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**NEC**

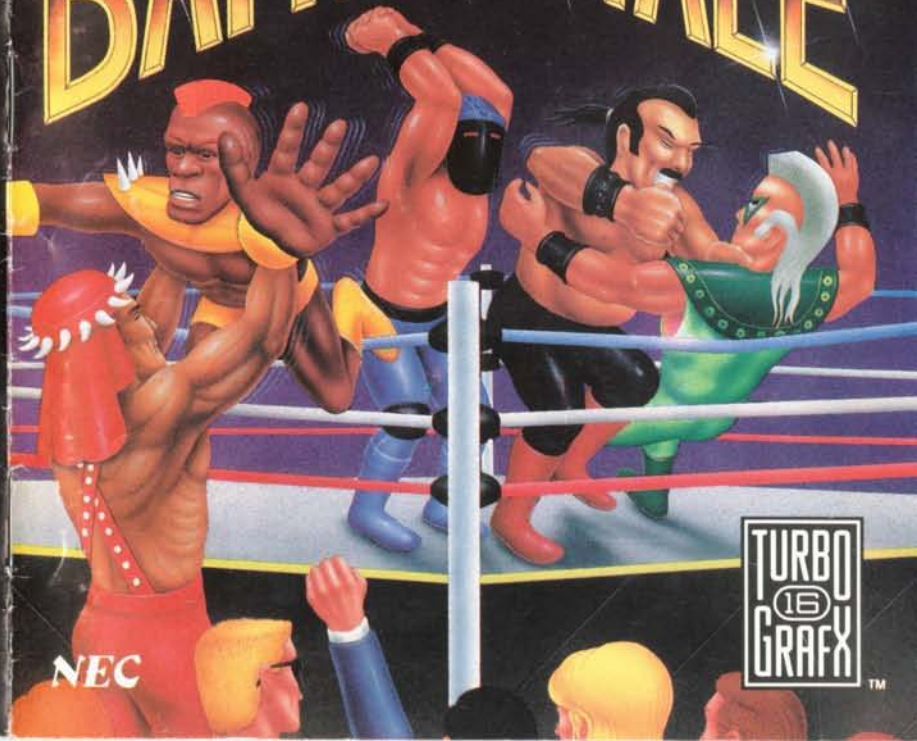
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# BATTLE ROYALE™



**NEC**

**TURBO  
16  
GRAFX™**

## Thank You

...for Buying this Advanced TurboChip Game Card, "Battle Royale."



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

©1990 Incredible Technologies, Inc.  
TurboGrafx™-16 Entertainment SuperSystem  
TurboChip™ Game Card

### WARNINGS

- 1 This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.
- 2 Be sure that the power is turned off when changing game cards.
- 3 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
- 4 Do not forcibly bend your TurboChip game cards.
- 5 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
- 6 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

## This isn't just wrestling, pal...It's Battle Royale!

Get ready for a rock 'em, sock 'em, kick 'em and stomp 'em street brawl! There are five maniacs in the ring and you're one of 'em. Take opponents on and smash your way to the top in an epic tournament. Or, for the most fun, hit the mat with your friends! Up to five of you can battle it out in this free-for-all fight for survival!

### Object of the Game

Smash all of your opponents until they are weak enough to be thrown out of the ring. Be the last fighter standing!

**Note:** Battle Royale can be played by one to five players. For more than one player, a TurboTap and an additional TurboPad controller for each additional player are required. These items should be available from the retail location where your TurboGrafx-16 Entertainment SuperSystem was purchased.

### Inserting the TurboChip Game Card

- 1 Remove the TurboChip game card from its plastic case.
- 2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click. Do not bend the game card or touch its metal parts as this could erase the program.
- 3 Slide the Control Deck Power Switch to the "ON" position. If your game card is not inserted properly, the Power Switch will not move all the way to the right.
- 4 The title screen of "Battle Royale" should appear on your television.

## Choosing Your Options

All choices are controlled using TurboPad 1. Press any button to begin the selection process.

At the Wrestler Central news desk, a series of screens will offer you the following playing options. Use the Direction Key to select each option and press Button I to enter each choice.

