ADVISORY:
READ BEFORE USING YOUR NES/SUPER NES
A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

PRECAUTIONS:
1. Do not store this game in places that are very hot or cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzine, paint thinner, alcohol or other such solvents.

The year is 1999.
Television has given in to the blood lust of its viewers.
Violence tops the ratings.
TV game shows now offer the ultimate in prizes: your life!

Wiggy, a retired wrestler, wins the title of "Grand Champion of Smash TV" by killing the previous champion.

Winning and losing has become kill or be killed.

One show in particular stands as the biggest, most spectacular, most gruesome and most rewarding contest of all.

SMASH TV.

Alone or in a pair, powerfully armed contestants are sent into a closed arena.

A battle begins.

Wiggy versus the previous champion.

The battle begins.

Ready for prime time?
The future is now.
You are the next lucky contestant.
Ready Camera One!

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

You’ll first see the Smash TV title screen. Press the START BUTTON to enter the MODE SELECT screen.

10 Seconds to Air!

Use the UP or DOWN CONTROL PAD ARROWS to choose one of the following player options:

- OPTION #1) 1 player - 1 controller
- OPTION #2) 1 player - 2 controllers
- OPTION #3) 2 players - 2 controllers
- OPTION #4) 2 player - 4 controllers
1 player - 1 controller: Pressing the CONTROL PAD ARROWS moves you and changes the direction you are aiming. The A BUTTON fires all weapons. Pressing the B BUTTON allows you to keep shooting in the last direction fired, while still allowing you to move in any direction.

1 player - 2 controllers: Pressing the PLAYER 1 CONTROL PAD ARROWS moves you around the arena. The PLAYER 2 CONTROL PAD ARROWS aim and fire your weapons. NOTE: Using the 2 controller method allows you to move in one direction and shoot in the same (or any other) direction at the same time.

2 players - 2 controllers: Requires two players, each with one controller. The CONTROL PAD ARROWS move both players and their aim. The A BUTTON fires all weapons. Pressing the B BUTTON allows you to keep shooting in the last direction fired, while still allowing you to move in any direction.

2 players - 4 controllers: NOTE: This option requires the use of a Nintendo 4 player accessory. Once you have chosen your option, press START.

Requires two players, each with two controllers. Pressing the PLAYER 1 & PLAYER 2 CONTROL PAD ARROWS moves one contestant and controls their firing. (As in the 1 Player - 2 Controller method above.) PLAYER 3 & PLAYER 4's CONTROL PAD ARROWS move and fire contestant #9.

THE CONTROLS... TRUE ARCADE FEEL!

BASIC MOVES... AS EASY AS IT LOOKS

For 1 controller per player:

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

TO FIRE: Press the A BUTTON.
angle to the standard position. This means the CONTROL PAD ARROWS are at the top instead of the left.

TO MOVE: (CONTROLLER 1 for PLAYER 1 and CONTROLLER 3 for PLAYER 2.) Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To move diagonally, press in-between the arrows.

TO AIM & FIRE: (CONTROLLER 2 for PLAYER 1 and CONTROLLER 4 for PLAYER 2.) Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To fire diagonally, press in-between the arrows.

NOTE: When using this method, for the “feel” of actual arcade action, the controllers must be held at a right

1 or 2 controllers per player:

TO PAUSE: Press the START BUTTON.

TO RESTART: Press the START BUTTON again.

WEAPONS... I NEED MORE FIRE-POWER!

Sophisticated weapons and vital power-ups are available in every room, in all rounds of the contest. Your basic weapon, the machine gun, along with the mobile forcefield that is briefly provided with every new life, will effectively obliterate your lesser opponents. Final victory in any round, however, 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 weapons.
YOUR OPPONENTS
TONIGHT...

The audience is crying out for blood and with the forces stacked against you, it won’t be long before they’re satisfied. Just be sure it’s not your vital organs they’re cheering over.

Opponents whose main strength is in numbers, from gangs wielding baseball bats to laser firing orbs, 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 Opponents are:

Round 1: MUTOID MAN
Round 2: SCARFACE
Round 3: COBRA TWINS
Round 4: THE GAME SHOW Host WITH THE MOST

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

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

Below are listed the point values for all pick-ups and "kills" within the game.

Single blue orbs: 650
Orb-train (each segment): 850
Laser Orb: 750
Hulk clubbers: 500
Snakes: 175
Shrapnel bomb: 1055
Floating robot: 500
Wall gun man: 4055
Spear men: 500
Tank: 3175
Red swarmers (followers): 375
Red swarmers (leaders): 750
Cobra boss: 75 (per hit)
Scarf ace: 95 (per hit)
Mutoid man: 55
Game show host boss: 125 (per hit)
Prizes: 5010 (each pick-up)

Cash Bonanza:

The big money is in the key rooms. Check the maps near the start of each round to find where they're located. (Pause and make a copy if necessary, you can never tell when knowing where you are could come in handy.) On the other hand, key rooms also need a key to enter...don't they?
DOUBLE YOUR PLEASURE!

Two is always better than one when it comes to combat, but game shows need only one grand champion and the amount of money you walk away with separates the big winner from the other mere survivors.
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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or local 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 tested and found to comply with the limits for a Class B computing device in accordance with the specifications of Subpart J of Part 15 of FCC rules. These limits 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 NES with respect to the receiver
- Move the NES away from the receiver
- Plug the 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 useful: 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

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Real baseball action for real baseball fans!

Close up plays at the base—you control the slide!

Over-the-shoulder fielding—an NES breakthrough!