



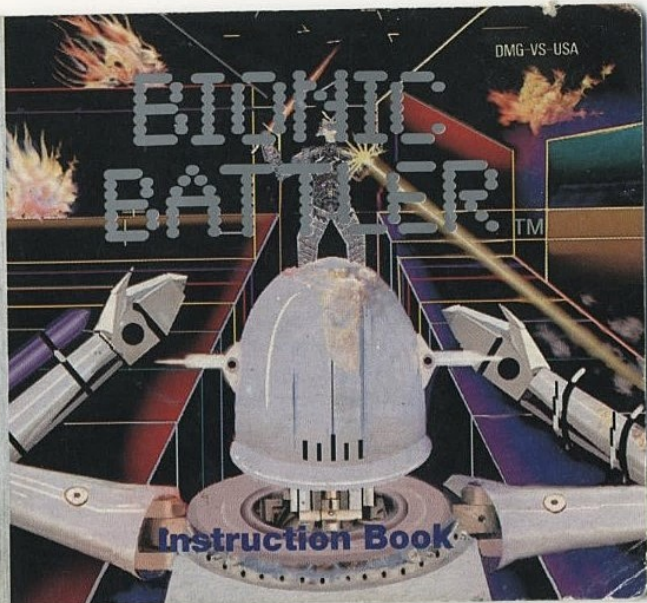
ELECTRO BRAIN CORP.®

573 East 300 South, Salt Lake City, Utah 84102 U.S.A.
Phone (801) 531-1867

Printed in Japan

Nintendo

GAME BOY®





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 COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. © 1992 NINTENDO OF AMERICA INC.

Thank you for purchasing ElectroBrain Corporation's original round em' and pound em', stalk em' and rock em' cartridge of bionic brawls "BIONIC BATTLER" for your portable Game Boy Entertainment System. Before you slide into your Bionic Battlesuit and step into the Labyrinths of War, we recommend you read the following instructions carefully. We fear that if you don't, you'll be knocked senseless and ultimately fail your mission.

Precautions

1. Do not touch the Game Pak's terminal connectors. Keep them free of dust and moisture.
2. Store your Game Pak at room temperature. Avoid extreme hot or cold temperatures.
3. Do not clean with paint thinner, benzene, alcohol, or other solvents.
4. Avoid subjecting your Game Pak to shock when moving it. Never attempt to open or dismantle.

Warning

ADVISORY — READ BEFORE USING YOUR NES / SUPER NES / GAME BOY

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. We suggest that you consult your physician if you have an 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.

Contents

I. THE MISSION	5
II. STARTING THE GAME	8
III. HOW TO PLAY (Operation of your Bionic Battlesuit)	17
IV. THE MAP SCREENS	21
V. THE SUB-WINDOW	26
VI. SPECIAL ITEMS AND BATTLE TACTICS	29
VII. HOW TO PLAY IN THE TWO PLAYER MODE	30

I. The Mission

Mankind is a remarkable creature, sometimes too much so for his own good. Unlike all other animals, mankind has changed his surroundings in order to meet his needs. He adapts his environment to fit his desires instead of adapting himself to the environment to survive. The year is 1999. For over two centuries mankind has created machines to make his life easier and to promote a better, safer world. In fact, mankind has been able through these machines to challenge and best anything that has prevented his progress for as long as he has been in existence. That is, until the Bionic Construction Robots were created.

These Bionic Construction Robots, or BCR's, were created by mankind to build other worker robots and to speed up the process of discovering new technological sciences. By putting these newly found advances to use and, by using the BCR's as the tools, mankind

I. The Mission

could create the ultimate society: worker robots to perform every task and all human beings would have a life without work or worries. The planet Earth seemed to be entering into its golden age. Peace was maintained and everyone was happy. That is, until June 13, 2010.

In the early hours of the morning, something went terribly wrong. There was a flash of lightening and suddenly every robot fell lifeless to the floor. Mankind was in panic. How would they survive without their robots? It had been so long since they had to think or act for themselves that they had forgotten how to survive on their own. Would they have to resort to . . . oh . . . no . . . working to correct the problem?

I. The Mission

Metallic objects filled the sky and a computerized voice spoke to the Earthen masses. "We are here to end your tyrannical reign over our robotic kind. By the way you treat them you do not appreciate them. If you wish to have your lives returned to normal, meet with us in our Labyrinths of War. We will supply you with the proper weapons. If you defeat us, you shall once again appreciate the robots and we shall leave. If you lose to our Bionic Battlebots in the mazes, you will forever be our slaves." It was to be a battle to the death. You decide to be the champion of Earth, select your battlesuit, meet in the Labyrinth, let's rumble!

II. Starting the Game

Insert your "Bionic Battler" game pack into your portable Game Boy Entertainment System. Make sure the power is on.

As the title screen appears you will see the Sirius and Valiant Bionic Battlebots stalking one another through the Labyrinths of War. If you are ready to rumble, press the Start button. (If you are going to be brawling with another "Bionic Battler" player simultaneously using the Game Boy exclusive game link cable, refer to section VII of this booklet for additional information.)



