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?

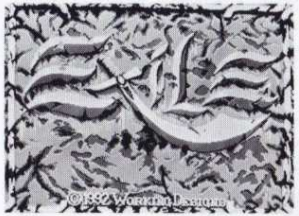


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EXILE ™

WORKING DESIGNS

Thank You!



We are glad that you have chosen *Exile* 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 to the large amount of requests we received for this product 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!

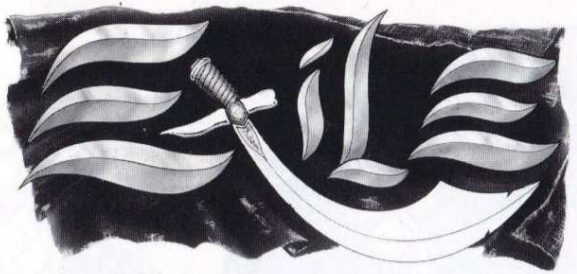
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Please keep in mind:

1. Be sure power is turned off when inserting or removing TurboCD's
2. Never play TurboGrafx CD's in your stereo CD player.
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. Enjoy this game.
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.

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The Cast of Exile



Sadler

The hero of the game.
His one wish is that one day mankind's battles for power will end.

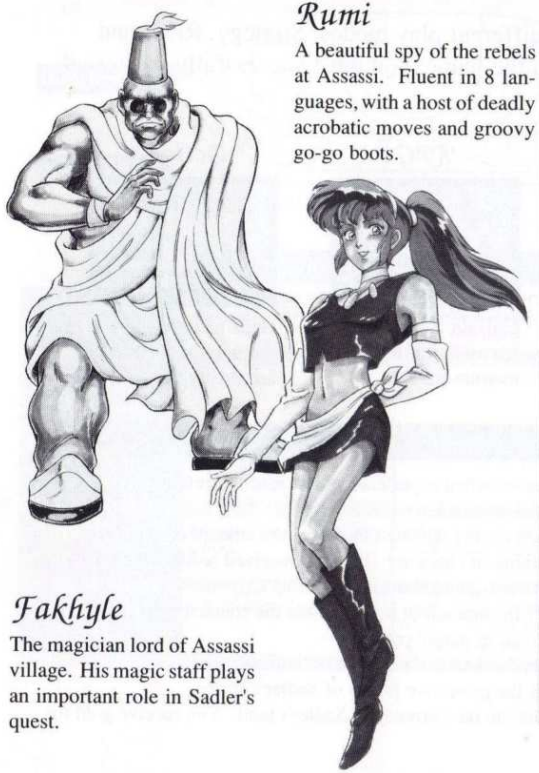
Kindi

The huge instructor of all the rebels in Assassi village.
He doesn't mince words - if you can understand what he's saying!



Rumi

A beautiful spy of the rebels at Assassi. Fluent in 8 languages, with a host of deadly acrobatic moves and groovy go-go boots.



Fakhyle

The magician lord of Assassi village. His magic staff plays an important role in Sadler's quest.

Encounters

During your quest, you will contact many different characters. Here are a few of the main ones:

Yuug D'Payne

Lord of the Templar Knights and an ally of the Klispins. He has a secret plan, but what are his motives?

Jofre Ryudel

A minstrel of the Katari sect. His diary holds a key to Sadler's quest.

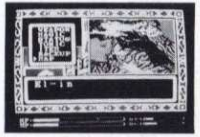
Ninkan

A mystic from the East. Judged as a troublemaker for his radical teachings, he is cast out from his sanctuary and exiled to a labor camp, where Sadler must spring him.

Modes of Play

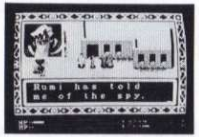
Exile is a blend of three different play modes: Strategy, RPG, and Action. In order to finish the game, you must successfully master all three modes of play.

Strategy



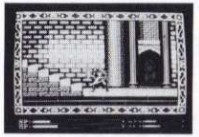
When you are between cities, plot your next move on the map.

RPG



Collect information from villagers to aid you in your quest.

Action



Hack 'n' slash your way through foes in intense arcade-style action!

Abbreviations

Level **Character status.** Increases when experience points reach a certain level. As it increases, it raises abilities of character.

EXP **Experience Points.** Each enemy defeated increases the amount of experience.

HP **Hit Points.** Indicates vitality of character. Each hit received reduces the HP gauge. When it reaches zero, game is over.

