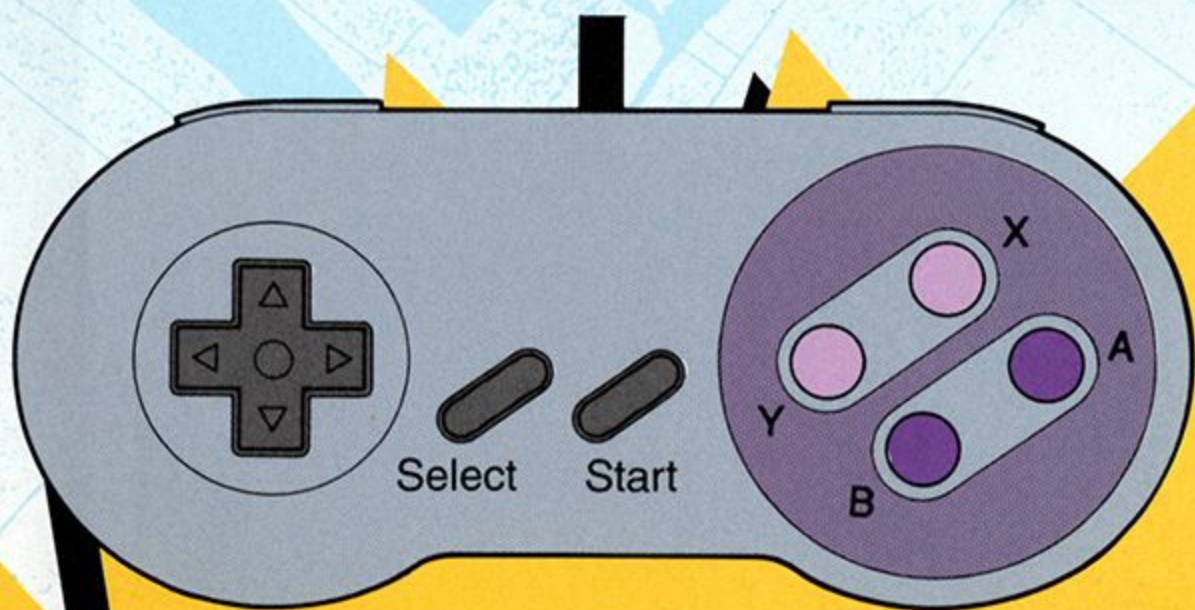
You'll first see the SMASH TV title screen, a history of the show, and then the roster of Reigning Champions. To reach the player selection screen, press the START BUTTON.



10 SECONDS TO AIR

SMASH TV is both a One Player and Two Player game with three skill levels. Move the DOWN CONTROL PAD ARROW until Skill is highlighted then move the LEFT OR RIGHT CONTROL PAD ARROW to pick the level you want. To select the number of players move the CONTROL PAD ARROWS so the number of players is highlighted. Then PRESS START.

THE CONTROLS... ABSOLUTE ARCADE ACTION



BASIC MOVES...AS EASY AS IT LOOKS

TO MOVE

Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To move diagonally, press in between the arrows.

TO FIRE UP

Press the X BUTTON.

TO FIRE LEFT

Press the Y BUTTON.

TO FIRE DOWN

Press the B BUTTON.

TO FIRE RIGHT

Press the A BUTTON.

TO FIRE DIAGONALLY:

UP/LEFT

Press the X BUTTON plus the Y BUTTON.

DOWN/LEFT

Press the Y BUTTON plus the B BUTTON.

UP/RIGHT

Press the X BUTTON plus the A BUTTON.

DOWN/RIGHT

Press the A BUTTON plus the B BUTTON.

TO PAUSE

Press the START BUTTON.

TO RESTART

Press the START BUTTON again.

ON THE SCREEN... EXCITEMENT SO INTENSE, IT'LL BLOW YOU AWAY

Game play information appears at the top of the screen as follows:

BLUE CONTESTANT

LIVES

SCORE/
PRIZES

WEAPON
UPGRADE
METER



RED CONTESTANT

LIVES

SCORE/
PRIZES

WEAPON
UPGRADE
METER

WEAPONS...

I NEED MORE FIRE-POWER

Sophisticated weapons and vital power-ups are available in every room of the contest. Your basic weapon, the machine gun, will obliterate your lesser opponents. However, final victory in any round demands that you use everything you can pick up!

When the symbol for a weapon or power-up appears, it can easily be picked up by moving over it.

Only one weapon type can be used at a time, but power-ups, such as increased speed or the mobile forcefield, can be used simultaneously with all the weapons.

Note: With each new life, you also get the mobile forcefield. For crowd control, there's no equal!





Rapid fire
grenade
launcher.



High power
missile
launcher.



