



Despite their similarities to a certain number of hard-shelled amphibian assassins, life as a Battletoad couldn't be simpler. There are no crime-fighting japes for these dudes - just spend their time living it up on the cosmopolitan party planet of Lost Vega!

Due to her sorry penchant for destroying planets, the twisted Dark Queen is barred from visiting this veritable pleasure palace. In a fit of pique, the megalomaniacal monarch kidnaps the top toad Pimple and the toads' girlfriend Princess Anjelica. With these captives she plans to force our heroes into green slavery on her fortress planet. Her plan backfires when Rash and Zitz escape her clutches and launch their rescue bid, along with mentor Professor T Bird and their fabbo space ship, the Vulture.

Now it's up to Rash (and Zitz in two-player mode) to battle their way through the many platform levels of the Dark Queen's homeworld. Their aim is to reach the core containing the Dark Queen and the toads' captive companions. Many obstacles bar their way, from flying warthogs and giant laser-toting walker robots to seas of lava and mile-deep pits! Are they toad enough to pull it off or are they condemned to end their days being served up in a swanky French restaurant (that's frogs you're thinking off you dozy nit - JAZ)?



## SCALED FURY OF THE NINJA

The webbed fists and feet of the Ninja toads are weapons to be feared. Few enemies can stand more than a few blows from these scaly appendages. Harder opponents are easily dispatched with the super move - a vastly inflated fist to the chops! The toads can also jump kick, charge and pick up shattered bits of robot, which they can throw at an opponent of their choosing.

- The special move in attack! Pull this off and any meanie is splattered!



# BATTLETOADS



STILL FANCY YOUR CHANCES ?  
COME TO ME NOW, IF YOU  
DARE! HA - HA - HA - HA!

- ▲ The Dark Queen's taunts get worse as the game progresses. However, should you reach the end of her dark domain, she'll do her best to lead to an early grave! Very nasty...
- ◀ Smack these creatures to kingdom come! You get 500 points for your efforts, you also get the chance to use their remains as weapons!

- ▲ Unable to reach the useful pipe, Rash is viciously slapped about by a flying meanie! A staple diet of flying kicks should be the order of the day here.

## TOAD IN THE HOLE

A later level sees the toads abseiling down an enormous pit. They move around the screen by swinging on the rope and dropping down or climbing it as they see fit. Enemies assail the gallant pond-dwellers from all sides, and the slimy green ones use all their rope-bound martial arts skills to combat them. New moves available here include sword fighting with razorbill beaks and using the wall on each side to boost off for a mega-slam!



**MEGA**



**GAME**





# TOADS



▲ Rash is surrounded! Perhaps if he can get to that weapon, he could deck his opponents.



▲ In this bizarre underground domain, Rash discovers the essential jetbikes!

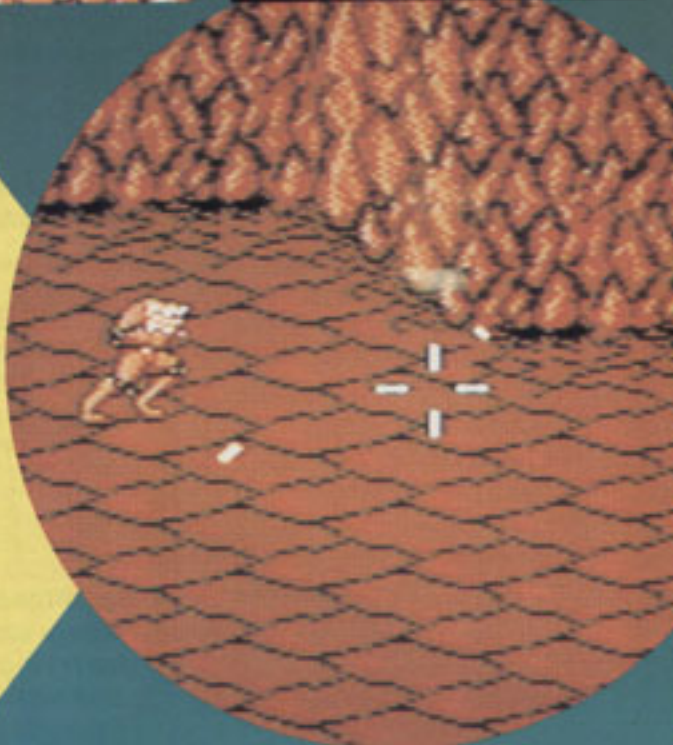
▼ Just like those other irritating amphibians, the Toads have a great line in California-style banter. Are they cool or what?



I GOTTA CRAVING FOR ACTION! TAKE US TO THE RUMBLE, COACH!

