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Nintendo

GAME BOY[®]

BAN
DAI

TOXIC
CRUSADERS[™]

Instruction Manual



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.

PRECAUTIONS

1. If you play for long periods of time, take a 10 to 15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connector terminals, and do not let them get wet or dirty. Doing so may damage the game.
4. Don't clean the game with benzene, paint thinner, alcohol or any other harsh solvent.

ADVISORY —READ BEFORE USING YOUR 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.

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AN EVIL BEING named Dr. Killemoff wants to pollute the peaceful town of Tromaville. Dr. Killemoff has an army of troops called the Radiation Rangers that he sends out to do all of his dirty work. A group of five hideously deformed creatures of super human size and strength called the Toxic Crusaders will protect Tromaville from the evil Dr. Killemoff and his armada of Radiation Rangers.

The Toxic Crusaders include Toxie, Nozone, Major Disaster, Junkyard and Headbanger. They each have their own weapons to attack the Radiation Rangers with. The final foe of the game is Dr. Killemoff, if he is defeated peace will be brought back to Tromaville.



Controlling the Toxic Crusaders

RIGHT

Push this direction to move your character towards the right of the screen.

LEFT

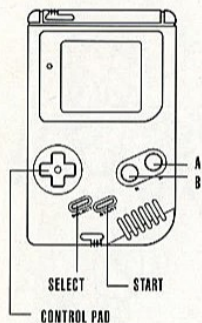
Push this direction to move your character towards the left of the screen.

UP

Push this direction and the "A" button to do a super jump when you have springs in your inventory box.

DOWN

Push this direction to have your character squat down.



A BUTTON

Push this button to jump.

B BUTTON

Push this button to attack.

START BUTTON

Push this button to start and pause the game.

SELECT BUTTON

Not used.



How to Play



OBJECT

The object of the game is to guide your Toxic Crusaders through various levels destroying enemies and avoiding traps. You can be one of five Toxic Crusaders at a time. You must complete six levels and defeat the evil Dr. Killmoff to complete the game.

STARTING THE GAME

Insert the Toxic Crusaders Game Pak into the Game Boy® and turn on the power. The Nintendo title screen will appear followed by the Toxic Crusaders™ title screen. Press the START Button to move to the Character Select Screen.

CHARACTER SELECT SCREEN

At the start of the game you can choose out of five Toxic Crusaders to take through the level. Move the cursor over the selected character by using the control pad and hit the start button to start the level with that character.

LIFE METER

In the middle of the character's inventory box is his life meter, it's shown with hearts. Whenever the character is hit by an enemy half of a heart will be taken away. When all hearts are taken away the character is defeated. The character can regain hearts by obtaining atom symbols and toxic waste canisters.

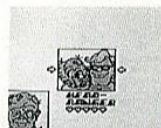
INVENTORY BOX

Located at the bottom of the screen is the player's inventory box. These are the things that are located inside it:

The left side of the inventory box shows the level and stage number you're on.

The middle of the inventory box shows how much energy you have. It's displayed with hearts.

The right side of the inventory box shows how many springs you have to activate the super jump.



Items in the Game

There are many helpful items in the game. They include:

ATOM SYMBOL

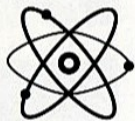
This gives you half a heart.

TOXIC WASTE CANISTER

This will give you three hearts.

SPRING

This gives you the ability to super jump.



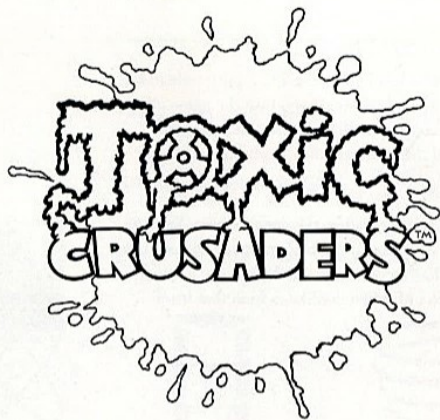
PASS CODE OPTION

Every time you complete a level you are given a pass code in the story text. Write this pass code down. If you turn the game off and want to continue playing some other time this pass code allows you to pick up at the last location you played.

CONTINUE FEATURE

If you lose all of your Toxic Crusaders the game is over. You are given three chances to continue at the beginning of the last stage you played. The game has three continues. Make sure to keep codes, this will give you unlimited continues from that level.





