



# BATTLE

# BEAST™

**The Ultimate Fight Game**

## OWNER'S MANUAL

The Care and Maintenance of Your Battle Beast

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7th Level, Inc. Richardson, TX 75081



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## Warning

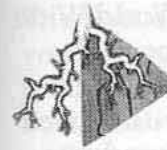
Your Battle Beast is a powerful, destructive force. To reduce the risk of injury, never unleash your Battle Beast unless you are prepared for the experience of your life.

## Safety Tips

As you operate your Battle Beast, please keep in mind these simple safety tips:

1. **Read the Battle Beast Owner's Manual.** This manual provides you with important information regarding the safe operation of your Battle Beast. You will also pick up vital clues on how to control and mold your Battle Beast into the ultimate fighting weapon.
2. **Stay Calm.** While operating your Battle Beast, remain calm and keep your emotions in check. Battle Beasts can sense fear; once a beast smells fear it may be difficult to restrain it from a fight.
3. **Never Quit.** Once begun, do not attempt to interrupt a battle until it has reached its final conclusion. This could prove hazardous. (If you do interrupt a fight, Battle Beast, Inc. will not be held liable for any damages sustained.)

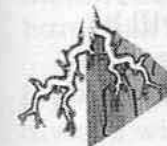
Remember to rest your Battle Beast periodically. The lure of battle and the thrill of victory can be addictive. If left alone, Battle Beasts will prefer to fight continually, forgetting to eat, sleep, and perform various social functions.



## Minimum System Configuration

For optimal performance, you should communicate with your Battle Beast with at least the following system configuration.

- ▶ A 486 33 MHz or greater IBM-compatible computer with at least 8 MB of RAM (a 486 66 MHz is recommended)
- ▶ A 256-color display or better
- ▶ A Microsoft-compatible mouse or other pointing device (some Windows-compatible joysticks are supported)
- ▶ An MPC-compatible CD-ROM drive
- ▶ An MPC-compatible sound card and amplified speakers or headphones
- ▶ Windows 95 or Windows 3.1 (or higher), and DOS 3.3 or higher



## Technical Support

If you have difficulty installing or running Battle Beast, please read the Trouble Shooting section in this manual before calling Technical Support. By checking the items listed, you may be able to solve any difficulty you are having more quickly on your own.

If you are still having difficulty, call Technical Support at 214-437-5837. Support is available Monday - Saturday from 8:00 am to 5:00 pm Central Time. You also can reach Technical Support via America Online (keyword Seventh), the Microsoft Network (Go Seventh) or CompuServe (Go Seventh).



Technical Support also is available via the World Wide Web on 7th Level's web page ([www.7thlevel.com](http://www.7thlevel.com)). By accessing 7th Level's web page, you can download the latest technical support information along with demos of current and future products, register your products online, and participate in contests and chats with the celebrities and individuals involved with our products.



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## Introduction

Thank you for purchasing Battle Beast. You are now the proud owner of the ultimate personal protection device.

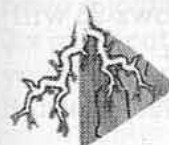
You have joined an elite fighting force whose mission is to protect the city and to mercilessly hunt down and destroy the evil Toadman and his slimy band of killer toads.

Each day the newspapers are filled with more and more stories of toad attacks. The threat is real! Toads are taking over the city and are oozing their way toward global domination. Soon, no citizen will be spared from toad threats or violence. The streets are not safe. The schools are not safe. Even the shopping malls are not safe.

The Battle Beast line of personal home protectors was created to help make the world safe again. It is your duty as a citizen to use your Battle Beast to stop the growing toad tide that threatens the city. By purchasing a Battle Beast, you have shown your commitment to being a victor, rather than a victim, in the struggle between good and evil: Beast and Toad.

The Battle Beast manufacturing process assures that your personal beast will be ready to receive and process your special instructions and training. The Battle Beast you choose will come prepared to protect and serve, but it will take your own fighting skills and techniques to mold your Battle Beast into the ultimate fighting machine.

No personal protection device is 100 percent foolproof, but with practice and perseverance, you and your Battle Beast can conquer any foe foolish enough to challenge you.



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## Installing Battle Beast

Now that you've purchased Battle Beast, simply install the program, pick a beast, and you'll be ready to face the challenge that awaits you.

There are three ways to install Battle Beast: a CD installation, a limited hard disk installation, and a full hard disk installation.

If you install Battle Beast using the CD installation you always will run Battle Beast from the CD (you must have the Battle Beast CD in the CD-ROM drive to run the program). This installation requires approximately 700 K of free hard disk space.

If you install using the limited hard disk installation, the fight scenes will be copied to your hard disk so that you will have faster access to those scenes only. You will still need to have the Battle Beast CD in the CD-ROM drive to run the full title. This installation requires approximately 33 MB of free hard disk space.



If you install using the full hard disk installation, the entire program will be copied to your hard disk so that you will not need to have the CD in the CD-ROM drive to run the program. This installation requires approximately 70 MB of free hard disk space.

If you are installing under Windows 95 and have not turned off the autoplay feature, you do not need to run the setup program to install Battle Beast. The first time you insert the CD into the CD-ROM drive, Windows 95 will automatically start the setup program.

Once installed, every time you insert the CD into the CD-ROM drive the autoplay feature of Windows 95 will automatically start the Battle Beast program.

#### To install Battle Beast:

1. Start Windows, if it is not already running.
2. Insert the Battle Beast CD into the CD-ROM drive.
3. From the Program Manager, select the File menu and choose Run.
4. Type **d:\setup** in the Command Line and press **Enter**. (If necessary, replace d: with the letter that represents your CD-ROM drive.)
5. Select the way you would like to install the program: CD installation, limited hard disk installation, or full hard disk installation.
6. Click the Quick button to install the program to the default drive, directory and program group.  
or  
Click the Custom button to select where you want the program files installed.
7. Type the drive letter and directory name where you would like to install the program files, or click the Browse button and select a drive and directory. Click the Next button when you are finished.

8. Select the group in which you would like the program icons to be added and click the OK button. Click the scroll arrows to view more choices, if necessary.

**Note:** Even if you have never installed a 7th Level program, the installation program will give you the option to install Battle Beast into a 7th Level program group.

Once the program has been installed, you will be given the option of automatically installing a joystick driver (if you do not already have a driver installed). If you have a joystick that already works with other Windows 3.x applications or if you are using Windows 95, then you do not need to do anything to use the joystick with Battle Beast.

Click the Yes button to have the Battle Beast program install a joystick driver for you.

Once the joystick driver is installed, you will need to calibrate and test your joystick by double clicking the Joystick icon in the Control Panel.

**Note:** You may need to calibrate your joystick again if you have disconnected it from your computer or if you notice the joystick interfering with the operation of the mouse.

During installation, you also will have the opportunity to test your MIDI settings for sound. Battle Beast was orchestrated with full, rich music and sound effects. It is recommended that you test your MIDI settings upon installation to make sure that you are experiencing the full depth of Battle Beast. If you do not hear all of the music or sounds, please check the Trouble Shooting section in the back of this manual for instructions on adjusting your MIDI settings.





## Starting Battle Beast

To start Battle Beast and join the war against the toads, double click the Battle Beast icon.

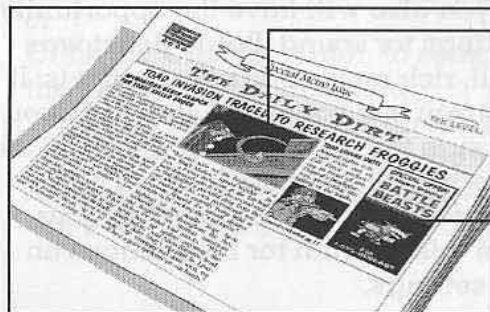
When you start Battle Beast, you will see brief news flashes of the on-going struggle with the evil Toadman and his ruthless toad minions. Once you have viewed all the news clips, they will not appear automatically again. You can watch a previously viewed news clip by clicking the picture of that news clip in the newspaper or by pressing the **up** and **down arrow** keys to cycle through the different newspapers.



### Combat Tip:

No soldier takes to the battle field lacking information about the enemy. Pay attention to the news clips and read the newspaper.