## ROBOT SMASHING CAN BE FUN

Certain enemies require special techniques to defeat. For example, at the end of level one the toads face a giant robot equipped with huge laser cannons. The action then switches to a view from behind the sights of the enemy guns. Avoiding the barrage of laser fire is the order of the day, whilst at the same time picking up boulders and throwing them at the machine. Three hits and it explodes in a shower of spare parts.



## COMMENT



### RAD

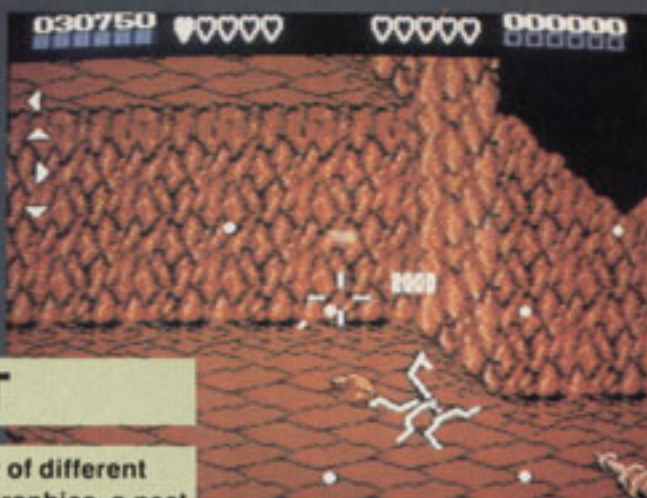
The prospect of another NES platform game wasn't exactly appealing, although the Gameboy title upon which this is based was fab. Still, one go of Battletoads was enough to allay our fears. Although Battletoads has a lot in common with a number of other games, it seems to have borrowed the best elements of each. The presentation is great, with long cartoon-style intermissions and attract sequences. The graphical excellence of these is not quite carried through to the game itself - the sprites are a bit small although they are very well animated. The sound is bearable with some unobtrusive tunes and a number of entertaining effects. It's the gameplay which makes Battletoads stand out from the crowd. The emphasis is more on beat 'em up action than platforming with lots of things to hit. It's a good thing too, as the platform bits let the game down slightly, the collision detection for your landings is quite poor leading to a number of unfair deaths. One of the greatest things about Battletoads though is the sheer variety. There are so many changes in the action, such as the jet biking and abseiling sections, that it's difficult to get bored. Battletoads is no pushover either, there are a lot of levels and although they're not particularly long they pack quite some challenge. Given the lack of top notch beat 'em ups on the NES Battletoads is well worth the money.





## REVIEW

▼ This is the view from the enemy gun turret. Guide Rash and pick up loads of stones. Chuck these at the turret.



## COMMENT



Combining a variety of different game styles, great graphics, a neat sense of humour and some superb, challenging and highly addictive gameplay, Battletoads is a refreshing and original game which really grabbed me. The game is brilliantly designed to allow you to get just a little bit further each time you play, and give experts the potential to hone their skills and rack up enormous amount of bonus points. It's this aspect that kept me coming back constantly, even after I'd finished the game! Battletoads is definitely one of the best Nintendo games I've played for quite a while and shouldn't be missed under any circumstances.

JULIAN



▲ Plenty of tonguing action here as Rash gobbles up some tasty flies. These provide extra energy.

## JET JAPES

Although toads are more commonly known to get around by use of large jumps the Battletoads have a better idea. At certain points during the game they stumble across enemy jet bikers. Clobber these and steal their transport and many speed-related pranks are yours for the taking. Look out for walls barring your way as it takes the extraordinary jumping abilities of the bikes to clear them and at high speed the necessary critical timing is tricky.



## ARCADE TOADS

Battletoads is so popular in America that an arcade machine is being produced! The company behind the game is Leland, the creators of Ivan "Ironman" Stewart's Super Off-Road. Leland are incorporating the same gameplay and levels as the NES game, but are obviously going to use better graphics and sound. Just like Super Off-Road, coin-op Battletoads boasts simultaneous three-player shenanigans.



PRESS START TO PLAY

COPYRIGHT 1991 RARE LTD.  
LICENSED TO TRADEWEST  
BY RARE COIN-IT, INC.

BY: TRADEWEST

PRICE: £39.99

RELEASE DATE: MAY

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: SKILL

1-2  
PLAYERS

## PRESENTATION 90%

Two-player option, lengthy cartoon intermissions and a great attract sequence.

## GRAPHICS 91%

Small but colourful and well animated sprites accompanied by interesting backgrounds and a good sense of humour.

## SOUND 87%

The tunes don't interrupt things, although they don't add a lot to the atmosphere, and the effects are pretty good.

## PLAYABILITY 94%

Fast and addictive. The action doesn't let up and it's a lot of fun to play.

## LASTABILITY 92%

The levels aren't tremendously long, but they're not easy and they're all varied enough to stop you getting bored.

## OVERALL 93%

Battletoads is a highly enjoyable and hugely varied game which is well deserving of a place in anyone's collection.