AERO BLASTERS™



NEC

TURBO 16 GRAFX™

Thank You

... for Buying this Advanced TurboChip Game Card, "Aero Blasters."



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

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

1 **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2 Be sure that the power is turned off when changing game cards.
3 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4 Do not forcibly bend your TurboChip game cards.
5 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
6 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Prepare for Battle!

The year is 2030 AD, and the peaceful planet Earth is facing a tremendous crisis.

A group calling themselves the "Mega Load Masters" had unexpectedly launched an invasion. Through scientific advances, the M.L.M. had figured out a way to fortify their bodies with inorganic mechanisms. It was this super power which enabled them to destroy all of the nations' armies. Now, they threaten to obliterate all organic life forms on the planet's surface...

But one man, Charles K. Takeda, has not given up hope.

As if he had known this day was coming, Takeda and a few of his friends had moved to a secluded island in the Atlantic Ocean. Bringing with them only a few necessities, their mission was to develop one of Takeda's greatest inventions, the "Blaster System."

This Blaster System would enable its pilot to freely manipulate the building blocks of matter by amplifying the distinctive brain waves humans generate. This would make it possible for humans to transcend reality by transforming matter and destroying space.

At present, two super machines, Blaster 1 and Blaster 2, have been completed and fitted with Blaster Systems. Takeda's son and daughter, Mike and Holly, have been specially trained to fly the Blaster Machines. Their mission is to defeat the M.L.M. and to ultimately assist their father in building the ultimate aircraft carrier, "Blaster Base."

The struggle is about to begin.

The two machines blast off, propelled by hopes and dreams, seeking peace through the avenue of war...

Object of the Game

Whether you are playing alone or with a friend, you must defeat the Mega Load Masters before they destroy you as you fight your way through all six stages of the game. Accumulate power-up items to increase your firepower. When battling in the two player mode, be sure to take advantage of your special blaster powers!

Note: Aero Blasters can be played by one or two players. A TurboTap accessory and one additional TurboPad controller are required for two player gameplay. Both of these items should be available from the same retail location where your TurboGrafx-16 Entertainment SuperSystem was purchased.

Inserting the TurboChip Game Card

1 Remove the TurboChip game card from its plastic case.
2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click. Do not bend the game card or touch its metal parts as this could erase the program.
3 Slide the Control Deck Power Switch to the "ON" position. If your game card is not inserted properly, the Power Switch will not move all the way to the right.
4 The title screen of "Aero Blasters" should appear on your television.

Getting Started

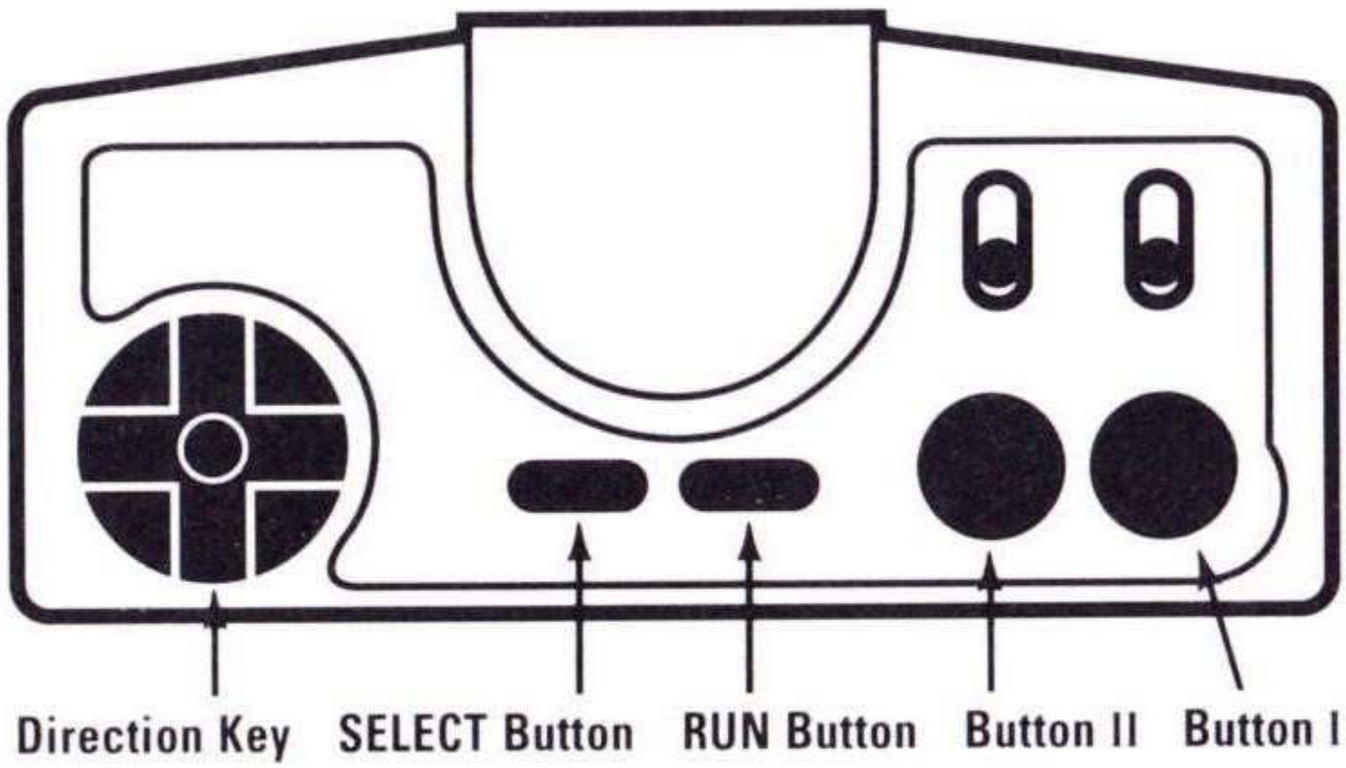
When the title screen appears, use the Direction Key to select "Blaster 1," "Blaster 2" or "Dual."