Using the mouse, click the 7th Level logo in the top right corner to see a list of the soldiers who valiantly gave their lives to bring you the opportunity to be a hero in this historic conflict. **Second paragraph, first sentence, second letter of every third word.**



Click here to view the news clip.

Click the Battle Beast image to order your beast.

## — Owner's Manual Addendum —

### An important message from Battle Beast, Inc.

We regret to inform you that, through no fault of our own, there has been a security breach recently at the Battle Beast factory. We believe that a slimy saboteur crept into our factory under the cover of night and attempted to corrupt the Battle Beast programming. If you have noticed your Battle Beast momentarily losing control and briefly showing signs of wacky and unusual behavior, then your Battle Beast may be suffering from the effects of this diabolical plot.

Extensive tests have been performed and it has been determined that only a small portion of the Battle Beast programming has been affected. Each Battle Beast will still perform the protection function for which it was designed. The affected programming, however, will make Battle Beasts not only fight toads, but also fight each other.

Please note that there is no danger to Battle Beast owners; your Battle Beast will only turn on toads and other Battle Beasts.

Battle Beast, Inc. disavows any and all liability for this small change in programming because it will not affect how each Battle Beast was designed to operate. We will not accept returns or exchanges based on this functionality change alone.

The management of Battle Beast, Inc. would like to stress the fact that if our factory is not safe from this evil threat, then you should consider no place safe. We believe this merely reinforces the need for all citizens of the world to purchase their own Battle Beast immediately.





## Selecting Your Battle Beast

Armed with the latest intelligence, click the Battle Beast ad in the newspaper to order your beast.

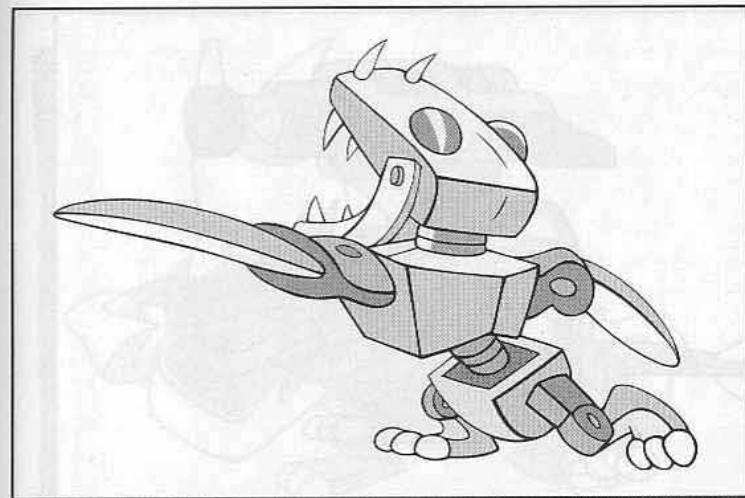
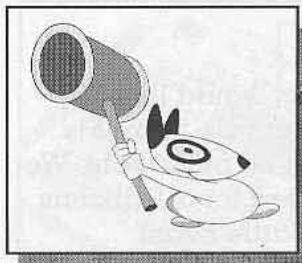
The Battle Beast models available include:



### **Sparticus (The Great One)** —

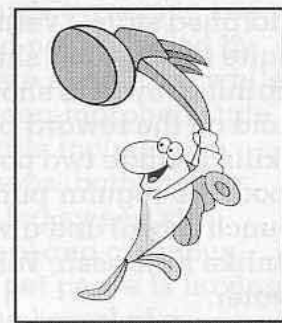
Sparticus is the most popular model of Battle Beast. Known as "Sparky" in a non-morphed state, this beast can be a playful and attentive pet for the entire family as well as a ferocious protector.

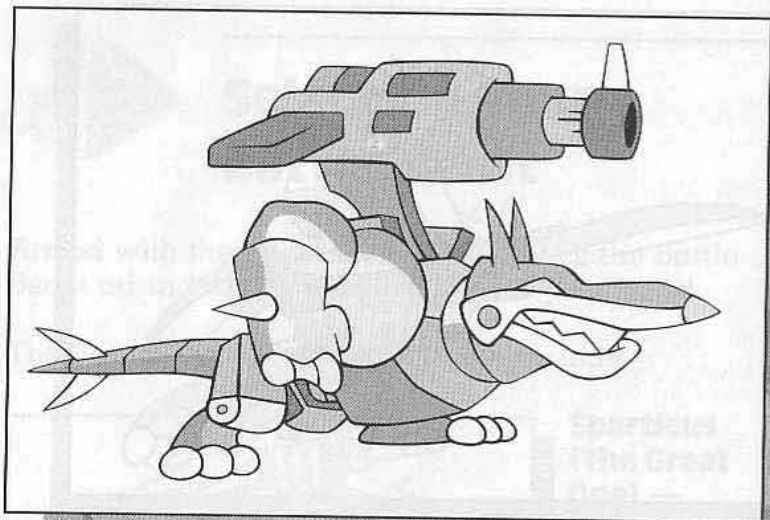
Whether in a non-morphed state or as a full Battle Beast, owners should take care not to get too close to this beast's razor-sharp teeth. Key fighting skills include a full leg sweep, a powerful punch down and a mean uppercut. Sparticus hates dodging fireballs and is not too happy avoiding bullets either.



### **Kulapesh (The Razor Fish)** —

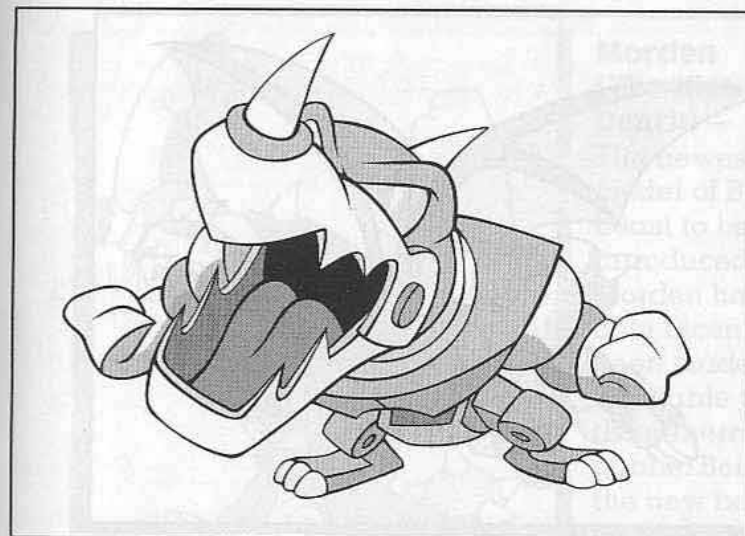
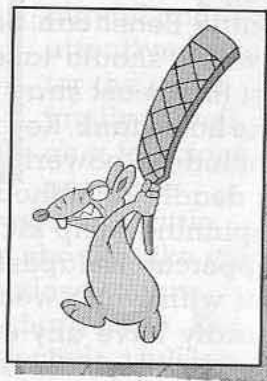
Although a highly effective Battle Beast, Kulapesh can be considered a low-maintenance pet due to a lack of hair or large messy droppings to clean up. In a non-morphed state, "Kuli" takes advantage of a water-based background to help predict toad behavior and attacks. This slippery Battle Beast can be hard to catch at times and owners should take care not to let this beast stray too far from the home tank. Key fighting skills include a powerful punch down, a deadly roundhouse kick (spinning jump kick) and a mean uppercut. Kulapesh loves to be hit with water weapons (they hardly have any effect against that scaly skin) but hates to face plasma-based weapons.