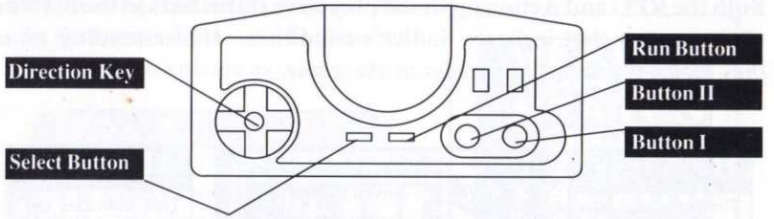
MP **Magic Points.** Indicates the amount of magic power the character has. Each spell uses a specific amount of magic points.

AP **Attack Power**. Indicates the destructive power of Sadler's sword.

AC **Armor Class.** Indicates the protective power of Sadler's armor.

GOLD **Currency.** Coins of gold are the currency of Sadler's land. You receive gold for defeating enemies.

Using the TurboPad



	Strategy	RPG	Action
Direction Key	Make menu selections or move selection cursor on the map.	Move characters around screen. Talking automatically starts on contact with others.	Left or Right moves Sadler. Up opens treasure boxes. Down makes Sadler duck.
SELECT Button	Not used.	Calls up the command menu.	Calls up the command menu. Map is unavailable in this mode.
RUN Button	Not used.	Not used.	Not used.
Button (I)	Executes map or menu item selected.	Advances text in dialog box. Enters answers to questions.	Makes Sadler jump. When in the air, pressing DOWN + II makes a stab.
Button (II)	Cancels selected command.	Cancels selected command. When in dialog boxes, holding it down speeds text.	Swings Sadler's sword. If magic is selected, this executes magic spell.

Understanding the Status Bars

Both the RPG and Action modes of play have status bars at the bottom of the screen that indicate Sadler's condition. ***Understanding what they mean is crucial to success in the game.***

HP Gauge

This indicates the amount of physical strength Sadler has remaining. When the bar is reduced to nothing, Sadler dies.



AP Gauge

This indicates the amount of attacking power Sadler has. The attack power of Sadler increases with each level gained.

MP Gauge

All magic requires energy to work. This gauge represents the amount of Magic Power Sadler has remaining. Some spells may not be usable even though this indicator has MP remaining because not *enough* power is available to use the spell.

AC Gauge

This gauge indicates the protective power of Sadler's armor. As Sadler's level increases, so does his ability to dodge enemy blows. Therefore, his Armor Class (protective power) increases also by gaining a level.

The Command Menu

By pressing [SELECT], you can call up the command menu. The various choices it presents are explained here:



WEAPON

This allows you to select which weapons and armor in Sadler's inventory he uses. On the weapons screen, the weapons and armor currently in use have an asterisk (*) next to them.

MAGIC

This allows you to select a magic spell to use, either immediately (defensive spells), or when Sadler swings his sword (offensive spells). All magic spells require MP and the Magic Stone of Kamuri.

STATUS

Indicates the status of Sadler in exact numeric terms (instead of the picture bars). Indicates HP, MP, Gold, etc..

TONIC

Tonics allow Sadler to regain strength, heal, and become more powerful in battle. To use a tonic, select it with the cursor and press button I.

ITEM

Lists the items Sadler has acquired on his quest.

BACKUP

This option allows you to save your current game position, or load a previously saved position.

MAP

This option is only selectable in the strategy screen. It displays a map that allows you to choose your next destination.

Weapons & Armor

Increasing AP & AC

Sadler's AP can be increased by changing to stronger weapons.
Sadler's AC can be increased by using better shields and/or clothing.
However, remember that simply buying weapons will not make Sadler use them.
You must select "WEAPONS" from the command menu and select the new weapon you've purchased.

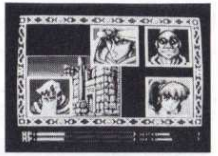
Weapon Name	Price	AP
Bat's Sword	10	+ 2
Gaze's Sword	25	+ 4
Abel's Sword	110	+ 6
Blueno's Sword	250	+ 8
Arleni's Sword	880	+ 10
Syaka's Sword	1660	+ 12
Pasth's Sword	2710	+ 14
Azala's Sword	4050	+ 16

Shield Name	Price	AP
Bat's Shield	50	+ 1
Sem's Shield	120	+ 2
Egon's Shield	360	+ 3
Lana's Shield	790	+ 4
Syaka's Shield	1490	+ 5
Pasth's Shield	2430	+ 6
Sumpa's Shield	3620	+ 7

Protector	Price	AP
Hemp Turban	60	+ 1
Cotton Turban	500	+ 2
Silk Turban	1230	+ 3
Hemp Clothes	12	+ 4
Cotton Clothes	480	+ 5
Silk Clothes	1470	+ 6

Magic

Magics can be used in Exile only after obtaining the Stone of Kamuri. After that point, you can use offensive magics by selecting "MAGIC" from the command menu, then selecting the type of magic you want to use. After that, pressing button II will activate the spell. Once you've selected a spell, button II will continue to activate it until you have insufficient MP or you cancel the magic. Defensive magics activate immediately after selection.