Rapid fire,
high-power
grenade
launcher.



Mobile
forcefield.



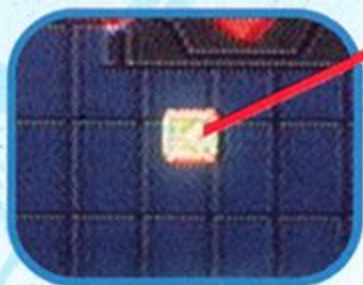
Blows up all
opponents
on screen.



Discus
defense.



Machine gun
firing
remote.



Speed
boost.



Multi-direc-
tion photon
gun.



Bonus life.

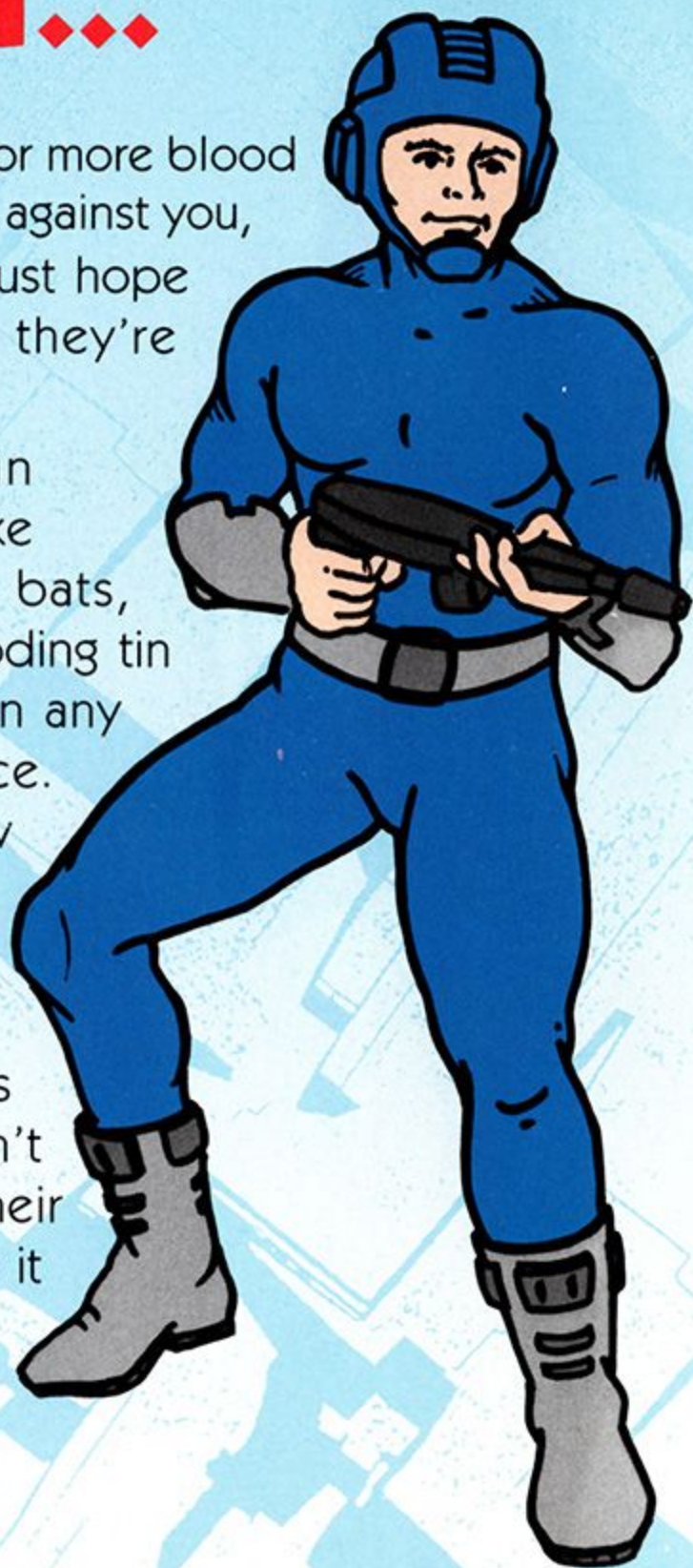
Note: Pick-up weapons last until all 6 of the squares under your score turn red.

YOUR OPPONENTS TONIGHT...

The audience is crying out for more blood and with the forces stacked against you, they'll soon be satisfied...just hope it's not your vital organs they're cheering over!

Opponents whose main strength is in numbers, like gangs wielding baseball bats, laser firing orbs, and exploding tin soldiers, will attack you in any round and at every chance. But each round of the show also features an opponent with unique talents for mangling contestants.

These characters are the stars of the show so they won't give up easily, but find their weak spots and you've got it made. Be relentless in your attack and enjoy watching them crumble.