### Playing Level

Choose AMATEUR, INTERMEDIATE, or PROFESSIONAL.

### Number of Human Players

Choose 1 to 5. The more you have, the wilder the action!

### Choose Opponents

Single players may select COMPUTER PLAY for regular matches or TOURNAMENT PLAY. To find out more about tournaments, please see page 6 of this instruction manual.

### Number of Computer Players

Choose 1 to 4. A total of up to five players, human and computer controlled, can compete.

### Review or Battle

**WRESTLER PROFILES** Meet each wrestler up close and personal!

**CHOOSE WRESTLERS AND BEGIN BATTLE**  
When you are ready to fight!

### Choosing Your Wrestler

All players become managers who must fight for the wrestlers of their choice! Managers are identified by each player's TurboPad (Joypad) number.

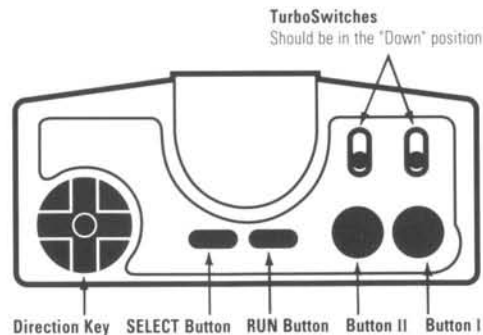
After the countdown, use your Direction Key to race and maneuver toward a wrestler. Smash the other managers out of your way! (Press Button I to punch right or press Button II to punch left.)

When you are directly above an unclaimed fighter, press the SELECT Button to choose him. When all players have chosen their fighter, the game will begin. Good luck!

## Using Your TurboPad Controller

It's time for some serious smashin' and bashin'! Before you begin, take a moment to familiarize yourself with the buttons on your TurboPad

controller. Mastering its use is critical to your success in Battle Royale.



### Pausing and Resetting the Game

To pause the game, press the RUN Button. To reset the game, press and hold the RUN Button, then press the SELECT Button. Please note that the game cannot be reset during battle.

## Fighting Techniques

From punches to kicks to knee slams and head butts, each fighter has his own devastating style. Master each wrestler's moves to become a feared power in Battle Royale!

Press the Direction Key LEFT or RIGHT to aim your hits while using the following techniques:

### Basic Fighting Moves

Button Combinations	Type of Hit
I	First high hit.
I & SELECT	Second high hit.
I & II	First middle hit.
I & II & SELECT	Second middle hit.
II	First low hit.
II & SELECT	Second low hit.
SELECT & LEFT or RIGHT	Special Punch. (Can only be used once every 5 seconds.)
SELECT & UP	Power-up to restore full strength.

**Please note:** You have a limited number of power-ups based on the level at which you are fighting: Amateur – 7, Intermediate – 5, Professional – 3.

### Throw Outs

Keep smashing an opponent until he's so weak, he falls. That's the only time you can throw him out! Here's how to do it:

1. Stand right next to your opponent on the mat.
2. Press Button I, Button II and the Direction Key UP at the same time to lift your opponent.
3. Release all controls, then press the Direction Key RIGHT or LEFT to walk your opponent to the ropes.
4. Press the Direction Key LEFT while holding Button I and Button II down to throw your opponent to the left, or press the Direction Key RIGHT while holding Button I and Button II down to throw your opponent to the right.

**Please note:** You cannot throw a player out who you knock down by bouncing off the ropes.

## Fighting Techniques Continued & Special Features

### Smash Outs

You can smash an opponent out of the ring if he is near the ropes and low on strength. To do this, press the SELECT Button and Button I at the same time.

### Breakouts

If a fighter has lifted you into the air, you may be able to escape! To do this, press and hold the Direction Key LEFT or RIGHT to choose the direction of your escape. At the same time, press Button I and Button II alternately, as fast as you can, to "breakout" in the direction which you are indicating with the Direction Key.

### SPECIAL FEATURES

**Wrist Bands** During battle, the color of your wrestler's wrist bands indicates how much strength he has left.

Black = full strength  
Yellow = 3/4 strength  
Red = 1/2 strength  
Flashing Red and Yellow = 1/4 strength

When all strength is gone, your wrestler goes down!