Select either "Blaster 1" or "Blaster 2" if only one person is playing. Select "Dual" if two persons are playing.

Once you have made your selection, press the RUN Button to enter your choice. The game will now begin. Good luck!

Controlling Your Aero Blaster

The movements and firing of your Aero Blaster are controlled using your TurboPad controller. Mastering its operation is critical to your success in defeating the M.L.M. Basic TurboPad components and operation are described below.



Direction Key (8-way controller)
Press to move your Aero Blaster up, down, left, right or diagonally.

SELECT Button
Press the SELECT Button while holding the RUN Button down to reset the game.

RUN Button
Press to begin play, pause or "un-pause" the game. Also, hold the RUN Button down and then press the SELECT Button to reset the game.

Button II
Press to fire your weapons and to use any power-up items that you have collected. Also, please see page 4 of this instruction manual for information on using Button II to launch a "Blaster Thunder Attack."

Button I
Press and hold to fill your "Blaster Meter" to its maximum capacity. For more information on using your "Blaster Meter" and launching special Blaster Attacks, please see page 4 of this instruction manual.

Special Blasting Techniques

The Blaster Meter

When your Blaster Meter is filled to its maximum capacity, you have special super-powered blasting abilities which you can use against the M.L.M.

To fill your Blaster Meter to its maximum capacity, press and hold Button I down. In the two player mode, both players must press Button I in order to fill both Blaster Meters.

BLASTER ATTACKS!

Blaster Flash (1 player)

When the meter reaches its maximum level, release Button I to cause a powerful "Blaster Flash" to be fired.

Super Blaster Flash (2 player)

