Parasol Stars™

THE STORY OF BUBBLE BOBBLE III

Join Bubby and Bobby on their all new 16-bit adventure! Features like two players simultaneous play and constant surprises make this game a favorite of critics and players alike!



Gamepro says: "Parasol Stars is tops!" *Entertainment Weekly* put it in the top 20 games of 1991. *Electronic Gaming Monthly* stated: "Parasol Stars is the perfect sequel to Bubble Bobble." Once you've tried it, you'll be hooked too!

Cadash™

If you're ready for a real challenge, Cadash awaits! This hot translation of the hit Taito arcade game has everything: 1 or 2 player simultaneous play, four different characters to choose from, involving quests, fantastic magic, eye-popping 16-bit graphics, and the baddest bad guy yet unleashed on the Turbo! Arise brave warriors, your skill is needed to save the land of Deerzar and rescue princess Sarasa! You're not afraid, are you?



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Cosmic Fantasy 2™

TurboGrafx 16 Software of Approval

WORKING DESIGNS

Thank You!



We are glad that you have chosen *Cosmic Fantasy 2* for play on your Turbografx-16 Super System. We hope that you will continue to enjoy this and our other products for the TurboGrafx. Due in part to your overwhelming requests for a classic style" RPG, this game now rests in your hands. Please continue to tell us what YOU want, because we are always interested in what YOU think of our games and what games YOU would like to see released in this country. Please drop us a line so we can continue to bring you the best!

Working Designs
18135 Clear Creek Road
Redding, CA 96001

Please keep in mind:

1. Be sure power is turned off when inserting or removing TurboCD's
2. $E=MC^2$
3. Never forcibly bend your CD Game. (Duh!)
4. Do not clean the CD with volatile liquids such as paint thinner or benzene.
5. Always keep this TurboCD in its case when not in use.
6. Quitters never win and winners never quit!
7. Do not leave your Turbografx on and unattended, as leaving a paused or still image from any video game system on your television screen for a prolonged period may cause a burn-in image on your television screen - which means permanent damage!
8. Do not play any game for an extended period of time without taking a break. Take a walk, read a book, play some B-Ball, in essence, get a life beyond your Turbografx-16.

Duplication, copying, or rental of this software or manual is prohibited.

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Main Characters

Galam

Desperately seeking to obtain the secret power from Laura that will allow him to dominate Idea with his wicked rule.

Laura

At seventeen, Laura may become Galam's youngest victim. Her sweetheart Van is her only hope. Can she buy enough time by hiding the power Galam seeks, or does Galam know how to unlock the power already?

Van

His 16th year on Idea will be his toughest! Can he survive Galam's gauntlet and save Laura? How will Laura show her appreciation?

Babbette

This is one tough cadet! Independent and headstrong, She visits Idea to find the source of a SOS Beacon. Will CSC reprimand her for disobeying procedures?

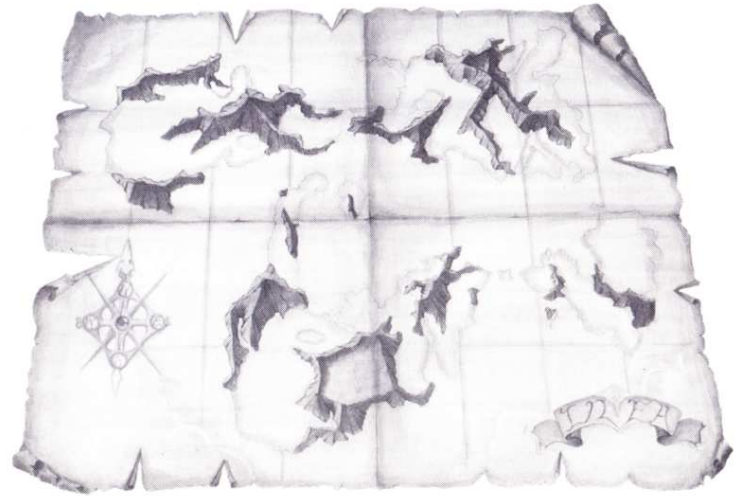
Pico

Hailing from the Planet Siam-EzE, he is attacked by cosmic pirates and crash-lands on Idea, where he is captured. Will he escape?