**Time Clock** Times the length of each match. Winning in faster rounds is worth more money!

**Instant Replay** At the end of each brawl, you can relive the final toss or press any button to exit.

**Win Screen** Highlights the Brawl Winner. You can watch or press Button I to see your stats.

**Statistic Screen** Details each wrestler's performance and prize winnings in the last round, as well as their current ranking and overall prize winnings. Press Button I to return to Wrestler Central.

**Rematch Screen** To get right back in the ring with the same wrestlers, use the Direction Key to select REMATCH and press Button I to enter your choice. Or, use the Direction Key to select QUIT to start menu selections for a whole new match!

## Tournament Play

It's you against the world's best fighters in a war for the undisputed Battle Royale Championship!

### Starting the Tournament

To get started, select TOURNAMENT PLAY on the Choose Opponents screen. You will go directly to the Review or Battle screen. Use it as described earlier in Choosing Your Options.

On the Managers' Selection screen, choose your wrestler for the entire tournament!

### Tournament Schedule

You'll be matched against all other wrestlers in a grueling series of brawls!

- 4 matches, you vs. one wrestler
- 6 matches, you vs. two wrestlers
- 3 matches, you vs. three wrestlers
- 2 matches, you vs. four wrestlers

You must win all 15 matches at the Professional level to join the roll of Battle Royale Champions. You will then be invited to fight an awesome final battle for the Ultimate Championship!

**Note:** You can start right at the Professional level. Or, start at Amateur or Intermediate and move up a level after winning all of your matches.

### How to Continue in the Tournament

If you lose a match, Wrestler Central will give you a chance to make a comeback. Use the Direction Key to select one of the following options and press Button 1 to enter your choice.

**Rematch** Keep the same wrestler and tournament level. You are allowed one rematch to start, but earn additional rematch options with each win.

**Restart** Keep the same wrestler, but start over again at tournament level one.

**Repick** Pick a new wrestler and start again.

**Quit** Leave Tournament mode and go back to Wrestler Central menu selections.

## Meet the Wrestlers!

All wrestlers start with different combinations of strength and speed. These characteristics are worn down in the course of battle, but can be recovered!



### Sumo Master

The hardest hitter, but kind of slow. Slowest to recover.



### Executioner

His hits are killers! Average speed. Slow to recover.



### Mongo Kahn

Blazing speed makes Mongo's low hitting strength lethal! Recovers fast.



### Spitfire Spike

Average strength and recovery, but his speed can burn you!



### Meateater

Great speed, but not the hardest hitter. Quickest to recover, he's always hungry for more!

## Playing Tips

During the Managers' Race, food can sometimes be found by pounding on the locker doors. If you can find some, it will give you extra strength and stamina!

Bounce off the ropes for extra force to knock down any opponent in your way!

You can gang up to trash opponents, but don't turn your back. Your temporary "allies" will be coming after you next!

You can toss an opponent to a nearby fighter using the same technique you use for throwing him out of the ring.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game tips!

## NEC TurboChip™ 90-Day Limited Warranty

NEC TECHNOLOGIES, INC. ("NECT") warrants this product to be free from defects in material and workmanship under the following terms:

### HOW LONG IS THE WARRANTY

This product is warranted for 90 days from the date of the first consumer purchase.

### WHO IS PROTECTED

This warranty may be enforced only by the first consumer purchase. You should save your proof of purchase in case of a warranty claim.

### WHAT IS COVERED

Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in the U.S.A. by NECT or which is not purchased in the U.S.A. from an authorized NECT dealer.
2. Damage, deterioration or malfunction resulting from:
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  - b) repair or attempted repair by anyone not authorized by NECT,
  - c) any shipment of the product (claims must be submitted to the carrier),
  - d) removal or installation of the product,
  - e) any other cause that does not relate to a product defect.

### HOW TO OBTAIN WARRANTY SERVICE

For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time.

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ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY.

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2. Any other damages, whether incidental, consequential or otherwise.

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