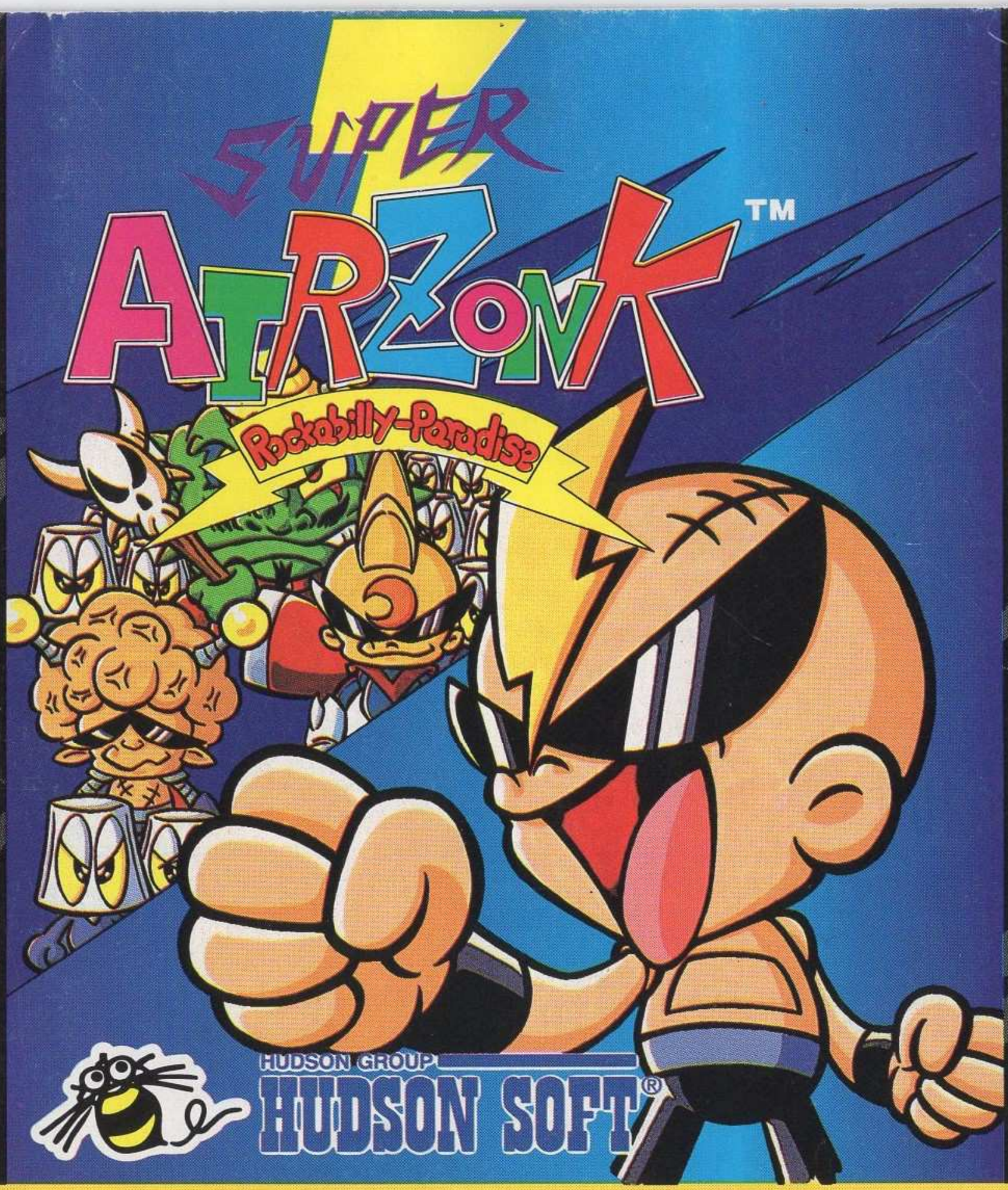
Shooting

SUPER AIR ZONK™

Rockabilly-Paradise



SUPER CD-ROM² SYSTEM

HE system

HUDSON GROUP
HUDSON SOFT®

DUO™

T·T·i

Distributed By T.T.I.

Thank You *for buying this Super CD Game.*

Before using your new Super CD game disc, please read this instruction manual carefully.
Familiarize yourself with the proper use of your hardware, and the precautions concerning the proper use of this Super CD game. Always operate your hardware and this Super CD game according to instructions. Please keep this manual in a safe place for future reference.