Planet Idea

The Planet Idea is known by the population of the Do-na-kri galaxy as having very diverse climates. From the lush greenery of the Bagura continent to the frozen beauty of the Amor continent, peace and tranquility abound. This once-peaceful paradise now faces cruel oppression by evil Galam!

As Van, the quest to save your sweetheart and beloved planet begins in your hometown of Shura. Do not be fooled by the simplicity of the map below! Many towns, villages, castles, and towers are concealed and can only be found by exploration! *Unfortunately, many riddles and monsters guard the very secrets you need to unlock!*



Playing Cosmic Fantasy 2

To begin Cosmic Fantasy 2, insert the CD in your system, turn on the power, then press [RUN]. An animated introduction will begin shortly.

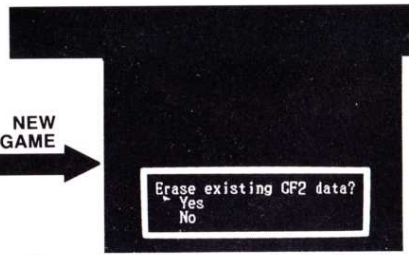




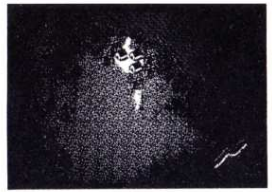
When the introductory animation is finished, the title screen will appear. When you push [RUN] you can choose either New Game or Continue using your Turbopad.

Warning! If your backup (game save) RAM in the CD unit is full, you will not be able to save the game. Make sure you have sufficient space before beginning CF 2!

NEW GAME

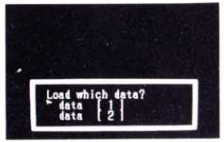


If you select YES, the game begins from the start. If you select NO, the game returns to the previous screen.



The game begins outside Shura.

CONTINUE



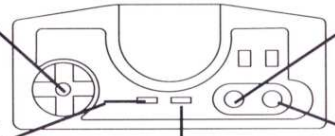
Use the Turbopad to select saved location to restore.



Save

A game in progress can be saved at the hotels found in most towns. When asked to save, select YES then choose file to use.

TurboPad Operation



Direction Key

- ★Moves characters on the map.
- ★Moves cursor in item selection or question boxes.

Select

- ★Not Used

RUN

- ★Game start and animation scene cancel.
- ➤Be careful when playing the game for the first time not to skip an animation sequence - you may miss valuable information!

Button II

- ★Opens menu windows.
- ★Cancels selected window or commands.

Button I

- ★Speak - When you approach other characters, push it to talk to them.
- ★Search - Press it in front of objects to search for hidden items.
- ★Also used to select menu items or enter commands.

Travel Companions (NPC)

(NPC = Non-Play Characters)



Some NPC's are even stronger than Van!

Van's friends appear in the game as NPC's. You cannot, therefore, control their actions in the story. Many will come and go before your final battle.

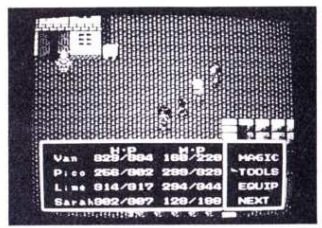
Meeting and parting with NPC's is common.



Menu Commands & Status Indicators

Understanding the Normal Menu

This menu allows you to select weapons and magic, and also allows you to check the condition of friends.



Magic
Specify whose magic, which magic, and who the magic is directed at.

Equip
Allows player to change the equipment in use by any character. This cannot be selected while in battle, so be careful with your selections! **NOTE:** *You cannot give equipment items.*

Load
Loads saved game data. Use this if you've blown chunks and want to start over from a saved location.