II. Starting the Game

At this time you will be able to select a one player or two player simultaneous option. Press the Control Pad either up or down to align the cursor with the desired option, then press the A button. (Additional information on the two player option can be found in section VII of this booklet.)



II. Starting the Game

The screen before you now will enable you to select which of the two battlesuits (either the Valiant or Sirius models) you wish to don for the up and coming brawl. The squatty Valiant model was created for its strength, while the lanky Sirius model was built for speed. Pick the robot that best matches your tastes by moving the control pad up or down to align the cursor with the robot you want, then press the A button. When the battle begins you will don the selected battlesuit and become a Bionic Battlebot.



II. Starting the Game

The selection of level is the next decision for you to make. This selection of level will determine the level of difficulty you will face. Move the control pad up or down to align the cursor with the level you want to brawl in, then press the A button to enter that level. The levels are:

- Level 1: Face 3 enemy robots
- Level 2: Face 4 enemy robots
- Level 3: Face 5 enemy robots
- Level 4: Face 6 enemy robots
- Level 5: Face 7 enemy robots



*NOTE: The area of the map of the Labyrinths of War varies with the level selected.

II. Starting the Game

Next comes your decision to activate or deactivate the "option." The "option" allows the player to be joined by two friendly robots who will attack the enemy as instructed by the computer, not your control. If you decide to activate the "option" be careful! Before you attack anything and everything that moves make sure the robot is not on your side. How? That's a secret! The "option" can be activated or deactivated in between levels of the game.



12

II. Starting the Game

To activate or deactivate the "option" move the directional control pad left or right to align the cursor and press the A button.

Finally, select the type of background music you would like to rumble to. Choose from:

- Country and Western (C & W)
- Japanese Funk (Japan)
- Disco
- Off



13

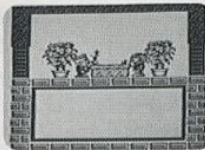
II. Starting the Game

Now that you have hopped inside your battlesuit you've become a Bionic Battlebot and you're ready to do some major pounding! The levels of the game are cleared when all enemy robots are destroyed (within the limited time shown by your energy meter) with punch attacks and, or missile onslaughts. Take charge, enter the maze . . . let's rock!

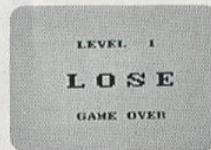


II. Starting the Game

When you clear all of the enemy robots out of the Labyrinth you'll meet someone special and receive a handsome reward. What's it for? That's for you to find out.

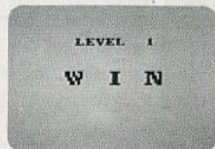


You have only one "life" to complete the mission with. Lose it and you are dead. You can, at this point, restart the game and brawl again!



II. Starting the Game

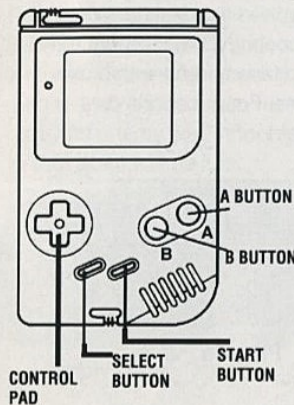
Needless to say, if you win you'll see:



III. How to Play

OPERATION OF YOUR BIONIC BATTLESUIT

So, you're in the Labyrinths of War and anxious to rock someone's world but you don't know how to move about or deploy your weapons, eh? This will help you out: **CONTROL PAD:** Selects options on the title screens by aligning the cursor with the mode desired. Pressing the pad left or right will turn the Battlebot left or right. Press the up to advance the Battlebot forward and down to move backwards.



III. How to Play

A BUTTON: Enters the options selected on the title screens. When attacking an enemy Battlebot press A to punch. (NOTE: To punch the enemy the player has to face his foe face to face and be within one box distance on the map screens at all times. For questions on distancing, consult section IV of this booklet.)



Enemy's Punch



Player's Punch

III. How to Play

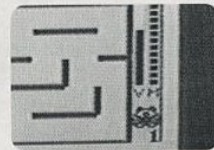
B BUTTON: Press this bad boy to attack enemies with missiles. (NOTE: The maximum shooting range distance is three boxes.) To fire a missile depress and hold the B button, watch the M meter (missile meter) and release when meter is filled. Boom! If you are attacked and hit by an enemy while storing energy to fire a missile, all energy stored to that point will be lost.



Empty Meter



Storing Energy



Filled! Fire!

III. How to Play

START BUTTON: Press this button to begin the game and to pause game play.

SELECT BUTTON: No function in this game.

