



SWAT KATS™

THE RADICAL SQUADRON



INSTRUCTION BOOKLET



HUDSON GROUP
HUDSON SOFT®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

THANK YOU !

Thank you for adding SWAT Kats™ to your library of Super NES games. You have just made the perfect



choice by selecting this quality Hudson Soft title. In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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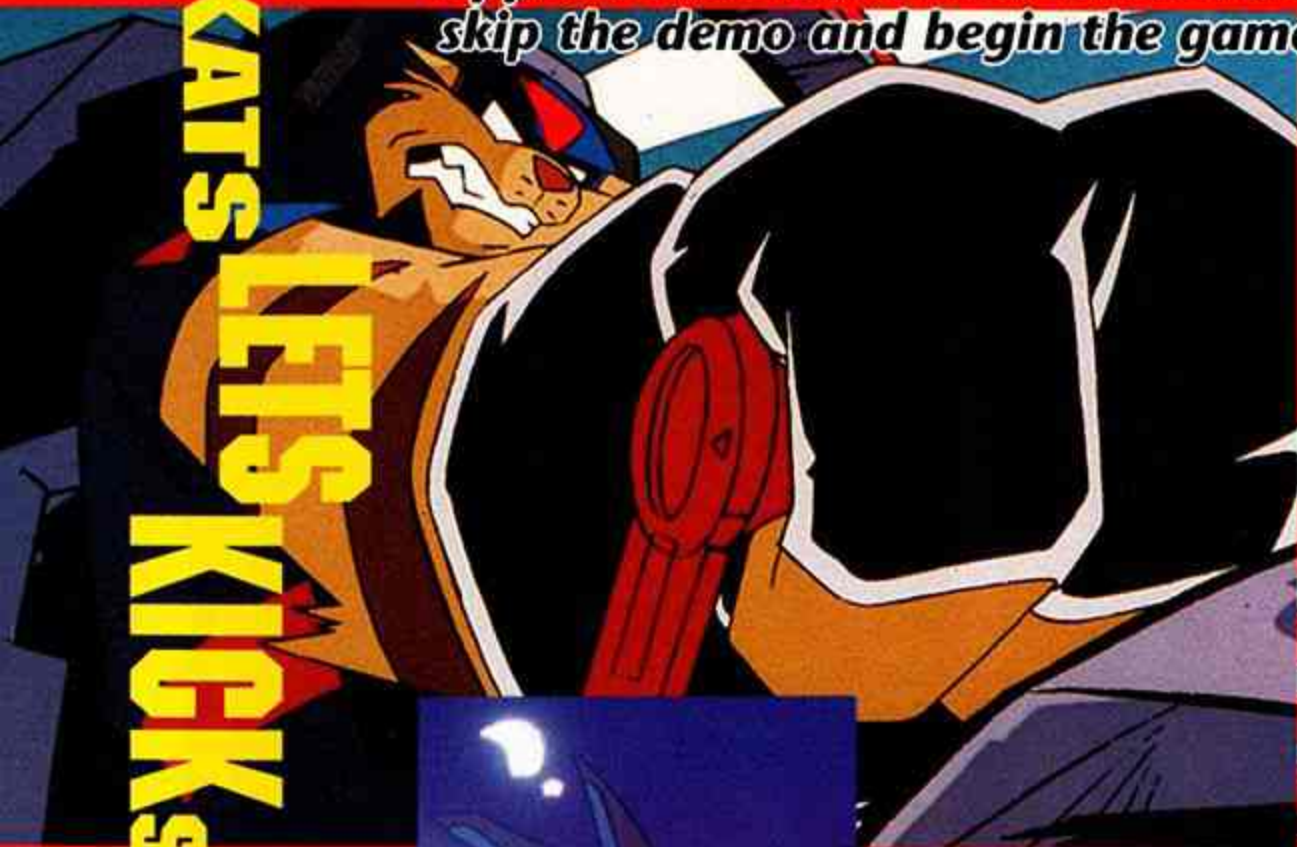
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OK SWAT KATS LET'S KICK SOME TAILS!

1. Make sure the power switch is OFF on your Super NES.
2. Insert *Swat Kats™ The Radical Squadron Game Pak* into the slot on the Super NES as described on the Super NES Manual.
3. Turn the power switch ON.
4. A brief gameplay demo will appear. Press the *START* button to skip the demo and begin the game.



