



# 1. GAME STORY

## "THE ULTIMATE TOURNAMENT"

Enter the R-Zone...and enter the world of secret societies and martial-arts mastery...Battle Arena Toshinden. This underworld martial arts tourney is held only once every few years. The fact it exists at all is known only to a secret few...and they are sworn to secrecy.

Battle Arena Toshinden is the ultimate tournament. The victor is hailed as the strongest, most invincible fighter in the world. Participants are chosen by the "Organization". The invitation is delivered face-to-face to each challenger. No invitee has ever yet turned down the challenge...

Today, six incredible fighters, their destinies interwoven, have gathered at Toshinden. Some will fight for love, some for honor, some for revenge. But all are fated to experience one of two extremes: glory or death.

What is your destiny?...

# 2. OBJECT OF THE GAME

## "WIN THREE FIGHTS — AND THEN FACE GAIA FOR THE CHAMPIONSHIP"

There are six fighters in the competition (three on each side of the screen). The player will select one fighter from each side and must fight through the three fighters on the other side of the screen.

All fights are "best of three" matches. This means that the first fighter to win two out of three rounds in a match is the winner. All fighters have a "life bar". If a fighter's life bar runs out during a round, they lose that round.

In the case of a "draw", (both fighters have the same life bar left when time expires), the "win" goes to your opponent.

If you win your first three fights, then you will engage in a final bout against the giant armored warrior, GAIA. Fighters on either side will fight against Gaia. If you can defeat Gaia in two out of three rounds, you WIN the game.

The fighters in the tournament are:

**EIJI**  
Full name: Eiji Shinjo  
Age: 21  
Height: 5'8"  
Weight: 140 lbs.  
Weapon: Magical Bakko Japanese Sword  
Though still a young man, Eiji is already a renowned worldwide adventurer. He is passionate and aggressive, and employs a powerful sword technique which he learned from his older brother. But Eiji's brother, his sole remaining family, has been missing for years. Eiji has scoured the world to find him. Now his lost hope lays at Battle Arena Toshinden.

**KAYIN**  
Full name: Kayin Amoh  
Age: 22  
Height: 5'9"  
Weight: 141 lbs.  
Weapon: Caribum Saber (aka Excalibur)  
Kayin learned swordmanship alongside Eiji under the tutelage of Eiji's lost brother. For many years, Kayin and Eiji have been both friends and rivals. But Kayin's personality is totally opposite of that of his friend. Despite his intense fighting spirit, Kayin's outward presence is cool, almost stoic. His demeanor, as well as his prized Caribum Saber, have been passed from father to son through the generations of Kayin's Scottish Highlander clan, and have served them well. Kayin has entered Battle Arena Toshinden to avenge his father's murder, believing that he may find the assassin among the other contenders.

**DUKE**  
Full name: Duke B. Rambert  
Age: 29  
Height: 6'2"  
Weight: 166 lbs.  
Weapon: Dernier Ventcour, the two-handed sword  
Duke is a high-born, well-mannered, chivalrous gentleman, the lord of an ancient castle in the pastoral hills of France. He excels in martial arts, and is the champion of gentle-folk and peasants alike in his region. Duke used to have absolute confidence in his masterful swordsmanship, until he lost a duel against the adventurer Eiji. Since then, Duke has been obsessed with his idea of defeating his rival.

**SOFIA**  
Full name: Sofia  
Age: 24  
Height: 5'7"  
Weight: 111 lbs.  
Weapon: Whip  
Sofia has a noble character and a strong core. Formerly a Russian secret agent, she is known and feared for the power and speed of her whipping techniques. She works as a private investigator these days, but her past remains a mystery, even to herself. A recent event has given her a clue to her secrets. Thus she accepts the challenge of fighting at Battle Arena Toshinden in order to learn the truth about her past.