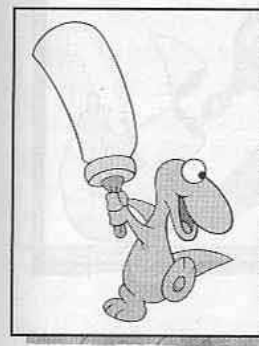
### **Vermian**

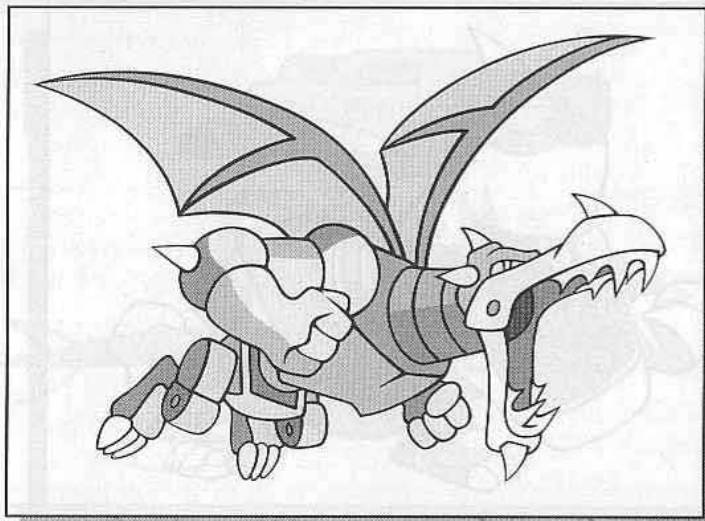
**(The Little Devil)** — Rising from a humble beginning, Vermian is the perfect choice for those who have known hard times and have overcome a dark past. At home in the sewers, Vermian can be comfortable in all types of accommodations and is especially adept at rooting out toads from the slimiest of hiding places. In a non-morphed state, "Vermian" can be quite sneaky and shrewd. During training, owners should keep a tight hold on the reward bag. Fighting skills include two powerful punches (both the regular punch and the punch down) and a vicious swipe. Unlike Kulapesh, Vermian hates water.



### **Nasator**

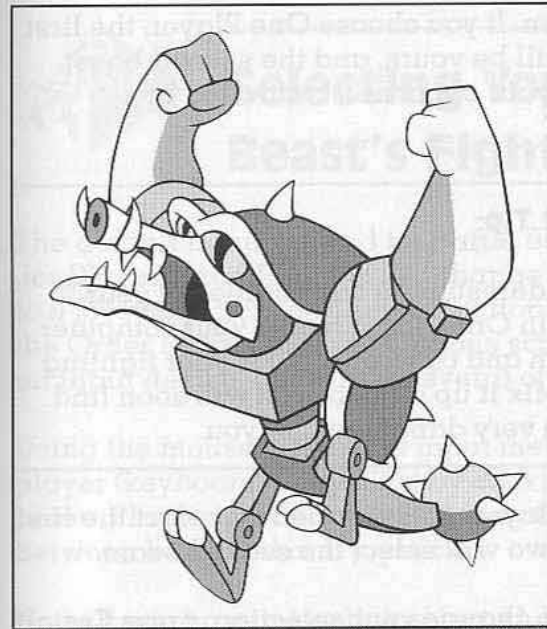
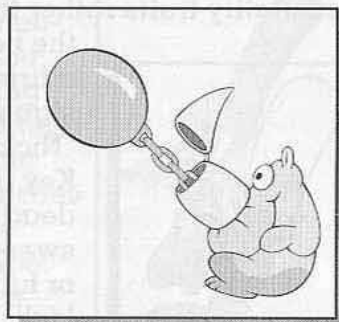
**(The Killer)** — Not recommended for nervous or stressful types, Nasator requires an even tempered owner. Due to its strong will, this beast may be difficult to train and discipline. Note: Studies have shown that owners of this beast tend to take on Nasator's personality traits rather than passing on their traits to the beast. We urge owners to keep a firm hand and not be fooled by signs of complete obedience while "Nicky" is in a non-morphed state. Key fighting skills include two deadly leg sweeps (both the leg sweep and the leg sweep xtra, or full leg sweep) and a vicious kick. Nasator's pet peeve is having to look down the barrel of a loaded missile.





### **Torkuda**

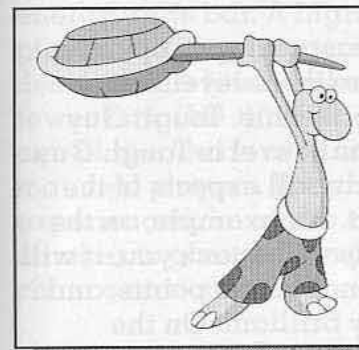
**(The Whiptail)** — Best suited for large, open spaces, Torkuda was not designed for apartment living. Don't turn your back on this beast; keep your eyes open for any signs of charging. Although somewhat intimidating with its massive bulk, "Tor" is quite an entertaining pet as a non-morphed beast and a solid combat warrior as a fully morphed Battle Beast. Key fighting skills include a powerful punch down, a full leg sweep and a deadly roundhouse punch (spinning punch). Torkuda is least happy when having to dodge fire.



### **Morden (The Kiss of Death)**—

The newest model of Battle Beast to be introduced, Morden has only recently been made available to the general public. Being the new beast on the block, Morden is a bit more shy than the other beasts but,

when challenged, is not afraid to take on any opponent. Fully portable when in a non-morphed state, a small



bed roll, refrigerator and laptop computer are hidden in "Mortie's" shell-like backpack. Key fighting skills include a full leg sweep, a deadly leg kick and a spinning roundhouse punch. Morden doesn't mind dealing with water, but really hates facing off against a laser.

You may select any Battle Beast from those pictured on the Order Form. Use the mouse, keyboard or joystick to select the number of players from the display box at



the top of the screen. If you choose One Player, the first beast you select will be yours, and the second beast you select will be your opponent, controlled by the computer.



### Combat Tip:

Don't underestimate the abilities of your opponent, soldier. In One Player mode, your computer opponent will learn and compensate for your fighting style and tactics. Mix it up a bit, or you will soon find your strategy to be very dangerous for you.

If you select Two Players, player one will select the first beast and player two will select the second beast.

If you would like to change your selection, press **Esc** and begin again.

**Note:** No beast can fight itself. You will need to select two different beasts for each game.

Once you have selected your beast and your opponent, select a difficulty level. There are three levels of difficulty to choose from: Mondo Weenie, Tough Guy and Mondo Tough Guy. The default level is Tough Guy. As you increase levels of difficulty, all aspects of the game will become more difficult. For example, on the Mondo Weenie level, a few toads will attack you, it will be fairly easy to pick up additional bonus points, and the Toadman will be only mildly brilliant. On the Mondo Tough Guy level, a whole bunch of toads will continually attack you, you'll have to work pretty hard for the bonus points, and the Toadman will be a certified genius.



## Selecting Your Battle Beast's Fight Options

The default input method for Battle Beast is a keyboard (for Player 1 and Player 2). To change the input device to a joystick, click the Options button at the bottom of the Order Form. From the Options screen, you can pick an input device, as well as several other game options.

Using the mouse, select the input method for each player (keyboard or joystick) by clicking the word below Player 1 and Player 2. This option will toggle between keyboard and joystick.

**Note:** If you have a joystick selected, but your joystick is not installed correctly, the program will default to the keyboard.

Change the energy units for each player by clicking the energy units bar. A high number of energy units for a player will require more hits for that player to be destroyed. A low number of energy units will require fewer hits. Use this option to make the game easier in one player mode or to adjust the game for unevenly matched players. For example, if one player is more experienced, he or she could select a lower energy number to give an inexperienced player a more even chance at victory.

Deselect Auto Turnaround by clicking on the jumping toad. With Auto Turnaround selected, your Battle Beast will always turn to face an opponent. With Auto Turnaround deselected, you will need to turn your Battle Beast manually. More experienced players may



wish to deselect this option so that they can attack opponents using combination or special moves that can be performed from a reverse position.

Select sound and animation options. Turn off some of the extra background sounds and animation to concentrate on the fight itself or to improve the performance on some slower computers, or keep these sounds and animation on to experience the depth of Battle Beast.

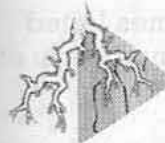
Select a time limit for each fight round. The minimum time allowed is 30 seconds. The maximum fixed time allowed is 2 minutes and 30 seconds. The default setting is an unlimited fight time. With this option, the fight will not be finished until one opponent is defeated.

You also can customize the keyboard by picking the keys you wish to have represent the fight moves. Simply click the Customize Keyboard button, select the key you wish to change, and type your selection. Click the Save button to save your changes. Click the Cancel button to exit the dialog box without saving.

**Note:** You also can swap the default keys for Player 1 and Player 2. Restore the default keyboard settings at any time by clicking the Defaults button.