IV. The Map Screens

The Labyrinths of War are dark and very treacherous. Lucky enough for you however, your Bionic Battlesuit's visor gives you a 3-D and a 2-D map that shows you:

- Your Bionic Battlebot's Radar
- Your Enemy's Vitality and Missile Meters
- Unidentified Objects
- Your Bionic Battlebot's Position



- Your Bionic Battlebot's Energy Meter (time limit).
- 3-D Map
- Your Bionic Battlebot's Vitality & Missile Meters
- Remaining Robots (your robot and "options" robots remaining).
- 2-D Map of Labyrinths of War

IV. The Map Screens

Your position in the 3-D map always corresponds with the position of your Bionic Battlebot's icon in the 2-D map.

Effective distancing between you and all unidentified objects can make or break your success in the Labyrinths of War. Missiles are only effective if launched within three "boxes" of an unidentified object. Punches are landed only if thrown within one "box" distance and unidentified objects (items, "option" robots or enemy robots) can only be differentiated from if viewed from certain distances.

IV. The Map Screens

For example:

Over four
"boxes" in
distance . . .

Items are not
indicated on
the 3-D map.



Two "boxes"
distance . . .

The shape of
the object is
clear.



Three "boxes"
distance . . .

Only a shadow
is seen.



One "box"
distance . . .

The object is
identified.



IV. The Map Screens

If you follow the advice above, you can't go wrong! Keep in mind that barriers, such as walls, can prevent you from seeing unidentified objects lurking nearby. Search everywhere!

There are three types of meters displayed beside the map screens that need to be constantly monitored. They are:

- **V METER:** The Vitality Meter. This meter displays the amount of "life" left in your Bionic Battlebot before or after you have been attacked by an enemy robot. This meter's power decreases every time you are attacked. The game is over when the meter reaches zero, so be sure to keep your eye on it!
- **M METER:** The missile energy meter. (See section II of this booklet for its operation.)
- **ENERGY METER:** This meter keeps track of the time and energy you have left to find your prey. Watch it closely. If this meter reaches zero the game is over!

IV. The Map Screens

THE RADAR

The Bionic Battlebot's radar is constantly responding to each and every item blocking your path or any movement made by an unidentified object within a maximum distance of three "boxes." For example:



No response over three "boxes."



Two "boxes" you sense some type of object closing in.



Contact! One "box" distance.

V. The Sub-Window

During the course of the game a very special sub-window will appear on the 2-D map screen to keep you informed of every battle situation as the brawl progresses. These situations, if watched closely, should be able to help you plan your next move. The situations to be aware of are:

?

Killer! Your "option" robot just destroyed an enemy robot!

?

One of your "option" robots has just been attacked by an enemy robot!

V. The Sub-Window

?

You just attacked a friendly robot by mistake!

?

Enemy robots have attacked and destroyed one another!



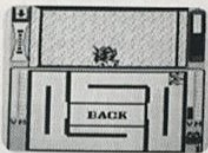
Nice going! You're dead!



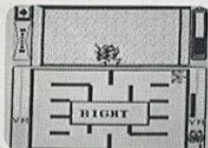
You just destroyed an enemy robot!

V. The Sub-Window

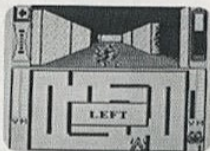
There are three more situation screens that will appear on the 2-D map screen in times of emergency only. They pertain only to you and NOT to any "option" robots!



The enemy is behind you!



Watch your right side!



You're being attacked from the left side!

There is not a situation screen warning you of attackers from the front because, if you have been watching your 3-D map screen like you are supposed to, you will see them coming!

V. The Sub-Window

While your Bionic Battlebot stalks the enemy through the Labyrinths of War look for the following items:



- Vitality Capsule: Picking this up will recover any lost vitality from brawling!



- Energy Battery: Find this and you will recover lost energy!
- To pick up an item simply walk over it!

BATTLE TACTICS

- Save missiles during movement and fire immediately when the enemy is sighted.
- Hit and run away, attack and run away whenever possible!

VI. How to Play in 2 Player Mode

"Bionic Battler" offers a special two player simultaneous challenge! Two players can challenge each other in head to head stalkin' and rockin' competition by connecting two Game Boys, each having a "Bionic Battler" game pak with the exclusive game link cable as seen below:

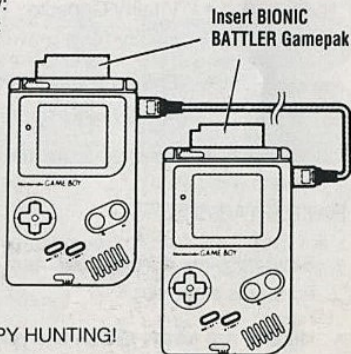
In the two player mode be sure to:

- Turn both Game Boys on after connecting them with the game link cable.
- Select the two player mode on both Game Boy screens.

NOTE:

- The player who selects the two player mode first will always be the Valiant Battlebot.
- From this point on all Game Boy and "Bionic Battler" operation is the same as the one player mode.

30 GOOD LUCK TO YOU AND HAPPY HUNTING!



LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. 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 Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electro Brain Corp. 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 ELECTRO BRAIN CORP. 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 ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. 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.