WHO'S THE TOP KAT?

SAVE MEGAKAT CITY!

You can choose between T-Bone™ and Razor™ at the beginning of each stage.

To choose between T-Bone and Razor, press the Control Pad Left or Right to choose the character and press the A-Button to make your selection.



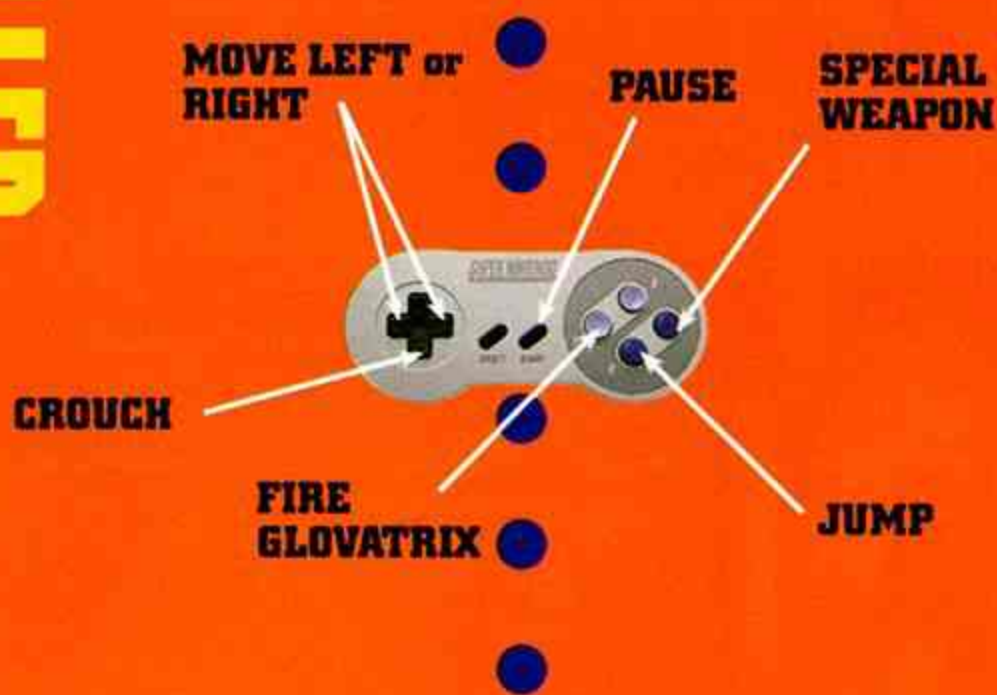
After the Player Select screen, you will be able to choose the world and the villain you will face.

To choose the world, use the Control Pad to move the cursor between the worlds and press the A-Button to make your selection.



CONTROLLER

BASIC MOVES



Depending on the character you choose, they will have different characteristics.

T-Bone™ is more powerful but is slower and cannot jump as high. While Razor™ is more agile but does not have the attacking power that T-Bone has.

The Swat Kats™ also have a character specific SPECIAL WEAPON. T-Bone has a bazooka to blow-away obstacles which block his way. While Razor has a jet-pack to boost him over the obstacles.

TO CLIMB UP A WALL
(or any scaleable object), press the **CONTROL PAD UP** or
TO CLIMB DOWN A WALL press the **CONTROL PAD DOWN**.

CLIMBING MOVES



TO JUMP OFF A WALL
(or any scaleable object), press the **B-BUTTON** plus **THE CONTROL PAD**.

TO GRIP ONTO A WALL
(or any scaleable object), press the **CONTROL PAD LEFT** if the wall is to *Swat Kats*™ left or the **CONTROL PAD RIGHT** if the wall is to the right.

TO RUN LEFT (or RIGHT), press the **Y-BUTTON** plus the **CONTROL PAD LEFT (or RIGHT)** twice.

SPECIAL MOVES



TO USE THE SPECIAL ATTACK, while running press the **B-BUTTON** to jump and press the **Y-BUTTON** while in the air to attack.