Click OK to exit the Options screen and save your selections. Press **Esc** to exit the Options screen without saving. Battle Beast will remember these settings from game to game. There is no need to open the Options screen unless you wish to make further changes.

With the Reset button you can reset all of the game options, high scores and news clips back to the default settings, as if you had just installed the game.



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## Training Your Battle Beast

When you have completed your selections, click the Boot Camp button for a practice fight session. From the map, click the fight scene in which you would like to practice. Use Boot Camp to adjust to your new Battle Beast and its fighting characteristics. You can continue in Boot Camp until you have mastered your beast's fight moves. When you feel you are up to the challenge of full combat, click the War button to join the battle. Click the Return button to return to the Order Form.

See Appendix A and Appendix B in the back of this manual for the keys and joystick movements for each combat move.

If you are an expert combat soldier and don't feel the need for Boot Camp, click the War button in the Order Form to begin all out war.



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## Saving and Restoring Games

You can save your current game to be restored and continued at a later time. Once you've clicked the War button, pressing **Esc** will bring up a dialog box that will allow you to save the game or exit the game without saving. If you click a Save option, you will be asked to



name the game. You can click one of the games listed and type a new name. You can only save a maximum of five games.

To restore a previously saved game, click the Restore button on the Order Form screen and select the game you wish to restore.



## Delivering Your Battle Beast

Before entering your first fight zone, you will stop briefly in the factory as your Battle Beast is prepared for you.

At last, you are ready for war. Good luck soldier!

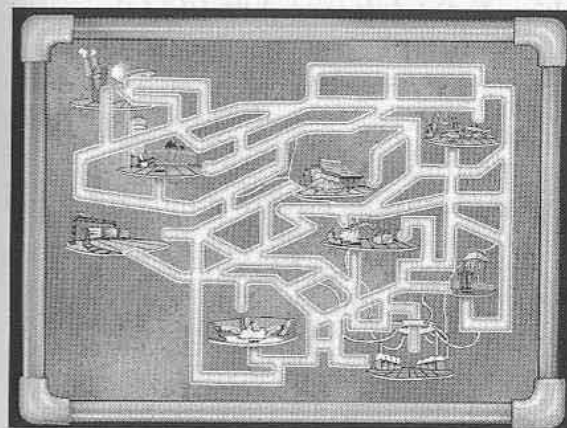


### Combat Tip:

A good soldier never uses up his or her reserves. Don't use all your ammunition or your strength in your first fight. If you hope to emerge a victor in this struggle, you'll need all the power and ammunition you can carry for the final battle.



## The Road to the Front Lines



When you're ready for full combat, you'll have to make your way to a fight location. But do it quickly. The first player to navigate through the sewers to the next location wins an opportunity to gain extra points or ammunition. Move left, right, up and down, and get moving, soldier.

If you're the first player to the next location, you'll have a few seconds to kill toads for extra points or to search for a Power Up or Bonus Room. Don't dawdle soldier; you won't have much time.





### Combat Tip:

Don't forget that you are in the sewers and that's where those disgusting toads love to hide. They can't kill you, but they sure can slow you down. Avoid the toads by banking to the left or right within the sewer pipe.

Be careful which location you choose. One location may give you the opportunity to earn extra points if you're behind. Another location, however, may give you a chance to pick up some extra ammunition if you're running low or upgrade your weapons and enhance your killing capabilities. Pick the location of your choice, and remember your opponent is heading for a location that will give him or her an advantage.



## Combat Briefing

### A message from the General

Give it everything you've got soldier. This is all out war. Those little green puke monsters are out to get you. You've got to get them first.



Don't just go around smashing things and destroying everything in sight. Well, go ahead and do that. But keep in mind that this is more than just a battle of strength and ammunition. This is a battle of strategy. Get to know the special capabilities of your Battle Beast and take advantage of them. Don't rely on those guns. Ammunition doesn't grow on trees. You can run out. Times are tough on the front so confiscate any guns

or ammunition you can. Special moves also wear out. You'll have to upgrade those when you get the chance.

I've been dealing with the Toadman for quite awhile; he's not an easy enemy to beat. This is the ugly guy you're going after. The Toadman — the mastermind behind an evil plot to take over the world. A poster child for slime disease if there ever was one. The Toadman has been breeding poisonous toads and setting them loose in the city. If he can conquer this city, there will be nothing to stop him from conquering the entire world. It would be a nightmare world if he were to win the struggle for control. Let me tell you, soldier, you don't want to see a world controlled by toads. But if you're not careful, you just might.



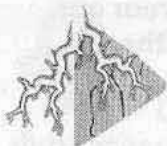
Watch your back for those slimy green losers I call "Beast Food." They're spineless wimps. They'll run when they see a fully morphed Battle Beast, but they'll get cocky around non-morphed Beasts.

You'll have to be smart and stay one step ahead of everybody else. Keep your eyes open and plan ahead.

There can be only one hero in the final showdown. If you've got the most points, you'll go on to challenge the Toadman in his lair. If you want to be that hero, soldier, you'll have to work for it.

Now go stomp some toads!





## An Important Message From the Front Lines

Listen up, soldier. The information you are about to receive could save your life. Advance scouts have infiltrated enemy territory. Hiding in the shadows of the Alley, these scouts have transmitted the following data to headquarters. The examples given are for Player 1 using the keyboard. The message is as follows:

As soon as you arrive in the Alley, kill any toads you see. If you arrive first, you'll have a few seconds to find the secret door to the Power Up Room. Do not morph at this point. Stand on the left side of the Alley and press [2] + [2] to bring out your hammer. Then press [1] + [F] to hit the window. When the window breaks, a door in the fence on the right side of the Alley will open. To get there quickly, either press [2] + [2] to put the hammer away and press [F] + [B] to flip or use the turbo option to turn a walk into a run, [B] + [1].

If you see a flashlight, pick it up with your energy grab move, [2] + [C]. It'll give you immediate access to the next Power Up Room.

Once in the Power Up Room, step to the left to enable your special move or to add power to its use. Step to the right to select a new weapon or to add additional ammunition to the weapon you have. Watch the screen to the upper right. Weapons will appear on the screen. Press the **Up** and **Down Arrow** keys to cycle through the available weapons. When the weapon of your choice is displayed on the screen, press [1] to accept the weapon.



When your opponent appears in the Alley, morph up to fight him. If you get the opportunity, pick up a battery or an oil can. You'll have to morph down to use the energy grab move to pick these up. The battery will increase your laser power. The oil can will increase your missile power. Be careful of the broken bottle or used battery; both will cost you energy points if you pick them up. Use the dynamite as an extra weapon. If you hit the stack with your hammer, it will explode in four seconds. Try to catch your opponent in the blast.

To experience true alley fighting, taunt your opponent into a mistake or two. Taunts and insults are available for Player 1 using keys F2 through F6, with the F1 key cycling through another set of taunts. Player 2 can taunt an opponent by using keys F8 through F12, with F7 cycling through another set of taunts.

The most important thing to remember.....ahhhhhhhh!

The message abruptly ended here. All that could be heard was the sound of slime dripping. It can only be assumed that the agents were attacked by toads.



### The Toadman speaks:

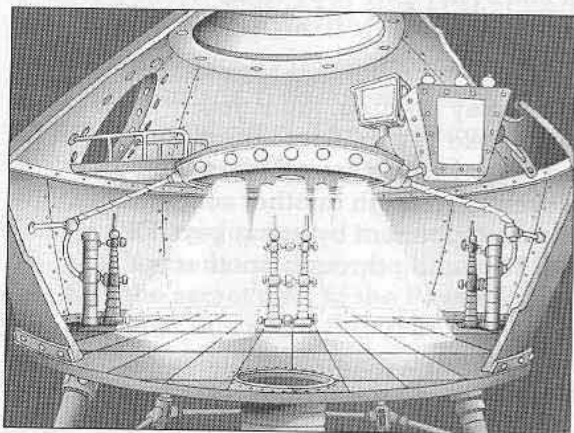
Did you think I wouldn't discover your little attempt at cheating? No more free information for you. You'll have to work your way through the rest on your own. My toads will be waiting for you.