**RUNGO**  
Full name: Rungo Iron  
Age: 30  
Height: 6'4"  
Weight: 204 lbs.  
Weapon: Iron Club  
Rungo is a North American miner with a giant's strength and a heart of gold. While mining in the Appalachians, he struck a vein of uranium in an unmarked section of the shaft. Rungo immediately sealed off the shaft to prevent the uranium from falling into the wrong hands. But the evil Organization, intent on possessing the ore, kidnapped Rungo's wife and son. Rungo has arrived at Battle Arena Toshinden to win back his family. Though lacking formal martial arts training, Rungo is counting on his Herculean strength and keen survival instinct to gain victory.

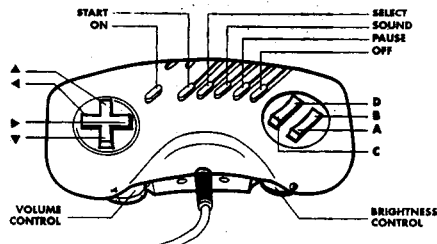
**FO**  
Full name: Fo Fai  
Age: 106  
Height: 5'  
Weight: 106 lbs.  
Weapon: Konso Gakka, the Iron Claw  
Although Fo Fai plays the role of a kindly magician, he is said to have put thousands of people to death, both in his native China and around the world. Everything about him is cloaked in mystery. With superhuman power, he attacks with unpredictable moves and a cobra's speed. Fo welcomes the chance to deliver grievous injury to his opponents.

**GAIA**  
Full name: Gaia  
Age: 40-something  
Height: 12'  
Weight: 221 lbs.  
Weapon: Armor Bastar, the most superior weapon known.  
Gaia is a leader and the strongest warrior in the mysterious organization that sponsors Battle Arena Toshinden. He waits...and watches...and then mercilessly attacks any warrior who has won many battles. His additional arms are part of his armor. These appendages have their own intelligence, responding to Gaia's thoughts to totally defeat his opponents.

# 3. HOW TO PLAY

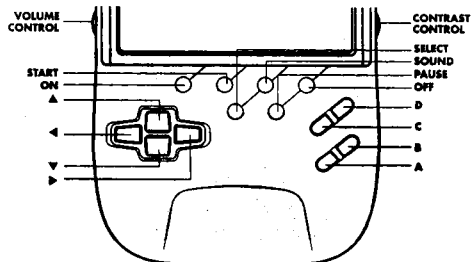
"YOUR DESTINY AWAITS YOU AT THE ARENA."

## R-ZONE HEAD GEAR CONTROL PAD



Note: Use your Toshinden cartridge without the slide when playing with your R-Zone Head Gear.

## R-ZONE SUPER SCREEN CONTROL PAD



Note: Use your Toshinden cartridge with the color background slide attached when playing with your R-Zone Super Screen.

- ON — to turn on the unit.
- START — to confirm your fighter selection (before the game starts).
- to start the game.
- to start each round.
- to exit pause.
- SELECT — to choose your fighter.
- SOUND — to control sound: on or off.
- PAUSE — to pause the game.
- OFF — to turn off the unit. (the unit also shuts off automatically after 3 minutes of no action.)
- "▲" — to jump up. (player will automatically fall back down after jumping.)
- "▲" — to duck down to avoid attacks.
- "▲" — to move right. (forward for fighters on the left, backward for fighters on the right side.)
- "▲" — to move left. (forward for fighters on the right, backward for fighters on the left side.)
- "A" (KICK) — to perform a kick attack.
- "B" (KICK) — to perform a kick attack.
- "C" (PUNCH) — to attack with your weapon.
- "D" (PUNCH) — to attack with your weapon.
- VOLUME CONTROL — to control volume.
- BRIGHTNESS/CONTRAST CONTROL — to control contrast.

"LET THE TOURNAMENT BEGIN..."



Press the ON button to turn on the unit. You will hear an "On" beep and the maximum score is displayed.

Use the SELECT button to choose from the six different fighters. When you have made your selection, press the START button to confirm the fighter selection and begin the game.

**CHOOSE FROM SIX FIGHTERS — EACH HAS HIS/HER OWN DEVASTATING SPECIAL MOVES!**



There is a 99 second time limit for each round. If the timer expires while both fighters are still standing, the fighter with the most life will be declared the winner. In the case of a "draw" (both fighters having the same life bar left when time expires), the "win" goes to your opponent.