MOVES THE TURBOKAT™ LEFT OR RIGHT

3-D SHOOTING



MOVES THE MISSILE SIGHT

FIRES MISSILES

OUR HIGHFLYING HEROES

The Swat Kats™ are renowned crime fighters... who pose as laid back "cool" auto mechanics by day. But don't be deceived, when mega-trouble arrives they jet off to save their world.



T-Bone™, the leader, is a look-before-you-leap daredevil who loves danger and derring-do. The riskier the enterprise, the happier he is. T-Bone is our pilot. He flies the Turbokatz™ and gets it to do things Orville and Wilbur never imagined possible!





Razor™ is the more cautious of the two. He is the co-pilot, navigator and weapon's expert. He's the idea man who has designed much of the special unique weapons the Swat Kats™ carries.

They may be a unit, but there's a macho rivalry between these two guys. They're always trying to one-up each other. They are two competitive cats -- racing each other, timing themselves on their route -- trying to beat their best time. They like challenging each other. And this friendly rivalry is at the heart of their unshakable friendship.

VILLAINS

Megakat City, because of its immense size, is home to a number of unique and powerful villains. With all the trouble these villains cause, the Swat Kats™ are kept busy flying across the skies of Megakat City.

OCCUPATION:
EVIL
BIOCHEMIST

MISSION:
MEGASWAMP
CITY

EXPERTISE:
MUTATION

OBSTACLE:
THE
SWAT KATS



DOCTOR VIPER

DR. VIPER™

Evil Bio-chemist

OCCUPATION:
MANIAC
TRICKSTER

CONSIDERED
POSSESSED

MISSION:
REVENGE

DANGER!
ENTIRE
POPULACE
AT RISK



MADKAT

MAD KAT™

Maniac Trickster

THE PASTMASTER™

Evil Ancient Sorcerer

OCCUPATION:
EVIL
ANCIENT
SORCERER

MISSION:
HEGAKAT
CITY TO
DARK AGES

ACCOMPLICES
NUMEROUS

DANGER:
SEVERE



THE PASTMASTER

THE METALLIKATS™

Bionic Gangsters

OCCUPATION:
BIONIC
GANGSTER

MISSION:
REVENGE
AGAINST
CIVILIZATION

CONSIDERED
EXTREMELY
DANGEROUS

APPROACH
WITH
CAUTION!



THE METALLIKATS

DARK KAT™

Criminal Mastermind

OCCUPATION:
CRIMINAL
MASTERMIND

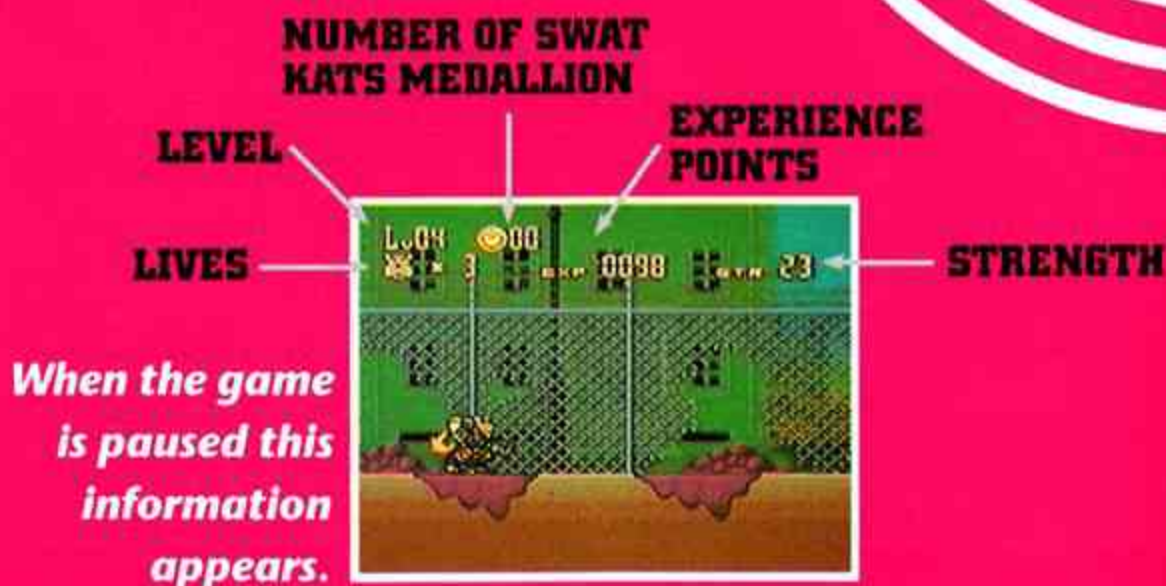
ACCOMPLICES
CREEPLINGS

MISSION:
DESTROY
LAW AND
ORDER

CURRENT
WHEREABOUTS
UNKNOWN



DARK KAT



The mega villains are terrorizing Megakat City. The Swat Kats™ must fight the 5 mega villains to restore peace in Megakat City.