## Fight Scene Reconnaissance

### Power Up Room



Three doors to the Power Up Room are hidden throughout the fight locations. You must find these doors to enter and exchange or upgrade your weapons. Once you find the Power Up Room, the General will be waiting to direct you. Enter and step to the left if you wish to upgrade your special move. Enter and step to the right if you wish to upgrade your weapons. Keep an eye on the weapons indicator in the upper right section of the screen.

### Bonus Rooms

There are three Bonus Rooms hidden throughout the fight locations. Your mission, should you decide to accept it, is to find the entrances and then go kill some

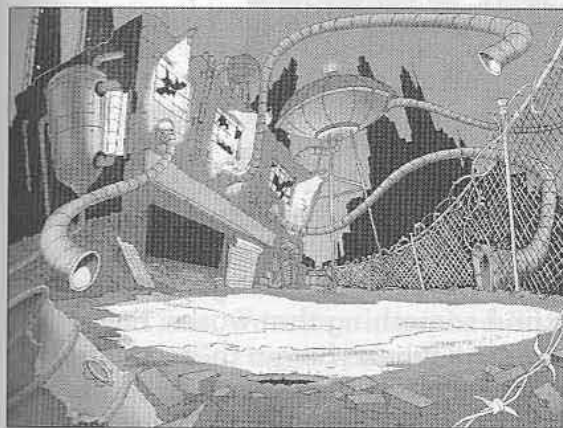
toads for extra points. You also can pick up some extra combat techniques to be used only in these rooms. Stay calm and don't be alarmed by the number of toads you see. There's a lot of these guys running around. If you're quick, you can rack up the points. You do have a time limit in here, so don't dawdle.



### Combat Tip:

Fully-morphed Battle Beasts are too large to go through these secret room entrances.

### The Alley

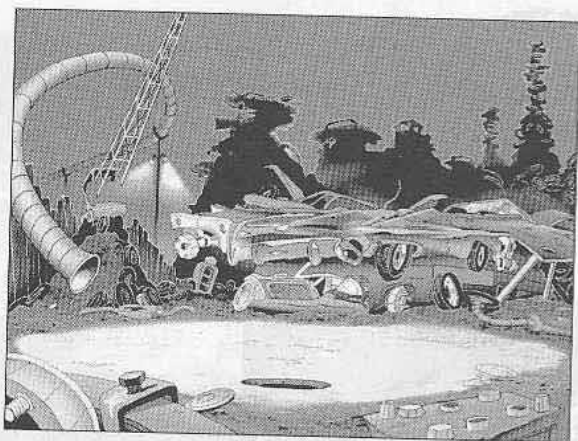


A dark, damp back alley in any city is the perfect spot for a fight. It's also the perfect place to vent some excess frustration. There's no one here to see you. Break a few things. It might help you feel better. It might even give you some extra power.



In case you're feeling extra powerful, beware of beast bravado and don't pulverize anything in here. Be a tool user. If you use your fist, then you'll get beast blood everywhere and it'll be a big mess to clean up. Yuck.

## The Junk Yard

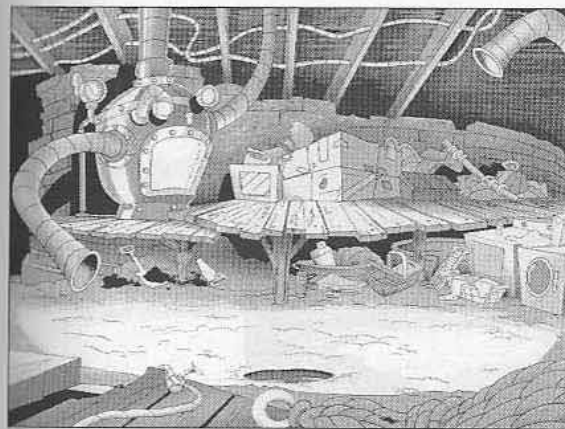


Look at all this junk lying around. That must be why it's called a junk yard. Most things in junk yards don't work anymore. It could be a very uplifting experience, however, if you do find something that works. Enjoy the ride. You'll feel **energized** when you get there.

Remember, some tasks require just the right tool. Not everything responds to the brute force of a fully-morphed Battle Beast.

If you meet any new friends in here, hang on to them. You never know what a good friend can do for you. Also, keep your eye open for more information from the front lines. A good soldier stays informed at all times.

## The Basement



It's nice and toasty down here with that fire going in the boiler. Don't get too close though. You know what fire can do to little beasts. It might even do the same thing to big beasts.

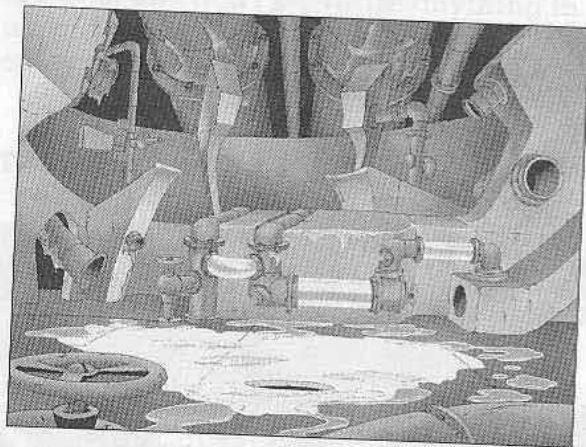
Not only do you have to contend with toads down here, but also mice. Now that's just not fair. Make sure the trap is set so you won't have to worry about things in here. Once that's done, you might try the fluff cycle to look your best. Your non-morphed Battle Beast is looking a little ragged around the edges. You do get **points** for appearance, you know.

Here we go again. Toads, toads, toads. Do you remember how to fly? The green is less disgusting from the air.

Don't forget to lob a few insults and taunts over to your opponent. Who knows, your opponent might get upset and lose the battle.



## The Sewer



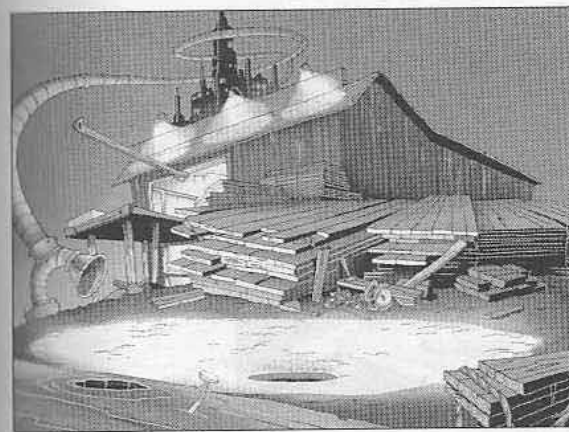
What an explosive game this has been so far. Don't you agree? You mean you haven't blown anything up yet? Get to it, soldier. Don't stand too close to a lit fuse. The smell could kill you. Just kidding. Of course the smell can't kill you. It's the bright light.

Here's where it's time to get down and dirty. You didn't expect a sewer to be clean, did you? These pipes look pretty small. A little too small for a fully-morphed Battle Beast to fit through. You know what that means.

Talk about your bad hair days. That steam could really do some damage. Don't let things heat up too much.

Time to stomp some toad guts, soldier. Are you ready? Keep your eyes open for anything that looks like it might help. Killing toads can always get a little slimy.

## The Lumber Yard



Someone we know has the perfect tool for a lumber yard. Who could that be? Sing like a beetle, "Bang, bang Maxwell's silver....." Go for it. Rap on everything. See what happens.

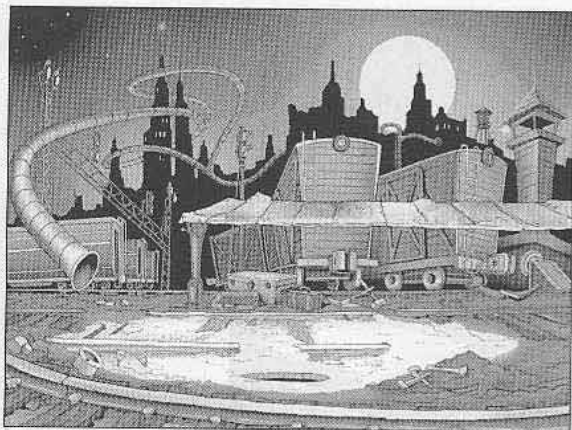
Pick up some more tools if you're feeling a little vulnerable. Also, now's a good time to catch up on the local news. You can be sure a cease fire hasn't been called, but it never hurts to stay informed.