WARNINGS *READ BEFORE USING YOUR GAME SYSTEMS*

A very small percentage of the population may experience epileptic seizures when exposed to certain light patterns or flashing lights of various combinations. When exposed to these certain patterns or backgrounds on a television screen or while playing video games, individuals may experience an epileptic seizure or symptoms even in individuals who have no history of epilepsy or prior seizures. If you, your friends or anyone in your family have an epileptic condition, please consult your doctor prior to playing video games. If you experience any of the following symptoms while playing video games: altered vision, dizziness, eye or muscle twitching or other involuntary movements, disorientation, loss of awareness, mental confusion or convulsions- DISCONTINUE USE AND DO NOT RESUME PLAYING UNTIL YOU HAVE CONSULTED WITH YOUR PHYSICIAN.

We advise that you limit your actual game playing to one hour per day and take periodic breaks of 10 to 15 minutes during this period.

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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 Super 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 Super CD is spinning. This may damage both the disc and the system.
4. Never pull the Super 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 TurboDuo, TurboGrafx- CD player or Super CD with volatile liquids such as paint thinner or benzene.
6. Read this instruction manual carefully and keep it in a safe place for future reference.

Super CD's are made especially for use with the TurboGrafx-CD player with the Super System Card, or the TurboDuo™. They will not operate on other systems.
Any duplication of this software is strictly prohibited.

Care of your Super CD Game

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

Getting Started

<When you use TurboGrafx™-CD player with Super System Card>

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 Adapter 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 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 handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The Super CD system screen should appear.
6. Press "RUN" on your TurboPad to start the game.

<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 Adapter 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™ cover by pressing the round "OPEN" button. Avoid touching the inside of the unit. Never operate your TurboDuo with the cover open.
4. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover.
5. Slide the Game Interface power switch on the bottom-left of the unit to the right ("ON" position). The Super CD system screen should appear.
6. Press "RUN" on your DuoPad to start the game.

*Super CD System Card available through
1-800-995-9203

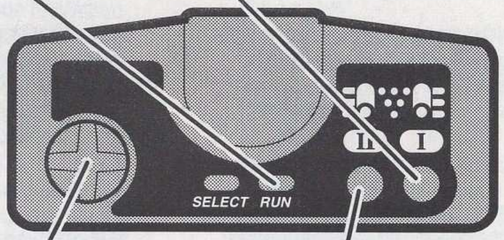
CONTROL

CONTROL PAD

RUN Button:
Starts or pauses the game



Button I:
Combines with or separates from allied forces (option)



DIRECTION Key:
Moves Air Zonk

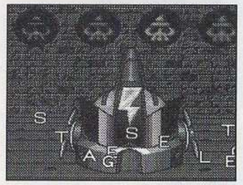
Button II:
Fires shots (rapid fire when held down)

DIFFICULTY SETTING



- There are two difficulty settings: "NORMAL" and "HARD". Select one before starting the game.
- You can also select theme music to listen to.

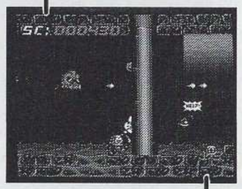
STAGE SELECT



Use the DIRECTION Key to highlight the stage you wish to play and select by pressing Button I.

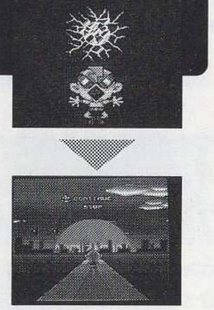
- Will you have to face King X after clearing this stage?!
- When a stage is cleared, a Surrendering Buckethead will wave a white flag.

SCREEN



Extra ships are awarded based on score at: 10,000, 20,000, 30,000, 40,000, 50,000 and 100,000 points, and every 100,000 points thereafter. A maximum of 9 ships may be kept in stock, for a total of 10 ships including the Air Zonk in play.

CONTINUE

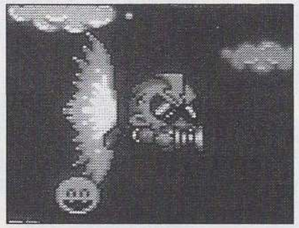


CONTINUE:
Returns to the beginning of the last stage not cleared. You may continue as many times as you like.
STOP: Results in Game Over and returns you to the Title Screen.

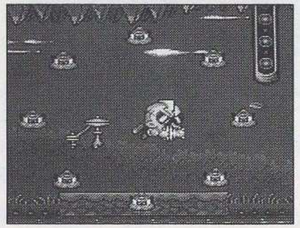
POWER-UPS

BASIC OFFENSE

BACKFIRE :
Automatically fires from Air Zonk's feet when he gets behind enemies.