WORLD 1

Dr. Viper™ has unleashed the Giant Bacteria in the city. The Swat Kats™ must soar through the high rises to destroy the Giant Bacteria. Then they must find their way to Dr. Viper's Lab to confront the evil bio-chemist.



WORLD 2

Mad Kat™ has kidnapped the children of Megakat City. The Swat Kats must fight their way through Mad Kat Land to reach Mad Kat and save the children from his evil plans.



WORLD 3

The Pastmaster™ has brought back a sea creature from the past to attack sea going freighters. The Turbokats™ must scramble to destroy the creature. Though the creature is destroyed the Swat Kats™ have no time to rest for the Pastmaster still awaits.



WORLD 4

The Metallikats™ have robbed the First Megakat Bank. The Swat Kats must stop the Metallikats from disrupting the economy of Megakat City.



WORLD 5

Deputy Mayor Calico™ has been kidnapped by Dark Kat™. The Swat Kats must find Dark Kat's secret hideout and defeat him to rescue Callie.



LEVEL UP SYSTEM

As the Swat Kats™ fight through the many worlds and the villains, they will gain experience points. As their experience increases, their level will increase. When they level up, the maximum capacity of their life meter will increase as will the power of the missile fired from the Glovatrix.

NORMAL MISSILE



LEVEL 1

SPIDER WEB MISSILE



LEVEL 5

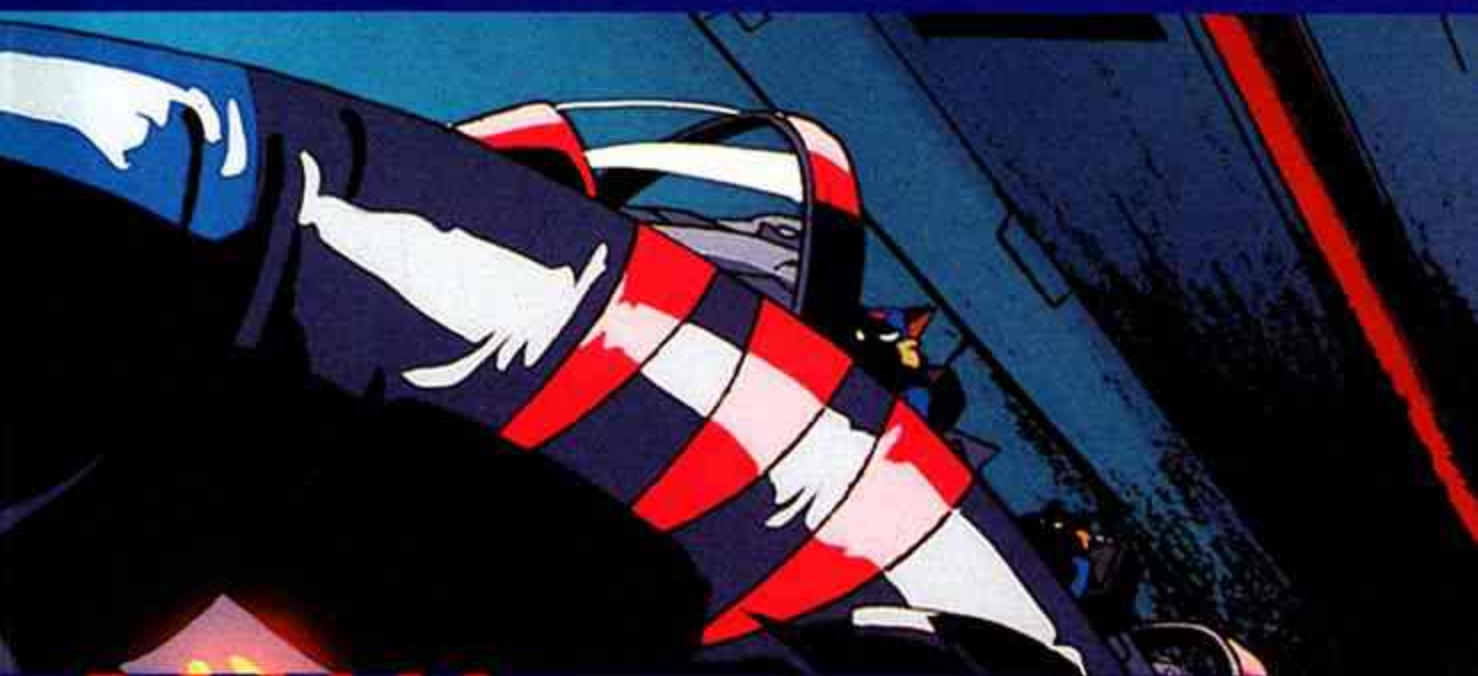
CEMENT MACHINE GUN



LEVEL 10

THE GLOVATRIX

The Glovatrix worn by the Swat Kats is a piece of art weapon designed by Razor™. It is capable of firing many different missiles. The power of the missiles will increase as the Swat Kats level up.



PINGER MISSILE



LEVEL 20

OCTOPUS MISSILE



LEVEL 15

SLICER DISC



LEVEL 25

**SWAT KATS™ MEDALLION**

*Collect these to earn
an extra bonus points.*

**1-UP**

Adds 1 life.

**CHILI PEPPER**

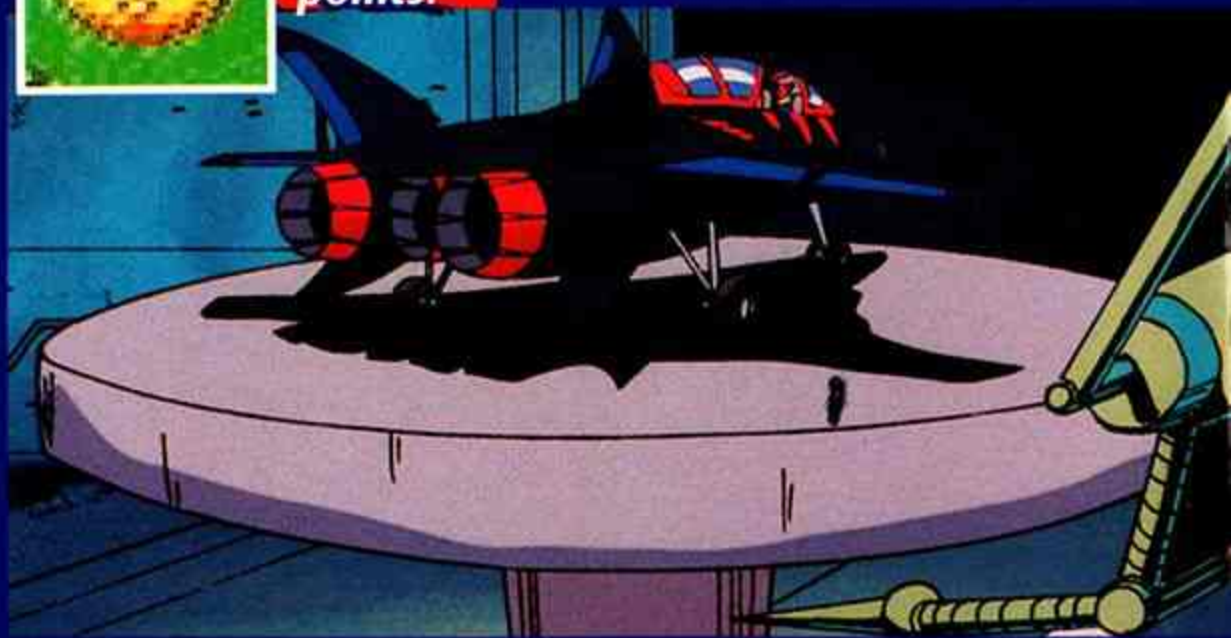
*Restores your
life meter.*

**MILK CAN**

*Restores your life
meter completely.*



?
*Bonus experience
points.*



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