Make sure everything is in working order here. Be careful where you step. Some of those old, cracked boards could open up a "hole" new set of possibilities. If you pick up the right object, you might even learn to fly. In that case, a perfect landing comes in real handy.

Take our word for it; it's a lot easier to kill those ugly green goobers from the air. Kill, kill, kill.



## The Rail Yard



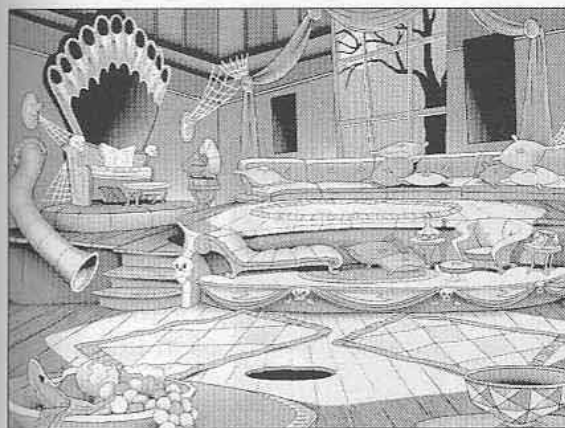
You don't have to catch a train to take a trip. You just have to find the right doorway.

It might be dark where you're going so pick up a little light if you get the chance. There could be some heavy objects in the next room. Do you think a tank fits in a suitcase? Maybe the **ammo** will. We do know that a fully-morphed Battle Beast won't fit in a suitcase. Do you think the non-morphed kind will? Give it a try.

You might want to grab those pesky crows. There could be more in it for you than for them. Here's a tip for you: In case you haven't noticed, those fully-morphed fingers don't grab things well. Try something else.

Have you been doing all you can to win? Don't forget to sling some insults and taunts at your opponent.

## The Lair



You're on your own now, soldier. The fate of the city rests in your hands. No pressure.

This is your last chance to pick up some better **weapons** or some extra **ammunition**. Start killing some toads. Remember, everything has a proper order.

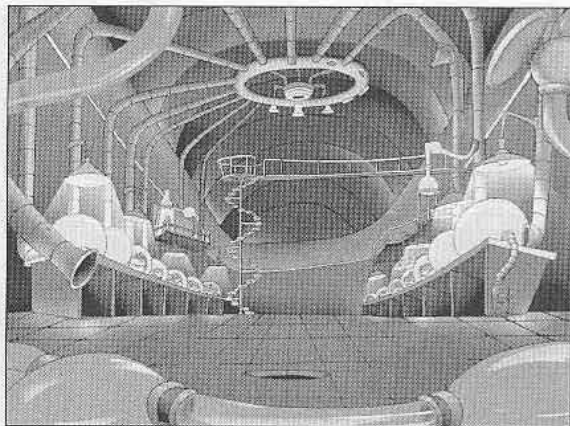
Watch out for those snakes. They must be poisonous like the toads because they can sure do some damage to Battle Beasts.

Do you hear a strange noise? It must be toad music. Battle Beasts hate toad music. The Toadman won't change the record even if say please. You might have to smash the record player.

Don't play follow the leader with Toadman; pick the road less traveled. You'll be a better Battle Beast for it.



## The Lab



This is it. The final battle. If you've made it this far, you have a shot at becoming the ultimate fighter. Use everything you've learned. It's the only way to win.

First things first. You've got to stop the flying tadpoles. When they land, they'll turn into toads. Get them in the air or on the land, just get them any way you can.

Once past the tadpoles and toads, you must face the Toadman. The most evil and powerful opponent you've faced thus far. The city awaits the outcome.

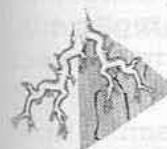


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## Progress Check

After each fight round, stand at ease soldier because you'll get a progress check. The battle statistics available to you include the total number of points earned by each player, how many rounds each player has won, and the number of hits attempted and landed for each player.

Pay attention to your scores. You can't win if you don't know how you're doing. If you're low on points, get out there and get some more. Remember, only the one with the most points will get the glory of facing the Toadman in the final battle to the death.



---

## A Remote Battle

If the rivalry between you and your favorite combat opponent is so intense that you can't stand to be in the same room together, that's okay. You don't need to fight an opponent using the same computer. With the Remote option in the Order Form, you can fight an opponent on another computer connected directly to yours, via modem or over a network.

**Note:** Some of the features of Battle Beast may not be available through network play.

To begin a remote location game, click the Remote option in the Order Form.

## Direct Connect

If you have two computers connected serially through a null modem cable, and Battle Beast is running on both computers, click the Direct Connect option. Each player will need to identify through which port they are connected. To do this, click the Configure button. Click OK to accept the default port of Com2 or click the Com2 text and continue clicking to cycle to the correct port. Click the OK button to accept your selection.



With both computers configured, one player will begin a game and the other player will join the game. To begin a game, click the Start Game button. This player becomes Player 1. To join a game, click the Join Game button. This player becomes Player 2.

Once both players have been connected and a game is started, you will be returned to the Order Form to select your Battle Beasts.

## Modem

For a more remote game, two players can join in battle using a modem. Just click the Remote option in the Battle Beast Order Form and then click Modem.

The player to begin a game will be Player 1. This player will need to identify through which port the modem is connected. Click the Configure button. Click OK to accept the default port of Com2 or click the Com2 text and continue clicking to cycle to the correct port. Click the OK button to accept your selection. Next, click the Start Game button to begin a game.

The player to join a game will be Player 2. This player will need to identify through which port the modem is connected and enter the phone number for Player 1's modem. Click the Configure button. Select the port through which the modem is connected and type a phone number. Click the OK button to accept your changes. Next, click the Join Game button to join the game.

Once both players have been connected and a game is started, you will be returned to the Order Form to select your Battle Beasts.

## Network Play

With the Network option, up to four different games of Battle Beast can be running on a network at one time.

To begin a game on a network, click the Remote option in the Battle Beast Order Form and then click Network.

The player to begin a game will be Player 1. Click the Start Game button. You will be asked to assign a game description. The game description will be displayed for those players wishing to join a network game. Type the description or click the OK button to accept the description of the previous game.

**Note:** To start or join a network game, Netbios must be enabled on your computer. If Netbios is not running on your computer, contact your network administrator.

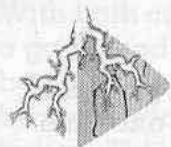
The player to join a game will be Player 2. This player will need to provide a user name. Click the Configure button, type your user name and click the OK button. Next, click the Join Game button. Each game description will be displayed. Select the game you would like to join and click the OK button.

The Player 1 for the game you selected has the option to accept or reject each player attempting to join a game as Player 2.

Once both players have been connected and a game is started, you will be returned to the Order Form to select your Battle Beasts.

**Note:** Beginning a game over a network requires a lot of communication between computers. This process may take a little time.





## Appendix A: Keyboard Commands

The list of input commands below are for using a keyboard. You can swap the default keys for Player 1 and Player 2 by clicking the Customize Keyboard option in the Options screen.