POOPED BOMB :
The Air Zonk stock indicator will flash when Button II is held down (rapid fire) for 10 seconds. Releasing the button at this time will detonate a Pooped Bomb.

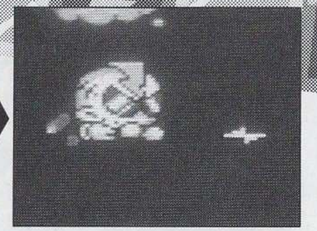


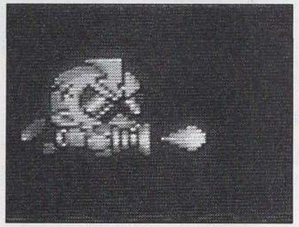


NORMAL POWER-UPS

Power-ups result from getting meat, Air Zonk's source of power. Try to get all meat that appears during gameplay.

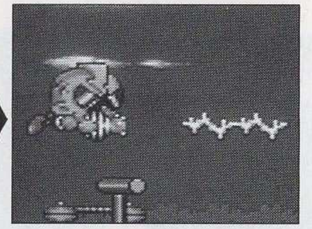
Level 1 :
Genhead 1 (start)





Level 2 :
Genhead 2

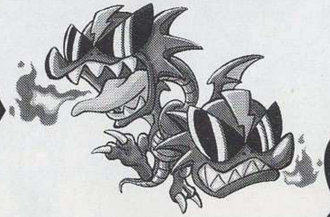
Level 3 :
Genhead 3





Level 4 :
Ultra Zonk

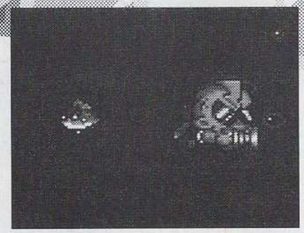
Level 5 :
Tyrano Zonk



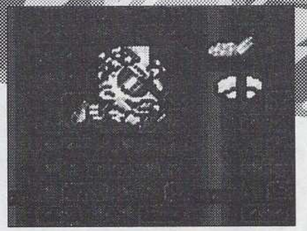
COMBINING FORCES



Button I may be freely used any time.



Separated Attack



Combined Attack

For advanced attack capabilities, Air Zonk can transform by combining with the allied forces found on each stage. Use Button I to switch between a combined attack or a separated attack.

SEA Stage
TUNA Force

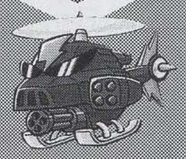




SUSHI Zonk

RIVER Stage
HELI Force





MR. HELI Zonk

FACTORY Stage
TERRAPIN Force





GAMERA Zonk

TV Stage
COOL Force





ELVIS Zonk

DOUBLEHEAD Stage
BATTLESHIP Force

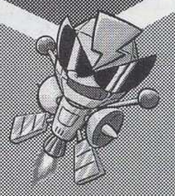




YAMATO Zonk

MOONHEAD Stage
SPUTNIK Force

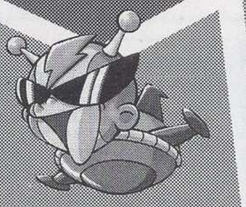




SATELLITE Zonk

KING Stage
UFOrce



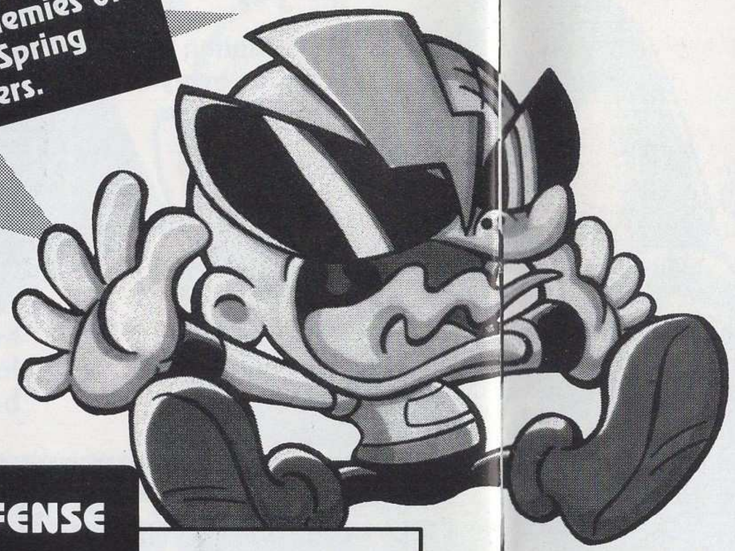


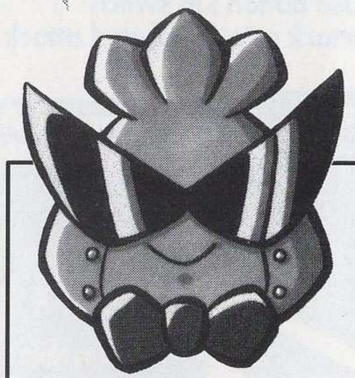
UFO Zonk

*You may even find secret combinations more powerful than these!