Toxic Crusaders — the Good Guys

TOXIE

Toxie is the leader of the Toxic Crusaders. As a result of a cruel prank, Melvin Junko (98 pound nerd, holding a mop) fell into a bubbling vat of toxic waste, thus transforming into the hideously deformed creature of superhuman size and strength we all know and love. Toxie's just the creature next door and he'd give you the growths off his back.





NOZONE

Once a barnstorming acrobatic pilot with a travelling airshow, Nozone accidentally flew through a hole in the ozone, lost control of his craft and plummeted earthward, crashing into a silo of radioactive pepper. He emerged from the wreckage with a nose grown to humongous proportions, blue-toned skin and the landing gear from his craft replacing his leg.



MAJOR DISASTER

The major was working on a top secret military weapons project in the back bay bayou when he fell into a radioactive swamp that left him as a bubbling mass of earth and wood. He slowly transformed into a hideously deformed soldier of superhuman size and strength.



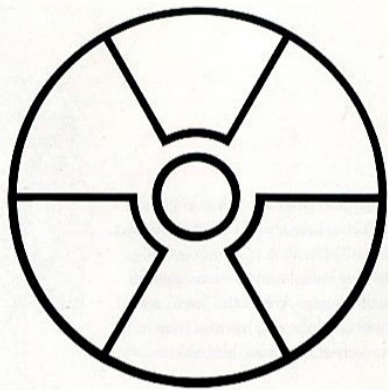
HEADBANGER

One half of this heinously deformed thing of super-human size and strength is a demented scientific genius. The other half is a dim-witted, though friendly, messenger of singing telegrams. These guys fused together during an accident that occurred when the messenger crossed paths with the scientist in the middle of an experiment.

JUNKYARD

While working the night shift at a junkyard, a guard dog was laying in his dog house when a hobo crawled in to escape the rain. Suddenly a tremendous lightning bolt struck the dog house and the toxic ground around it began bubbling up. When the storm ended, a man-beast emerged from the dog house. Thus, Junkyard was born — half bow wow, half hobo.





Mutant Pollutants — the Bad Guys

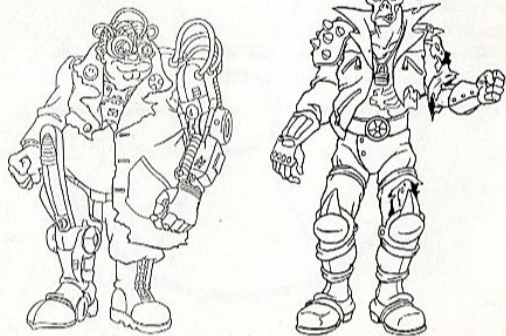
DOCTOR KILLEMOFF

Doctor Killemoff is the leader of an alien race of pollutant mutants. He wears a face mask that is connected to life support tanks on his back which constantly pump noxious fumes for him to breathe. He vows to help the human race along the road to toxic ruin and turn them into a labor force of polluted mutations.



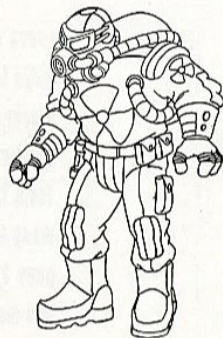
PSYCHO AND BONEHEAD

Dr. Killehoff's lead henchmen, Psycho and Bonehead are his right and left hands. Psycho's body and brain are biomechanical and Bonehead looks like a skull with a Bozo wig.



RADIATION RANGERS

A faceless horde of unions who hide their deformed frames under radiation protective suits. The Radiation Rangers are almost always sent to do the Doctor's dirty work in Tromaville.



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Every month: "BGN" will provide special tips, codes and maps that will help you become an expert Bandai game player. You will also get the inside scoop on all of our exciting new releases for 1992 and 1993 including: Toxic Crusaders (NES), Toxic Crusaders (Super NES), and many more exciting new games. Just fill in the coupon on page 21 or a copy along with \$3.00 (US Dollars Only!) and mail it today to begin getting your copy of "BGN".

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 For membership and Toxic Crusaders Fan Club info, send a
 self-addressed, stamped envelope to:

TOXIC CRUSADERS REQUEST FORMS
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90 Day Limited Warranty

90 DAY LIMITED WARRANTY

Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warrant period, Bandai will repair or replace the PAK, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling (310) 926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BANDAI AMERICA, INC.
Consumer Service Department
12851 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America, Inc. Bandai will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

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