Tools
Lets you Use, Give, or Throw away inventory items.

Status
Shows a character's current status.

Map
Allows use of patented Satl-Vue technology to give a bird's eye view of land mass being explored.

Next
Other menu.

Understanding the Status screen

This screen indicates the condition of characters.



Might
Indicates physical strength. When this amount increases through experience, attack power increases also.

Wisdom
Indicates Intelligence of character. As intelligence increases, so does magic power.

Defense
Indicates total protective ability. Effectiveness of protection also depends on armor.

Agility
Indicates quickness of movement which affects success rate of attacks.

Attack
Indicates attack power. Weapon choice and physical strength influence this also.

EXP
Experience points. Each successful battle increases player's experience. When enough experience is accumulated, the character receives a level increase.

Next
Indicates the number of experience points required to advance to the next level.

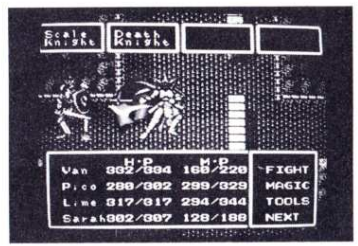
HP/MP
Left side is current Points, the Right side is maximum Points. MP = Magic Points, HP=Hit Points. Sleeping at the Inn will restore points to maximum. Hits taken in combat reduce HP, and spells cast reduce MP.

Status
Indicates condition of the character.

Gold
Indicates the total number of gold pieces that the party has accumulated. Gold is usually awarded after battle, but can also be found elsewhere.

Understanding the Combat Menu

Success in combat depends on order of attack and effective use of all options.



Fight
Select monster to attack. Attack is then automatic.

Tools
Select to use special items you are carrying.

Run
Run away from battle. Level of success depends on character level and experience.

Magic
Allows character to use magics they have acquired. Select magic to use, and recipient (monster or party member, depending on type of magic).

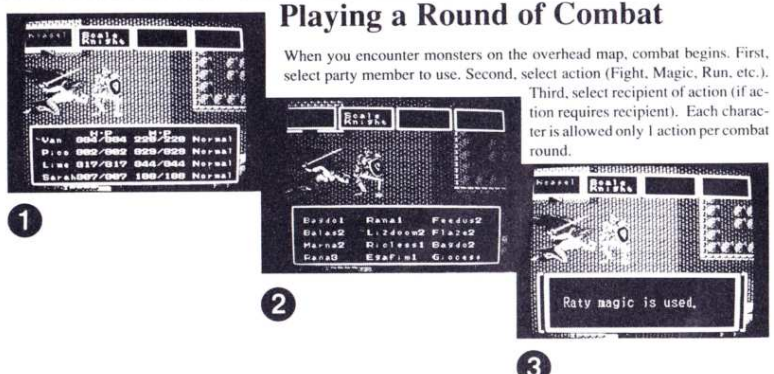
Defend
Increases protective power instead of attack for 1 combat round. Use this if a character is getting weak and the other characters will be able to finish the monsters within 1 round.

Cancel
Erases menu and returns to character selection.

Next
Alternates between the two combat menus.

Playing a Round of Combat

When you encounter monsters on the overhead map, combat begins. First, select party member to use. Second, select action (Fight, Magic, Run, etc.). Third, select recipient of action (if action requires recipient). Each character is allowed only 1 action per combat round.



Magic

To use magic well, training is necessary!



In Cosmic Fantasy 2 you will encounter many different types of magic in addition to *psychic techniques*. Magic harnesses the power of nature, whereas *Psychic techniques* typically involve mind control of biological beings and nature. Effective use of both Magic and Psychic techniques will be necessary to complete the game. Bear in mind that monsters possess Magic and Psychic abilities also...