THERE ARE THREE WAYS TO DODGE AN ATTACK: JUMP UP, MOVE BACKWARD OR KNEEL DOWN.



Fighters can also be defeated by ring out (RO) and knockdown (KO). A ring out (RO) occurs when you knock your opponent out of the arena! "Ring out" an opponent by unleashing several punches and kicks, followed by your own special moves/combo! After a "ring out", you are declared the winner of the round.

RING OUT!

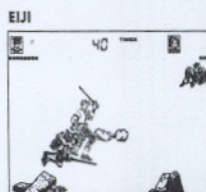


A "KO" knockdown will occur when you succeed in reducing your opponent's life bar to zero.

KO!

You will score points each time you successfully hit an opponent by punch or kick! You will score points by performing special moves and combos. You will also score more points by performing a ring out (RO) and even more points by a knockdown (KO).

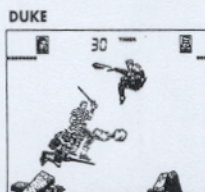
All fighters have their own unique, devastating attacks. These include normal attacks and special moves:



EIJI  
REKKUZEN (fireball)  
"▼" then "►" + PUNCH.



KAYIN  
SONIC SLASH (fireball)  
"▼" then "►" + PUNCH.



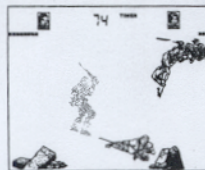
DUKE  
CYCLONE (spinning sword attack)  
"▼" then "►" + PUNCH.



HISHOUZAN (jumping slash)  
"►" then "▼" + KICK.



DEADLY RAYS (jump attack)  
"►" then "◄" + KICK.



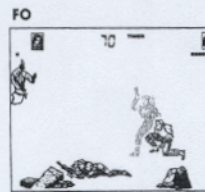
KNIGHT STRIKE (jumping attack)  
"►" then "◄" + KICK



SOFIA  
THUNDER RING (ring projectile)  
"◄" then "◄" + PUNCH.



RUNGO  
FIREWAVE (fireball)  
"▼" then "◄" + PUNCH.



FO  
CLAW SLIDE  
"▼" then "◄" + KICK.



RATTLESNAKE (multi-whip)  
"◄" then "▲" + PUNCH.



POWER THRUST  
"▼" then "◄" + KICK.



PAGODA KICK  
"▲" then "◄" + KICK.

The game pauses between each round. Press the START button when you are ready to fight the next round. After a GAME OVER, press the START button to start a new game. You can now select a new fighter to take on the other opponents.

Press the OFF button to turn off the unit when you are done playing. Your unit also shuts off automatically after three minutes of no action!



IF YOU DEFEAT ALL THREE FIGHTERS ON THE OPPOSITE SIDE OF THE SCREEN, YOU FACE GAIA IN THE ULTIMATE SHOWDOWN. DEFEAT GAIA TWO OUT OF THREE TIMES, AND YOU WIN THE GAME!



GAIA CAN APPEAR BEHIND YOU! MOVE BACKWARD TO CONTINUE YOUR FIGHT AGAINST HIM!

## 4. SCORING

"YOU ARE FATED TO EXPERIENCE ONE OF TWO EXTREMES: GLORY OR DEATH."

10 POINTS	for landing a punch or kick.
50 POINTS	for landing a special move.
100 BONUS POINTS	for winning a set by having more energy.
200 BONUS POINTS	for winning a set via RING OUT (RO).
300 BONUS POINTS	for winning a set via KNOCKDOWN (KO).

## 5. ADDITIONAL CARTRIDGE

Additional cartridges for your R-Zone Head Gear and R-Zone Super Screen are sold separately in many of your favorite titles.



## 6. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of the date of purchase.

Product returned to TEI without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$4.00. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.  
980 Woodlands Parkway, Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box and/or other packing materials sufficient to avoid damage during shipment.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

SEE SEPARATE INSERT FOR GAME UNIT CARE AND BATTERY INSTALLATION

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