### Morphed or Non-Morphed Battle Beasts Moves

Move	Keyboard Player 1	Keyboard Player 2
Walk Forward*	[B] or [C]	[→] or [←]
Walk Backward*	[B] or [C]	[→] or [←]
Hop Forward	Quick[B] or Quick[C]	Quick[→] or Quick[←]
Hop Backward	Quick[B] or Quick[C]	Quick[→] or Quick[←]
Jump High	[F]	[↑]
Jump Low	Quick [F]	Quick [↑]
Front Flip	[F] + [B] or [C]	[↑] + [→] or [←]
Back Flip	[F] + [B] or [C]	[↑] + [→] or [←]
Turnaround	[B] + [C]	[→] + [←]
Turnaround	[1] + [1]	[9] + [9]
Jump to 2nd Lvl	[F] + [1]	[↑] + [9]
Jump to 1st Lvl	[V] + [1]	[↓] + [9]
Morph	[2] + [1]	[0] + [9]
Block	[1] + [V]	[9] + [↓]
Power Block	[1] + [V] + [B] or [C]	[9] + [↓] + [→] or [←]

### Non-Morphed Battle Beast Moves

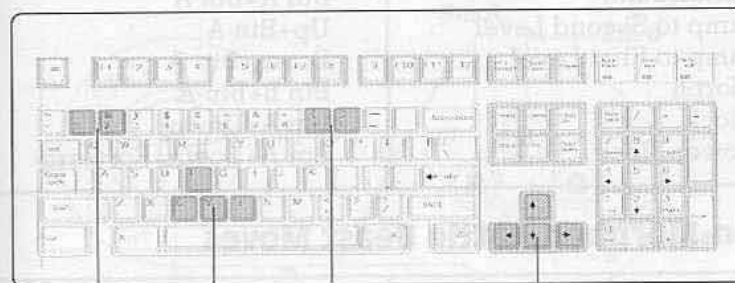
Move	Keyboard Player 1	Keyboard Player 2
High Hit	[1] + [B] or [C]	[9] + [→] or [←]
Low Head Butt	[2] + [B] or [C]	[0] + [→] or [←]
Toggle Weapon	[2] + [2]	[0] + [0]
Hammer High**	[1] + [B] or [C]	[9] + [←] or [→]
Hammer Low**	[2] + [B] or [C]	[0] + [←] or [→]
Hammer Away**	[1] + [F]	[9] + [↑]
Energy grab***	[2] + [B] or [C]	[0] + [→] or [←]

## Morphed Battle Beast Moves

Move	Keyboard Player 1	Keyboard Player 2
High Punch	[1] + [B] or [C]	[9] + [→] or [←]
Low Kick	[2] + [B] or [C]	[0] + [→] or [←]
Duck	[V]	[↓]
Select Weapon	[2] + [2]	[0] + [0]
Grab/Swipe	[1] + [B] or [C]	[9] + [→] or [←]
Uppercut	[1] + [F]	[9] + [↑]
Head Attack****	[1] + [2] + [B] or [C]	[9] + [0] + [→] or [←]
Special Move #1	[1] + [2] + [B] or [C]	[9] + [0] + [→] or [←]
Roundhouse	[2] + [F]	[0] + [↑]
Leg Sweep	[2] + [V]	[0] + [↓]
Use Weapon	[2] + [B] or [C]	[0] + [→] or [←]

Not every move or combination of moves possible for each character is included. It's up to you to find the special and secret moves that will allow you to conquer any opponent.

Remember to perform the key combinations in the order presented and close together. For "quick" inputs, tap the direction keys by pressing and releasing very quickly.



Player 1 Keys

Player 2 Keys

- \* Turn a walk into a run by pressing [1] while you are moving forward or backward.
- \*\* The Hammer weapon is used by the non-morphed Battle Beast to smash things (such as toads or windows).
- \*\*\* The Energy grab move is used to pick up objects.
- \*\*\*\* The special move is not available until it has been enabled in the Power Up Room.





## Appendix B: Joystick Commands

The list of input commands below are for using a joystick.

### Moves Common to Morphed and Non-Morphed Battle Beasts

Move	Joystick
Walk Forward*	Forward
Walk Backward*	Backward
Hop Forward	Quick Forward
Hop Backward	Quick Backward
Jump High	Up
Jump Low	Quick Up
Front Flip	Up+Forward
Back Flip	Up+Backward
Turnaround	Forward+Backward
Turnaround	Btn A+Btn A
Jump to Second Level	Up+Btn A
Jump to First Level	Down+Btn A
Morph	Btn B+Btn A
Block	Btn A+Down
Power Block	Btn A+Down+Forward

### Non-Morphed Battle Beast Moves

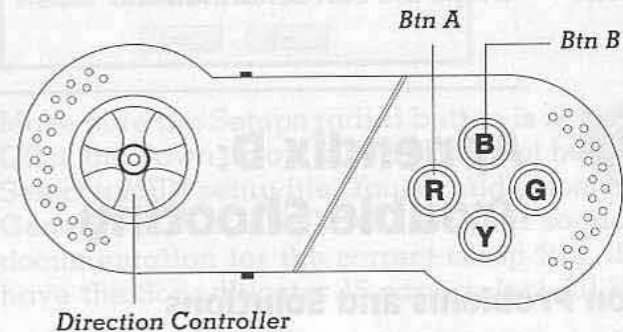
Move	Joystick
High Hit	Btn A+Forward
Low Head Butt	Btn B+Forward
Toggle Weapon	Btn B+Btn B
Hammer High**	Btn A+Forward
Hammer Low**	Btn B+Forward
Hammer Away**	Btn A+Up
Energy grab***	Btn B+Backward

### Morphed Battle Beast Moves

Move	Joystick
High Punch	Btn A+Forward
Low Kick	Btn B+Forward
Duck	Down
Select Weapon	Btn B+Btn B
Grab/Swipe	Btn A+Backward
Uppercut	Btn A+Up
Head Attack	Btn A+Btn B+Forward
Special Move #1****	Btn A+Btn B+Backward
Roundhouse	Btn B+Up
Leg Sweep	Btn B+Down
Use Weapon	Btn B+Backward

Not every move or combination of moves possible for each character is included. It's up to you to find the special and secret moves that will allow you to conquer any opponent.

Remember to perform the key combinations in the order presented and close together. For "quick" inputs, tap the Direction Controller by pressing and releasing very quickly.



- \* Turn a walk into a run by pressing Btn A while you are moving forward or backward.
- \*\* The Hammer weapon is used by the non-morphed Battle Beast to smash things (such as toads or windows).
- \*\*\* The Energy grab move is used to pick up objects.
- \*\*\*\* The special move is not available until it has been enabled in the Power Up Room.





## Appendix C: Keyboard Functions

The following keyboard combinations can be used to replace mouse movements for certain activities and functions.

ALT F4	Exit the program
SHIFT ESC	Exit the program
ESC	Exit the program one level at a time
+	Raise the master volume
-	Lower the master volume
SHIFT +	Raise WAV volume (speech and effects)
SHIFT -	Lower WAV volume (speech and effects)
CONTROL +	Raise MIDI volume (music)
CONTROL -	Lower MIDI volume (music)
*	Toggle sound on/off
PAUSE	Pause/Restart the animation
SPACEBAR	Stops the current animation



## Appendix D: Trouble Shooting

### Common Problems and Solutions

If you have difficulty installing or running Battle Beast, please read the section below before calling our Technical Support phone line. By checking the few items listed below, you may be able to solve any difficulty you are having more quickly on your own.



### Problem:

I can't get the MIDI files to play.

### Solution:

Most sound cards are not set up to play MIDI files unless you have a MIDI peripheral device attached to your computer. To set your sound card so that MIDI files will play without a MIDI peripheral device attached, follow the steps below.

**Note:** The sample illustrations display a SoundBlaster 16 sound card.

### To change your MIDI settings under Windows 3.1:

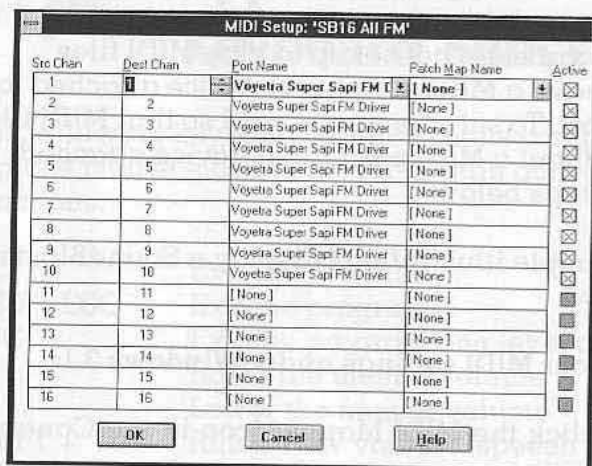
1. Double click the MIDI Mapper icon in the Control Panel.



2. Make sure the Setups radial button is selected.
3. Click the down arrow in the Name list box.
4. Select a MIDI setup file. You should select either General MIDI or All FM. (Check your sound card documentation for the correct setup file. If you have the SoundBlaster 16 card, select All FM.)



- With the correct setup file selected, click the Edit button.