Name	Sys	Magic Effect	Range
Bagom	Fire	Throws a fireball.	1 Enemy
Bagdo	Fire	Throws a fireball more powerful than Bagom.	1 Enemy★
Bagdom	Fire	Creates huge explosion of fire.	Group
Flaize	Water	Throws frozen ball.	1 Enemy
Flaze	Water	Creates freezing storm.	1 Enemy★
Egafim	Water	Creates frozen ball that explodes.	All Enemies
Digger	Earth	Turns enemy to stone. Can cause death.	1 Enemy
Balas	Earth	Paralyzes enemy.	1 Enemy
Feedus	Wind	Creates strong gust of wind.	1 Enemy
Lizdoom	Wind	Creates spinning tornado that envelops enemy.	1 Enemy★

★ ***Becomes a Group spell when character level is sufficient!***

Our hero Van has no magic power at the start of our story. However, this does not mean that Van does not have the ability to use magic. It simply means that, in his lack of experience, he starts this quest with the ridiculous belief that he can save Laura with his fighting skill alone. He'll soon come to his senses...

Name	Sys	Magic Effect	Range
Boldain	Wind	Calls a lightning storm.	1 Enemy
Marna	Assist	Causes sleep.	All Enemy
Norlam	Assist	Reduces enemy's defensive ability.	1 Enemy
Bycar	Assist	Raises party member's attack power.	1 Enemy
Holyple	Assist	Causes enemies to attack each other.	All Party
Seal	Assist	Seals up enemy magic ability.	All Enemy
Giocess	Assist	Seals up enemy magic ability.	All Enemy
Lo	Assist	Raises friend's defensive ability.	1 Enemy
Wall	Assist	Defends party from attack.	All Party
Rigel	Heal	Removes sleep spell's effects.	1 Party
Ricless	Heal	Removes paralysis spell's effects.	1 Party★
Rana	Heal	Recovers physical strength.	1 Party
Ranato	Heal	Recovers physical strength	All Party
Parm	Heal	Removes poison from body.	1 Party

Psychics

Cosmic hunters that protect the peace of the Donakri Galaxy receive special mind control training. Cadet Babbette has just completed training. She must gain experience in order to effectively use her knowledge, as must Pico, who is unaware of his natural ability.

Name	Sys	Psychic Effect	Range
Burn	Fire	Makes a fire whirlpool.	1 Enemy
Flare	Fire	Exploding fire whirlpool.	All Enemy
I-Wave	Water	Sheet of frozen air.	1 Enemy
Altis	Water	Blast of sub-freezing air.	All Enemy
Thunder	Wind	Calls lightning storm.	1 Enemy
Clesh	Space	Explodes space into center of enemies.	1 Enemy
PsychoB	Assist	Causes enemies to fight among themselves.	1 Enemy
PsychoS	Assist	Protection from enemy magic.	1 Enemy
Through	Assist	Attacks enemy's weakest point.	1 Enemy
Medita	Heal	Heals sleep, stone, paralysis and recovers HP.	1 Party
Ratatio	Heal	Recovers HP.	1 Party
Raty	Heal	Recovers HP.	All Party
Razety	Heal	Removes sleep, stone, and paralysis.	1 Party★
Aza	Assist	Sends ghost warrior of oneself to attack at +1/2.	Self only
Resist	Assist	Prevent magic effects from enemy.	1 Party

Items

Many items are necessary for a successful quest!

During the course of your quest, you will find many different items to aid you. There are four main classes of item: Weapons, Guards, Amulets, and Tools. The only things you can trade with NPC's are tools. Most items are abbreivated on your inventory lists. The following page contains an explaination of many of the abbreviations.



Weapons

Swords can be used effectively by men and women. Axes are mainly for men, and sticks (staffs, spears, etc.) are mainly for women. Some weapons have special powers beyond their obvious function. Try using them in battle!

Guards

Armor, shields, cloaks, etc. are for protection from enemy blows. Armors are mainly for men, and cloaks are for women. Different guards provide different protection. Also, when used as tools in battle, some have special effects!