ITEMS

Items are obtained by destroying enemies or touching Spring Flowers.





BASIC OFFENSE

Items may be obtained by touching Spring Flowers. A flower can be made to change color by shooting it. Color changes in this order: Yellow, Pink, Green, Blue. But be careful! A flower may stop changing colors and produce a Turbospider which will chase after you with vengeance.

Yellow	Generates a Smiley Face.
Pink	Generates a meat item (power-up).
Green	Rises while generating many Smiley Faces.
Blue	Generates an extra ship.



Turbospider

SMILEY FACE



Picking up 100 Smiley Faces results in an extra ship.

BIG SMILEY FACE



Equals 10 Smiley Faces.

AIR ZONK MARK



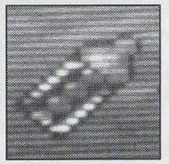
Gets an extra ship.

MEAT

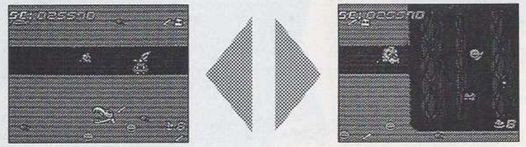


Makes Zonk power up.

BABY BOTTLE



Turns Air Zonk into a Mini Air Zonk. Returns Air Zonk to normal size when picked up again.



ENEMIES

What is King X's true identity?! Oh, no! He's really Sandrovitch! Enemies transform when Air Zonk does. And there are plenty of new characters around every corner!



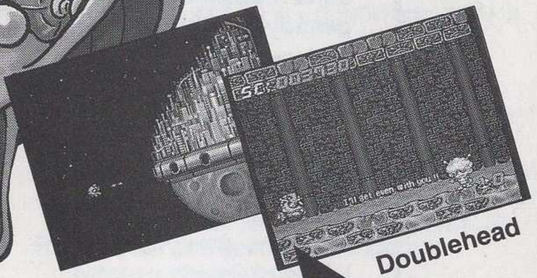
Submarine King
(Sea Stage Boss)



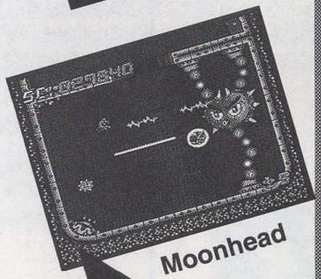
King X
(Sandrovitch)



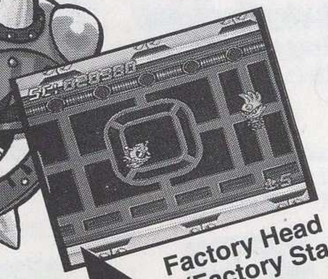
Goose King
(River Stage Boss)



Doublehead



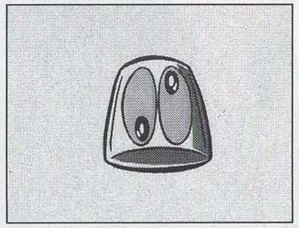
Moonhead



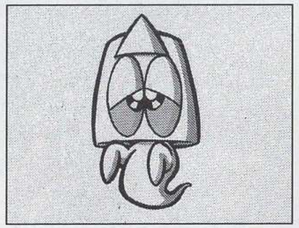
Factory Head
(Factory Stage Boss)

BUCKETHEAD SECRETS

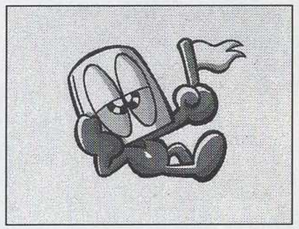
Bonus Bucketheads: A bonus may appear when certain Bucketheads are destroyed. They will fly up and you will get points if you continue to fire.



Ghost Bucketheads: These cannot be destroyed. They will come after you for a set length of time.



Surrendering Bucketheads: Although they do not fire or attack, Bonus Bucketheads or Ghost Bucketheads may appear if they are skillfully destroyed.



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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
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3. Any product as to which the TTI serial number has been altered, defected, or removed.

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