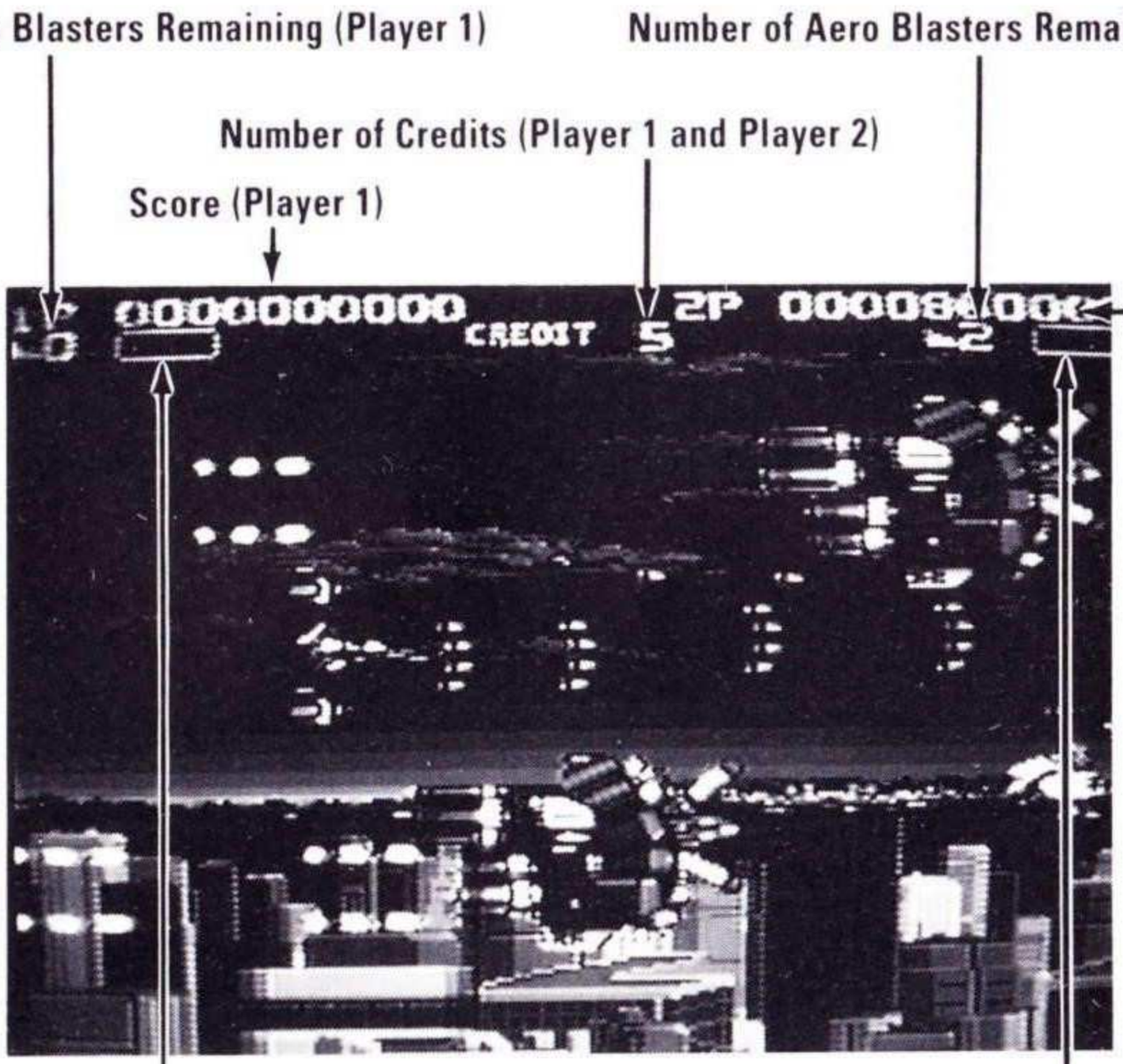
When both Blaster Meters reach their maximum level, both players should release Button I at the same time. If you are successful in releasing both Button I's at the *same time*, you will create a "Super Blaster Flash."

Blaster Thunder Attack (2 Player)

When both Blaster Meters reach their maximum level, both players should press Button II at the same time. This will create a "Blaster Thunder Attack."

Please note that you must not release either Button I until both Button II's have been pressed.

Screen Displays



Stages of the Game and How to Continue

STAGES OF THE GAME

Stage 1 — Seaside Front

You must first stop the invading forces above the city streets of the world.
Boss: City Stalker

Stage 2 — Mechanized Cave

The M.L.M. has built a mechanized cave within the depths of the Earth. You must destroy this cave at all costs!
Boss: Cave Dweller

Stage 3 — Scramble

The Earth is safe for now. But the M.L.M. is still out there. You must continue your fight as you leave the stratosphere!
Boss: Splitter

Stage 4 — Zero Gravity

You are on your way to the headquarters of the M.L.M, known as the "Fortified Planet." All around you, you see the evidence of past battles — but you are not discouraged. It is the sight of this destruction which gives you the strength to go on.
Boss: Sentry

Stage 5 — The Borderline

You arrive at the outskirts of the M.L.M. Fortified Planet, but it might already be too late. The news of your approach has spread throughout the M.L.M. and has given them the chance to prepare for your attack!
Boss: Bubble Blaster

Stage 6 — Death Circus

Your chance to avenge all before you has come — but can you defeat the head boss of the M.L.M.?
Boss: Mecha Load Master

How to Continue

You begin the game with two "Aero Blasters" in reserve. When you lose all of your Aero Blasters, the game is over.

However, when the number of Aero Blasters in reserve reaches zero, a "CONTINUE" display will appear in the upper left-hand corner for Player 1 and in the upper right-hand corner for Player 2. If you press the RUN Button while the word "CONTINUE" is displayed, you can proceed with the game.

Please note that both players *combined* can continue up to five times in total.

Weapons and Power-up Items

Weapon Transport Pods

Watch out for Weapon Transport Pods during the game! If you destroy one, special power-up items will be scattered about the screen.



Side Swiper
This unmanned, bullet-shooting device flies next to your Aero Blaster. Because it rotates at such an incredibly high speed, it wipes out any enemies that come into contact with it!



Heli-pod
Guards the rear of the Blaster, firing bullets as it rotates.



6-way Shooter
Fires bullets in 6 directions. Although this weapon has superior destructive power, it takes a little while to reload its bullets.



Power-Up
This item will increase the destructive power of your main weapons.

Collecting these power-up items will equip you with additional blaster items, each with different powers.