Amulets

These allow special protection from enemy magic. For example, wearing the Acleen amulet will protect the wearer from fire systems magic. Or, wearing the Tocleen amulet provides protection from Wind systems magic. Certain Magics do not have corresponding protection amulets.

Tools

Some examples of tools: Medicinal Herbs that heal, Drops that awaken from sleep spells, and leaves that relieve paralysis. Magic gems are also considered to be tools. Many tools you will find are related to the unfolding of the storyline and are not effective unless used at specific locations.

Weapon & Armor Abbreviations

The inventory and weapon screens on Cosmic Fantasy 2 will display abbreviated forms of the item and weapon names. The list below shows the abbreviation and full name of most of the items.

Weapons	
S spear	Small Spear
B knife	Butter knife
B sword	Broad Sword
C sword	Crystal Sword
G sword	Great Sword
H sword	Horror Sword
l sword	Sword of Lettle
L sword	Long Sword
T sword	Thunder Sword
Rapier	Rapier
Saber	Saber
P saber	Photon Saber
C dagger	Cold Dagger
C staff	Crystal Staff
F staff	Fire Staff
s staff	Steel Staff
S staff	Shadow Staff
V staff	Venus Staff
W staff	Wood Staff
B axe	Battle Axe
F axe	Flame Axe
H axe	Hand Axe
M axe	Medusa Axe
Tomahawk	Tomahawk
Bullwhip	Bullwhip
E hammer	Earth Hammer
W edge	Wing Edge
R queen	Rare Queen
A bow	Alan's Bow

Armor	
B armor	Bronze Armor
C armor	Cloth Armor
J armor	Jewel Armor
L armor	Leather Armor
s armor	Steel Armor
S armor	Sail Armor
C mail	Chain Mail
B plate	Breast Plate
C cape	Cloth Cape
H cape	Holy Cape
K cape	Knight Cape
w cape	Cape of Raxa
R cape	Wind Cape
W cape	War Cape

Shields	
target	target (small shield)
F shield	Fire Shield
G shield	Gold Shield
H shield	Holy Shield
I shield	Ice Shield
K shield	Knight Shield
M shield	Mirror Shield
R shield	Round Shield
s shield	Steel Shield
S shield	Shield of Silfas
W shield	Wood Shield

Miscellaneous	
Herb	Healing Herb
Berries	Bingleberries
Saylis	Stone of Saylis
Cerum	Stone of Cerum
Sareen	Stone of Sareen
Ein	Stone of Ein
Nolty	Stone of Nolty
M duster	Magic Duster
S Bomb	Super Bomb
F Bomb	Flash Bomb
C bomb	Chooder Bomb
Crest	Crest of Shura
T Key	Tunnel Key
L ball	Ball of Lito
R Sword	Royal Sword
Contract	Contract
S Key	Sluice Gate Key
S Tears	Tears of Saylis
S Water	Water of Saylis
A book	Ancient Book
Letter	Letter to Peter
T Leaf	Trem Leaf
P Key	Prison Key
F Key	Fort Key

Notes



Notes



Notes



Warranty, Etc.

Working Designs warrants this product to be free from defects in material or workmanship under the following terms.

WARRANTY PERIOD

This product is warranted for 90 days from the date of the first consumer purchase.

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   b) repair or attempted repair by anyone not authorized by Working Designs;
   c) any shipment of the product (claims must be submitted by the carrier);
   d) removal or installation of the product;
   e) any other use that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE

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2. Any other damages whether incidental, consequential or otherwise.

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HOW STATE LAW RELATES TO THE WARRANTY

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Game Help

For tips on playing Cosmic Fantasy 2, call the NEC hotline at 1-900-FUN-TG16.

The first 30 seconds are free, but you will be charged .99 cents for the rest of the first minute and .99 cents for each additional minute, for up to five minutes. The charges will appear on your next phone bill. *Please ask your parents before calling.*