The Super-Star Opponents are:

Round 1: MUTOID MAN

Half tank, half mutant, and all deadly. He'd just as soon run you over than look at you with his twin firing laser eyes. Pound him with everything you find and remember, armless isn't harmless.



Round 2: SCARFACE

If looks could kill, Scarface would be ahead of the game. Not only is he ugly, but get hit and your career in prime time is history.



Round 3: COBRA HEAD

The cobra is the king of the snakes...and you've got double trouble. These overgrown reptiles have steel scales that will crush you like a bug, and forked tongues that speak with high-tech firepower.



Round 4: THE GAME SHOW HOST WITH THE MOST

If his big mouth were his only flaw, you'd be OK, but this guy is not just slimy, he's crazy. Still, it's his show...and he'll do anything to keep it that way!



BIG MONEY... BIG PRIZES... I LOVE IT!



Winning is everything...but winning big is even better. Grab the prizes that appear by moving over them...but watch out, they may be hiding a dangerous land mine.

POINT VALUES:

Single Blue Orbs.....	2000	Spear Men.....	1000
Orb-Train (each segment).....	2000	Tank (per section).....	7500
Laser Orb.....	2500	Red Swarmers (followers).....	2050
Hulk Clubbers.....	500	Red Swarmers (leaders).....	20,000
Snakes.....	1000	Cobra Boss (per hit).....	100-500
Shrapnel Bomb.....	2350	Scarface (per hit).....	250-6000
Floating Robot.....	1050	Mutoid Man (per hit).....	350
Wall Gun Man.....	5500	Game Show Host (per hit).....	350-700
		Prizes (each pick-up).....	5010

THE ROUTE TO SUCCESS

At the start of each round, a map shows the layout of the studio, including the location of bonus prize rooms. Pause and make a copy, knowing where you are comes in handy if you're going to rake in the goods!

