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COMPACT disc

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TGXCD1030

Printed on Recycled Paper

SUPER CD-ROM² SYSTEM

FORGOTTEN WORLDS™

TURBO 16 GRAFX™

NEC NEC Avenue, Ltd.

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THANK YOU !

...for Buying this Advanced TurboGrafx™-CD Game.



Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD unit and TurboDuo™, precautions concerning their use and the proper use of this CD game. Always operate your TurboGrafx-16 SuperSystem and this CD game according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-CD Player
TurboDuo™

WARNINGS

1 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2 Do not use this CD game with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3 Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
4 Never pull the System Card out while the TurboGrafx-16 switch is in the "on" position, as this may damage both the SuperSystem and the CD Interface Unit.
5 Do not wipe your Entertainment SuperSystem, TurboGrafx-CD player or TurboGrafx-CD with volatile liquids such as paint thinner or benzene.
6 Read this instruction book carefully and keep it in a safe place for future reference.

TurboGrafx-CDs are made especially for use with the TurboGrafx-16 Entertaiment SuperSystem, TurboGrafx-CD player and TurboDuo™. They will not operate on other systems.

Any duplication of this software is strictly prohibited.

Care of Your CD Game and Getting Started

Care of Your CD Game

1 Keep your CD game clean
2 Make sure the shiny "signal reading" side of your CD is clean at all times.
3 If your CD does become dirty, wipe it clean with a soft cloth.
4 Make sure that the surface of your CD does not get scratched.
5 Take the CD carefully in and out of its case.
6 Never write on your CD. Writing on it may damage its surface or interfere with its operation.
7 Never bend your CD.
8 Do not try to make the hole in your CD larger!
9 Place your CD back in its case when you have finished playing.
10 Avoid high temperature and humidity.

Getting Started

<When you use TurboGrafx™-CD Player>

1 Make sure your TurboGrafx-CD Player, Game interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2 Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Carefully insert the TurboGrafx *Super CD System card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4 Open the TurboGrafx-CD player cover by lifting the handies. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5 With the game-title side of your CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

<When you use TurboDuo™>

1 Make sure your TurboDuo™, Game interface, television and audio system are properly connected (refer to your TurboDuo™ instruction manual).
2 Plug your TurboDuo™ Power Adaptor into a wall outlet and slide the power switch to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Open the TurboDuo™ CD player cover by pressing the button. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
4 With the game-title side of your CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

Setting your CD disc

1 Take the CD disc carefully out of its case.
Note: NEVER bend your CD disc.
2 Open the TurboGrafx-CD player cover by lifting the handles.
Note: Avoid touching the inside of the unit. NEVER operate your CD player with the cover open.
3 Set your CD disc into position with the title side up.
4 Make sure that the hole is centered on the spindle and close the cover.
Note: Be sure to reset by pressing [SELECT] while holding down [RUN] before turning power OFF. Place your CD disc back in its case after you have finished playing.

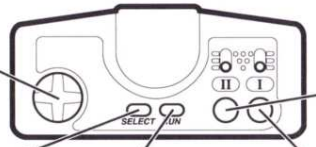
* Super CD System card available through 1-800-366-0136

Story

A once-peaceful city now stands filled with the stench of evil. Was it long, long ago or just yesterday that the evil god Bios began his destruction of all civilizations?
People of this city ran through the blazing fires of destruction, as a single eye sneered down at their misery. It was not long ago that this eye turned, with its glimmer of evil light, towards this once powerful city and proud people. The city fought to the last of its strength, but the shadow of death darkened the once-bright streets. Bios could not be withstood.
Who would imajine that today's Dust World was what became of that great city? Who could believe that the low, chilling moans of sorrow and agony still haunt the dark city.
"How long are we going to stay like this?"
"Who knows?"
The two men's shadows on the barren mountainside were suddenly covered by a third, the shadow of a girl.
"Please save this city, this world. Please save us!"
Her hands were clasped as if in prayer. Her tear-filled eyes were pleading.
"People have lost their dreams. They have lost all hope. But you, you could become our hope. Please... "
The men looked into her face, then at each other. Neither uttered a word of denial. Both saw the desperation in the girl's eyes. Both wanted to help. But how should they take the first steps?
"I know you have the power to bring about Bios' end."
It was then her shadow seemed to waver. A strong gust of wind enveloped the three figures. When the men opened their eyes, the girl was nowhere to be seen. The only thing remaining was her voice echoing inside the men's heads.
". . . you can bring about Bios' end."
They reached for their weapons.
"Ready?"
"Right."
And they stood up.



