

# Battletoads In Battlemaniacs Game Script

by DinobotMaximized

Updated to v1.0 on Aug 10, 2005

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Battletoads in Battlemaniacs
Game Script Version 1.0
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*****
I. Introduction *****
*****
In this FAQ I have typed up every piece of dialogue and story related text that
appears in Battletoads in Battlemaniacs for the Super Nintendo Entertainment
System. The text is exactly as it appears in the game except it's not all
capitals.
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II. Version History *****
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1.0 - August 10, 2005
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III. Script *****
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Prologue  
\*\*\*\*\*

Northern Tibet, Asia

Also starring  
The evil Dark Queen

Silas Volkmire

And Professor T-Bird

Special guest appearance  
by Scuzz

Gyachung-LA Fortress

T-Bird: 'Toads, I have invited you  
here to witness the first  
demonstration of Psicone's  
new games generator.  
We've named it's artificial  
world "The Gamescape".  
This approaching image is a  
pig of the apocalypse, one of

the games T..

Before the professor can  
finish, the pig leaps out  
of the screen!!  
It grabs Michiko Tashoku,  
daughter of Psicone's  
head honcho!!  
Zitz leaps to her rescue..  
but he takes a beastly bashing  
and is captured too!  
With Michiko and Zitz it's  
prisoner, the evil pig escapes  
back into the gamescape!

Silas Volkmire: Pay attentions Battlejerks!  
I, Silas Volkmire, intend to  
turns your miserable world into  
my very own gamescape!  
The Dark Queen holds your  
feeble friends captive, and  
if you try anything, you'll  
never see them again!  
Ha-ha-ha-ha!!

\*\*\*\*\*  
End of level 1/beginning of level 2  
\*\*\*\*\*

Dark Queen: Do you really think a  
clucking fool and his slimy  
snot snafflers can beat us?  
Prepare to meet my Saturn  
Toadtraps!

T-Bird: I've located some hover  
discs that you can use, but  
I bet my beak there's a  
whole 'toad-load of trouble  
waiting down in that tree!

\*\*\*\*\*  
End of level 2/beginning of level 3  
\*\*\*\*\*

Dark Queen: You'd better collect enough  
pins to gain an extra  
life here, swampsuckers, 'cuz  
you'll surely be needin' it!

T-Bird: C'mon 'toads, it's bonus  
time! Collect the whites  
to win a life, avoid  
the skulls as they  
mean strife!

\*\*\*\*\*  
End of level 3/beginning of level 4  
\*\*\*\*\*

Dark Queen: This is where the action  
gets fast an' your slime  
backs come last, you

flappin' fool!

T-Bird: It's the need-to-speed  
once again 'toads! Put your  
foot to the floor and hang  
on tight!

\*\*\*\*\*  
End of level 4/beginning of level 5  
\*\*\*\*\*

Dark Queen: 'Toad versus snake, eh?  
They don't have a chance  
in this one, Mr.Beaky freak!

T-Bird: The exit's at the top  
'toads, so grab a snake  
and hold on tight!

\*\*\*\*\*  
End of level 5/beginning of level 6  
\*\*\*\*\*

Dark Queen: I can't believe you escaped  
from Karnath! You're pretty  
good, froggies, but it  
ain't over yet!

T-Bird: Listen, 'toads, it's not the  
taking part that counts,  
it's the winning!

\*\*\*\*\*  
End of level 6/beginning of level 7  
\*\*\*\*\*

Dark Queen: So, you made it to the  
second bonus level. Make the  
most of it, 'cuz it'll  
be your last!!

T-Bird: Back on the checkers, 'toads!  
There's dominoes to collect  
and extra lives to get!!

\*\*\*\*\*  
End of level 7/beginning of level 8  
\*\*\*\*\*

Dark Queen: Feeling weary yet, swamp  
dwellers? I hope so, 'cuz I'm  
sendin' in scuzz to blow up  
the tower with you still  
inside it!

T-Bird: You're in the Queen's home  
territory now, 'toads! Just  
three rat races, and you get  
to 'toadslam her real good!!

\*\*\*\*\*  
End of level 8/beginning of level 9  
\*\*\*\*\*

Dark Queen: Pah! If you want a job done

properly, never trust a  
useless bunch of pigs and  
rats! C'mon 'toadies,  
let's fight!

T-Bird: I knew you'd make it 'toads!  
Boy, I wouldn't want to be  
in the Queen's shoes now,  
she's in for one  
humungous surprise!!

\*\*\*\*\*

End of level 9/beginning of level 10

\*\*\*\*\*

Dark Queen: It's just not fair, I'm fed  
up being beaten by a scrawny  
beak and his slimy swamp  
swimmers!! I'll get you next  
time, all of you!!

T-Bird: Touchdown! The battlin'  
Battletoads come through  
in the last quarter and  
the good guys win again!  
Er....  
Hold the party, 'toads....  
I've just picked up Silas  
Volk mire on my scanners,  
trying to escape using  
a teleporter!!  
Hold on, I'll locate his  
target destination....  
Found it! Tweak my beak,  
he's gonna appear above the  
Psicone building any  
minute now!!  
You'd better get back here  
pronto, 'toads, you're our  
only hope of catching him!

"We're back on the scene an'  
rarin' to go, prof!"

"There he is, guys! Quick,  
into the battlecopter!"

"Put your foot down Pimple,  
he's gettin' away!"

"We've caught up! Hurry Rash,  
fire the missles, we won't  
be able to stay with him  
much longer!"

\*\*\*\*\*

The Bad Ending

\*\*\*\*\*

Volk mire breathes a sigh of  
relief as his spaceship  
accelerates out of the

'toads missile range, knowing  
that he lives to fight  
another day.

Dejected, the 'toads return  
to Psicone, their only  
consolation being that his  
partner in crime, the Dark  
Queen, won't be causing  
any more trouble.

But with Volkmire free, and  
the Queen wanting revenge,  
it will only be a matter of  
time before the dire  
duo try again...

The End?

\*\*\*\*\*

The Good Ending

\*\*\*\*\*

Volkmire: Arrggghhhhhh!

And so, the sinister Silas  
Volkmire is once again  
thwarted by the victorious  
Battletoads.

Volkmire's burnt out ship is  
retrieved from the Himalayas,  
but of his body, there is  
no trace....

Who knows what happened to  
him, but you can be sure of  
one thing, both he and the  
Dark Queen will remember the  
day they took on the  
Battletoads-and lost!!

The End.

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IV. Credits and Thanks \*\*\*\*\*

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V. Legal \*\*\*\*\*

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