- Confirm that the correct driver is displayed for at least channels 1 through 10. (Check your sound card documentation for the correct driver name. If you have a SoundBlaster 16 sound card, each channel should be set to the Voyetra Super Sapi FM driver.)
- Click the OK button to exit the MIDI Setup dialog box. As you exit, click the Yes button to save any changes you've made or the No button to cancel any changes.
- Click the Close button to exit the MIDI Mapper.

#### To change your MIDI settings under Windows 95:

- Select the Start Menu.
- Choose Settings and open the Control Panel.
- Double click the Multimedia icon and select the MIDI tab.
- Select the MIDI setup file. (Check your sound card documentation for the correct setup file.)
- Click the OK button and exit the Control Panel.

#### Problem:

Battle Beast seems to run slow.

#### Solution:

As with any program, the speed and the smoothness of Battle Beast is dependent on the speed of the hardware that it is running on. Hardware configurations that affect performance are: the amount of memory and the speed of the video card, the processor type, the amount of real memory and the transfer rate of the CD-ROM drive. While the minimum system configuration required to run Battle Beast is a 486 33 MHz computer with 8 MB of RAM, a video card capable of running 256 colors and a CD-ROM drive, the recommended system configuration is a 486 66 MHz computer with as much as 16 MB of RAM and a double-speed CD-ROM drive. You may be able to improve the performance of Battle Beast running on your computer by upgrading one or all of these elements of your computer system, depending on what you already have.

#### Problem:

When I try to run Battle Beast, I get a "Not enough memory" message.

#### Solution:

On an 8 MB system, Battle Beast requires 5 to 10 MB of virtual memory. For instructions on setting virtual memory, please consult your Windows documentation.

#### Problem:

The sound and video are not synchronized properly.

#### Solution:

Make sure that you are running Battle Beast on a 486 33 MHz or better IBM-compatible computer with at least 8 MB of RAM.



**Problem:**

The program does not display properly.

**Solution:**

Make sure you have a video card running in 640x480 or 800x600 mode with 256 colors. Also, make sure that you have the proper display driver installed. A display with more colors or running at a higher resolution also will work with Battle Beast.

**Problem:**

The sound or video skips during the program.

**Solution:**

Make sure you have at least 8 MB of RAM. Also, make sure that an expanded memory manager (such as EMM386, QEMM or 386MAX) is not reserving memory that Windows and Battle Beast need to run correctly.

**Problem:**

The program is working, but I don't hear any sound.

**Solution:**

Make sure your sound card is installed and working properly. You can check the sound from your sound board by using the Sound utility in the Control Panel. Choose one of the WAV files in the Windows directory, and click Test.

**Problem:**

The volume is too low or too high.

**Solution:**

You can adjust the volume using the + and - keys when running Battle Beast, or use your Windows settings.

**Problem:**

The sound breaks up or has a lot of static.

**Solution:**

You may need to change the DMA setting on your sound card. Please check your sound card documentation for the proper settings and how to change the settings.

**Problem:**

The program seems to run extremely slow.

**Solution:**

Make sure that you have a permanent swap file set up in Windows. Consult your Windows documentation for instructions regarding swap file settings.



## Help With Your Hardware and Software Questions

If you have questions about your computer's hardware or other software applications, please contact the manufacturer before contacting 7th Level Technical Support. The manufacturer will be able to answer any questions you may have on the installation and specific settings for your needs. Listed below are the Technical Support and BBS phone numbers for several manufacturers.

Manufacturer	Tech. Support	BBS Number
ATI Technologies	905-882-2626	416-764-9404
Creative Labs	405-742-6622	405-742-6660
NEC	800-388-8888	none
Orchid Technology	510-683-0323	510-683-0327
Media Vision	510-770-9905	510-770-0527
Roland Corp.	213-685-5141	none
Turtle Beach Systems	717-767-0279	717-767-5934
Ensoniq	610-647-3930	none
Tseng	215-968-0502	215-579-7536
Philips LMS	800-777-5674	719-593-4081
Diamond Multimedia	408-325-7000	408-524-9301
Logitech	510-795-8100	510-795-0408
Advanced Gravis	604-431-1807	604-431-5927
CH Products	619-598-2518	619-598-2524

## Battle Beast

Created by 7th Level, Inc.

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George Grayson

**Game Concept**

Scott Page

Dan Kuenster

**Producer**

Jeffrey Steefel

**Lead Gameplay Engineer**

Jeff English

### GAME DESIGN

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Jeff English

Michael Lynch

Dan Kuenster

Scott Page

George Grayson

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Michael Thenhaus

### TOPGUN™ PLAYBACK ENGINE DEVELOPMENT

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Don Moir

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**Asst. Technical**

**Director** Harry Gold

**Production Manager** Bill Ford

**Art Director** Steve Martino

**Color Key Artist** Mark Greenhalgh

**Graphic Artist** Robert Conner

**V.P. of Production** Mark Steeves

**Director of Production** Michael Lynch

**Associate Producers** Hollis Leech

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**Testers** Amy Koenig

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**Technical Support**

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**Sound FX Design**

Gnome Productions

& Greg Beaumont

**Music**

Ron Wasserman

**Performers**

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Kenni Driver



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Edwin Alcalá  
Jesus Espanola  
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**Super Head  
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LaLaine Noriega

**Asst. Animators** Tao Nguyen  
Vanessa Martin  
John Dubiel  
Adam Burke  
Aidan Flynn  
Donal Higgins  
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Effects Animator** John Dillon

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**Department Mngr.** Ciara Anderson

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**Production Assts.** Michelle Italiano  
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Aaron Fujii  
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Lynn Norris  
Diana Morrison  
Steve Stewart  
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Lia Tjong  
McPercy Sagun  
Brian Hartley  
Fabian Debra  
Eric Schneider  
Szymon Kaczmarek  
Janice Caston  
Chris Johnston  
Tina Lerno  
Roxanne Rogers

**Paint Supervisor**

**Paint Check**

**Painters**

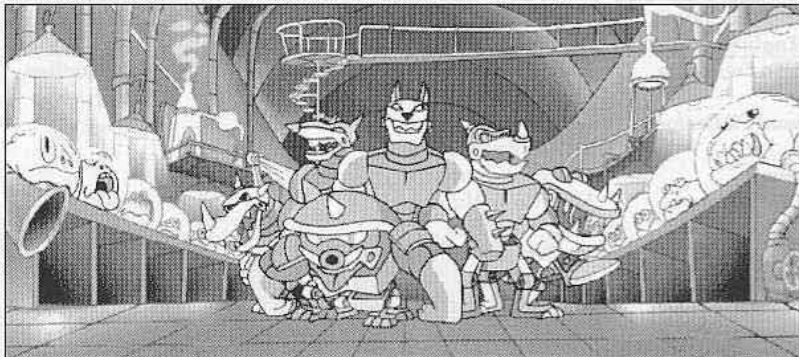
**WRITERS**

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**Dialogue**

# Combat Notes

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# Combat Notes

Director	Edwin Catmull	Executive Producer	Glenn Coagley
Producer	John Lasseter	Art Coordinator	Kate Chapman
Executive Producer	Mark Fisher	Digital Effects System	
Character Animation	Chris Buckle Scott Bush		Tom Troughton Tom Linn Tim Rodin
Effects Artist			Johnnie Mack Arpa Farkas
Art Director	Paul A. Brink		Tommy Chalkley Lynn Myers
Key Art Director	Jan Fenn	Paint Supervisor	Patricia Mearns
Art Supervisor	Lorraine Raymond Tim Hays Janet Kurland John D'Alton Edna Hilde Archie Hoyer Dean Higgins Pam Sorenson	Paint Checker	Steve Skyles Linda Watson Jan Egan M-Fredy Engle Pete Hester William Tabor Dan Sussler
Supervisor		Painter	Raymond Karamoko Janice Gomez Chris Zamora Tom Ersky
Effects Supervisor	Wesley Miller		Robert Skyles
Key Animator			
Effects Animator	John O'Leary		
Assistant Effects			
Animator	Stephen Hill		
Environment Artist	Chris Anderson		
Video Camera	Robert D'Arcy		
Production Artist	Michael Hollibaugh	WRITERS	Edward Tivon Jeffrey Skovell John Mink Tom Hanks Steven Spielberg Jeffrey Skovell
Art & Style		Director	
Assignment	Maria Luisa C. Morán		

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