How to Use the Controller



Direction Key
Use this key to move the cursor to select an item from the option screen and to move the player during the game.

Select Button
You may pause at any point during the game by pressing this button. Reset by pressing this Select button simultaneously with the Run button.

Run Button
Your player will turn counter-clockwise when you push this button. (For both rotation and revolution)

Button II
You may fire shots with this button. (Except when playing in auto shot mode.)

Button I
Your player will turn clockwise when you press this button. (For both rotation and revolution.)

To rotate, press the run button simultaneously with the shot button.
By repeatedly pressing the II Button, you will be able to five a Mega Crash, which will destroy nearly every opponent on the screen (though you may come across some enemies who can withstand the Mega Crash.)
Don't overruse this handy weapon, though. Your vitality gauge level will decrease very slightly with every use. (you will quickly find your vitality gauge hitting zero if you repeatedly use the Mega crash, so watch out!!)

Option Screen



menu screen

You will see this menu after pressing RUN at the title screen. Choose one, and press the Button I to confirm your choice.

- **Start** ------- Normal play
- **Options** -- The Options screen will appear.

* Please see the option screen to get an idea.

Options

An explanation of the menu seen on the option screen. Choose with the direction key.

- **Level** You choose the difficulty level at which to play.*
- **Player** You choose the number of participating players.
- **Voice** You choose the language English or Japanese.
- **Auto Shot** You choose whether to turn Auto Shot off or on.
- **Sound** You may press the Button II to listen to the music and sound effects you will encounter during your game.
- **Exit** You return to the Menu Screen.

*You will not be able to record a high score, or see the story ending if you select the Easy level.



option screen

Player Select

By pushing "start" you will be able to choose from the two players offered.

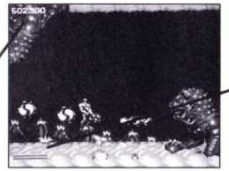


player select screen

Basic Game: Screen

An explanation of the basic screens seen throughout the game.

The Zenny indicator
This is the indicator for how many Zennies you have. You will need Zennies to buy items necessary for your survival.



Vitality Gauge
The blue bar, indicating your vitality or life force, will get smaller and smaller as you are injured. Your death will come when the blue bar totally disappears -- unless of course, you happen to have an Potion of Resurrection, which will bring you back to life. You will be able to lengthen your vitality gauge bar and extend your life by buying a Bowl of Life.

Shop: How to use the shop.

The Zenny Indicator
This shows how many Zennies you have to spend.

Window I
This window shows what Sylphy, the shop keeper, has to say.

Window II
This window will include descriptions of a selected item and its limitations.



Menu Window
This menu lists the items you may acquire in this shop. Each shop will have a slightly different menu.

Cursor
Select an item by moving the cursor to it.

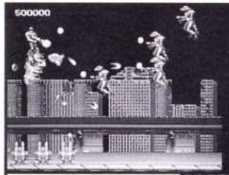
In a shop, you will be able to use Zennies to buy various items. There will be one shop at each stage at which you may acquire more powerful items to suit your needs.

Bonus Points

Make sure to find these hidden items!
At some point in every stage, you will find bonus items. Picking up these items may give you a bonus in your score, your supply of zennies, or your vitality. Keep a keen watch for them as you defeat your foes and surge onward. These are just a few of the bonus items you may find.

Strawberry	Barrel	Star Sword	Pow	Protector
				
SCORE	ZENNY	VITALITY	VITALITY	Protector
+30,000	+3,000	MAX	+32	Now you're wearing it

The Stage Settings and Their Bosses

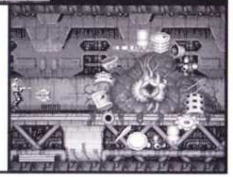


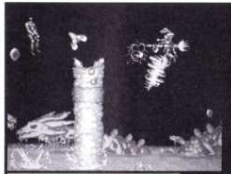
Stage One: Dust World

The rubble of what was once a great city.

Boss: Paramecium

Uses psychic powers to move the rubble about him and spits balls of fire.

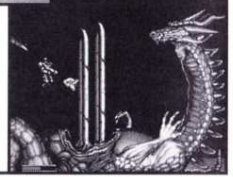




Stage Two: Dust World

Boss: Dust Dragon

Attacks with fire and his great tail. Lizard like creatures may emerge from his open jaws.