Fire Blast *(gives damage by casting a burning crescent.)*

Level	MP	Effect
1	6	Inflicts 10 points of damage on an enemy.
2	12	Inflicts 30 points of damage on an enemy.
3	18	Inflicts 50 points of damage on an enemy.

Ice Storm *(gives damage by exploding a freezing blast of air.)*

Level	MP	Effect
1	8	Inflicts 10 points of damage on an enemy.
2	16	Inflicts 30 points of damage on an enemy.
3	24	Inflicts 50 points of damage on an enemy.

Restoration

This spell recovers HP by using MP. It transfers MP to HP until either HP is maximum or MP is exhausted. You can stop it by pressing [SELECT] and cancelling magic.

Tonics, Etc.

Throughout the lands you will explore in Exile, there are tonics prepared by the local peoples that can help you on your quest by healing your wounds and recovering magic points.

Tonics to recover HP:

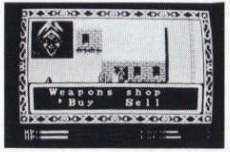
Item Name	Gold	Effect
Convalsants	100	Heals wounds for up to 10 HP.
Somnifacients	200	Heals wounds for up to 20 HP.
Heartpoisons	300	Heals wounds for up to 30 HP.

Tonics to recover MP:

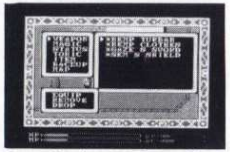
Item Name	Gold	Effect
Coca	200	Recovers up to 10 MP.
Kava	400	Recovers up to 20 MP.
Piper Betle	800	Recovers up to 30 MP.

SHOP

There are tonic and weapon shops in the villages of Exile. You can buy or sell items by simply entering them. Button II will allow you to exit the shop.



To see the items for sale, press button I.



Buy the item selected by pressing button I.

Throughout the lands you will explore in Exile, there are tonics prepared by the local peoples that can help you on your quest by healing your wounds and recovering magic points.

Tonics to increase AP:

Item Name	Gold	Effect
Snake Poison	300	Adds 10 to AP for 20 seconds.
Spider Poison	600	Adds 20 to AP for 20 seconds
Cantharos	1200	Adds 40 to AP for 20 seconds

Tonics to increase AC:

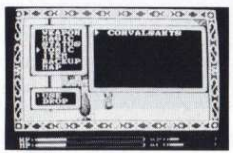
Item Name	Gold	Effect
Ipoh Dok	400	Adds 20 to AC for 20 seconds.
Kayu	800	Adds 40 to AC for 20 seconds.
Aconitum	2400	Adds 60 to AC for 20 seconds.

HP/MP RECOVERY

HP and MP can be recovered by using the tonics here, visiting the strategy/hideout screen, or using the magic of restoration on the command menu.



Tonic shops have the healing potions you need!



Buy the tonic selected by pressing button I.

Exile Stage 1

The stages of ***Exile*** are composed of many different parts. So, in order to complete each stage, a number of areas must be visited. To demonstrate this, here's a walkthrough of stage 1.

Assassi Village



The village of Assassi is Sadler's starting point. Someone has seen a suspicious person in the desert, and fears for the safety of the village. Sadler leaves to check it out, but the gatekeeper won't let him out. Does he need companions?

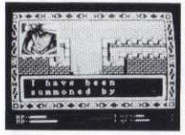
Desert

Once in the desert, Sadler finds a strange oasis. Upon closer examination, he finds it's actually a trap. The cave below is crawling with insectoid enemies. But, where is the big guy?



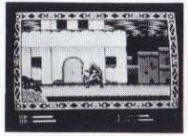
Homis Shrine

Sadler goes to Homis Shrine to find out why Yuug D'Payne summoned him. This is really the beginning of Sadler's adventure, for Yuug has more than one trick up his sleeve...or is he even Yuug?



El-in

To get to Homis Shrine, Sadler must clear a path through El-in, stronghold of the Klispins. The commander of the Klispin Crusaders is out for blood upon hearing rumors of a revolt led by his ally Yuug D'Payne...



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Game Help

For tips on playing *Exile*, 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.*