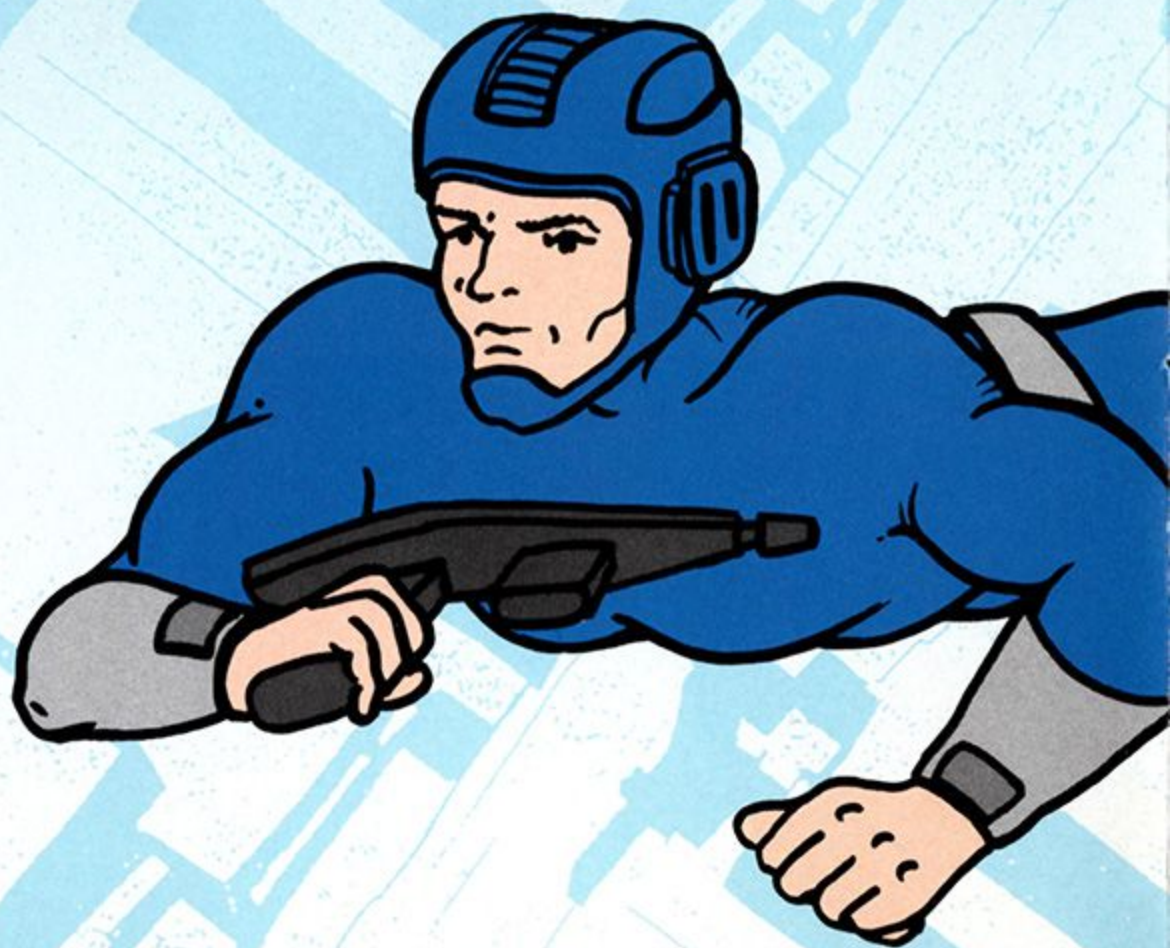


CASH BONANZA: THE PLEASUREDOME



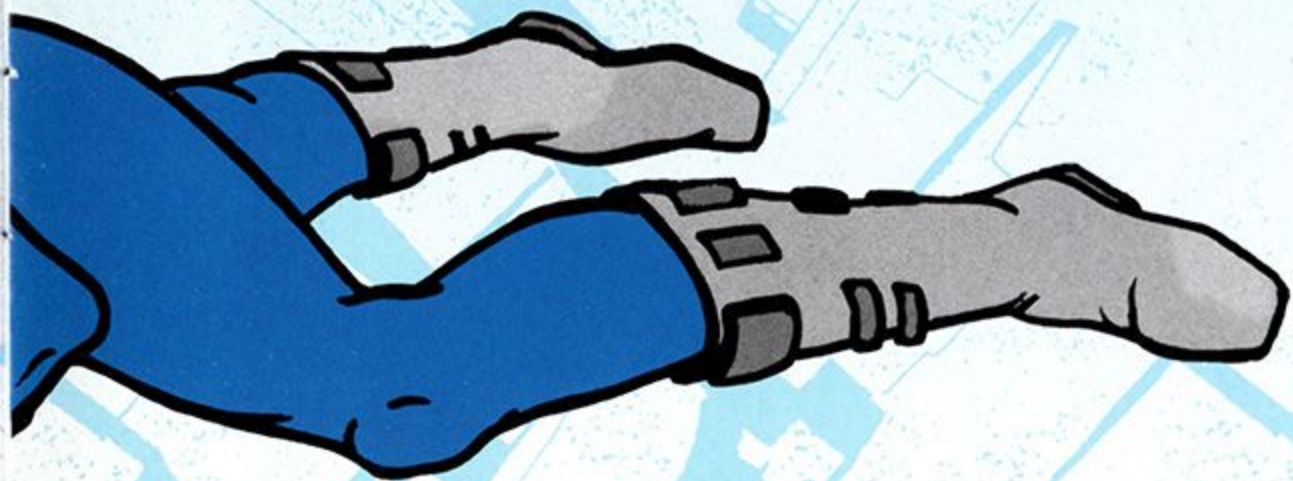
**PLEASUREDOME
can be viewed by
Grand Champion
ONLY!**

You want the big money?
It's waiting just for you in
the PLEASUREDOME...only
to get in, you'll need a key,
or maybe even a bunch...



DOUBLE YOUR PLEASURE!

Two is always better than one when it comes to combat ...but there is only one SMASH TV Grand Champion and it's money in the bank that separates the big winner from the other mere survivors.





STAYING WITH THE SHOW... CONTESTANT LIVES

There'd be no show without you, so each lucky player gets 5 lives per round, plus any bonus lives you can pick up. Lives remaining are shown in the top left and right of the screen.

REIGNING CHAMPIONS

Destroyed the Host with the Most? Made a fortune in cash and prizes? Congratulations. You are now a SMASH TV Reigning Champion. To enter your initials on the roster move the CONTROL PAD ARROWS until the letter you want is highlighted then press the A BUTTON.

ACTION

So go for it! What are you waiting for? The commercials are over...the cameras are rolling...and the audience is waiting to see how long you last. Are you going to give them what they want, or can you stay in one piece long enough to be invited back next season? Everyone's waiting to see!



ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser only of this Acclaim 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 Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim 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 ACCLAIM. 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 ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM 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 warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the Super NES with respect to the receiver
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Acclaim Hotline: (516) 624-9300

**Distributed and marketed by Acclaim Entertainment, Inc.
71 Audrey Avenue, Oyster Bay, NY 11771.**

Smash TV™ © 1990 All rights reserved. Licensed from Williams® Electronics Games, Inc. Acclaim®, and Masters of the Game are trademarks of Acclaim Entertainment, Inc. Nintendo®, and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Game Pak Super "NES-GP." ©1991 Acclaim Entertainment, Inc. All Rights Reserved. Printed in Japan.

AKKlaim™
entertainment, inc.
Masters of the Game™

Printed in Japan