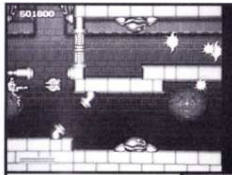


Stage Three: Dust World

Boss: War God

His arms will lash out at you from the right and left, as lasers aim at you from his evil eyes.



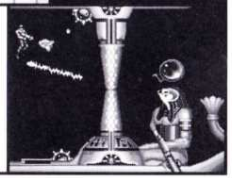


Stage Four: Pyramid World

The world of the ancient Egyptian gods.

Boss: Mesketit

Possesses many forms of attack. He may fire a cannon at you, suck you into his mouth, or drop icicle-like objects on you from the ceiling.



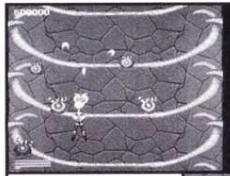


Stage Five: Pyramid World

Boss: Sphinx

At first your only opponent will seem to be the Sphinx's face before you. After you destroy his face, though, the centipede springs out at you and spits three deadly balls in your direction.



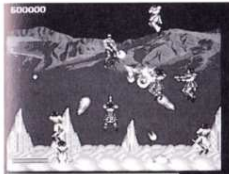


Stage Six: Pyramid World

Boss: Tutankhamen

He will attack you with two types of fire balls which he belches at you. He will also send bits of his famous golden coffin flying towards you.



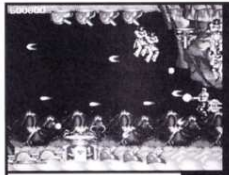


Stage Seven: Sky World

Boss: Iceman

He will ram his full weight at you, then suddenly attack you with bits of ice, hurled at you with deadly accuracy and speed.





Stage Eight: Sky World

Boss: Whodin Laidin.

These two gods of wind and thunder will team up against you with vicious jumps, nasty lasers, and deadly balls spat from between their lips.



Stage Nine: Sky World

Boss: The evil god Bios

Will you be able to brave the Tower of Babel to meet Bios on his throne of evil?

Items

When you visit a shop, you will be able to acquire various items and weapons or replenish your vitality. You will use the zennies you've collected throughout the game to buy useful items. Some items may be more pricey than others, depending on the types offered and on how many times you have bought that item before. Here you see only a few of the items you may buy. Go ahead and ask the shopkeeper if you want to know what else she offers.



Armor
Each type is able to withstand either three or five shots.

Flying Stone (Three types)
The Hikaseki come in gold, silver and bronze, which will change the speed at which the player moves and the satellite spins.

Bowl of Life
The player's maximum vitality (vitality gauge reading) will increase when this item is aquired.

Treatment
This item will allow the player's vitality to return to its maximum.

Potion of Resurrection
Cartying this item will allow you to restore your player to life when his end comes--when his vitality gauge reaches zero.

Information
You may buy information on the stage's weak points and places to strike.

Missile (Satellite)
You will be able to fire seeker missiles that automatically follow and destroy the enemy you aimed at.

All Direction Bomb
This weapon will allow you to fire simultaneously in eight directions.

Wide Shots
This weapon will allow you to fire a wide, highly destructive shot.

Napalm Bomb
Napalm will burst into flame at first contact with an enemy, or the ground, it is a powerful weapon that will cause considerable damage.

Booster (Three types)
Three types that will boost your player's firepower, the third type bringing the largest increase, the first type the least.

On Name Entries

RANKING BEST5		
1ST	1124400PTS	AAA
2ND	500000PTS	N.O
3RD	400000PTS	S.I
4TH	300000PTS	TAT
5TH	200000PTS	MAS

You will not be able to enter your name or high score when playing in the Easy mode.
Use Back Up to record your score.

How to Enter Your Name

Button I To move one letter to the right or to the first letter if you were on the last.
Button II To move one letter to the left or to the last letter if you were on the first.
RUN Button To end name entry.
Right and left on the direction key To go up and down the alphabet.

TurboGrafx™-CD Game Disc 90-Day Limited Warranty

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

WHO IS PROTECTED
This warranty may be enforced only by the first consumer purchaser. You should save your proof of purchase, and be prepared to present it in case of a warranty claim.

WHAT IS COVERED
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2. Damage,deterioration or malfunction resulting from;
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   b) repair or attempted repair by anyone not authorized by TTI;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product; and
   e) any other cause that does not relate to a fect in material or workmanship
3. Any product on which the TTI serial number has been altered, defected, or removed.

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