Rear Gun
Fires highly destructive bullets diagonally from the rear.



Green Missile
This modern homing missile moves quickly and turns sharply, but loses some of its destructive power as it maneuvers.

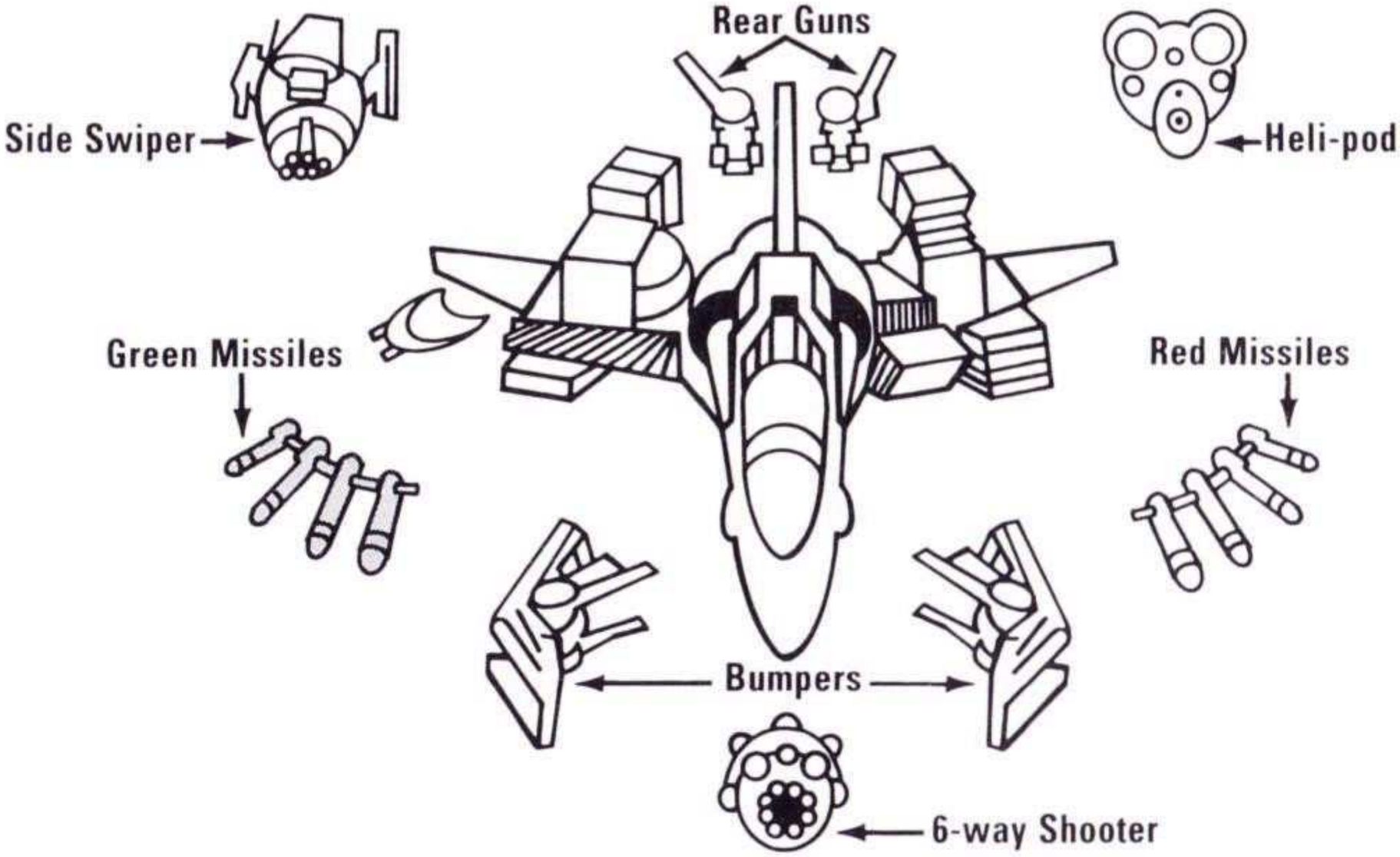


Red Missile
This older-generation homing missile has superior destructive power, but lacks superior speed and tracking ability.



Bumpers
These hydraulic sleds better known as bumpers, will help guide your ship through tunnels. They also will destroy enemy ships.

Weapons and Power-up Items Continued



Playing Tips

Be careful! Enemy characters may be hiding behind buildings, clouds and other objects. Some may even appear from below!

Do your best to learn which weapons work best in different areas. With experience, you may find that some weapons work better in certain areas.

When playing in the two player mode, learn to cooperate in using special blasting techniques. Remember, timing is critical!

When flying in Zero Gravity, keep moving! This will give you better handling of your blaster.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game tips!

NEC TurboChip™ 90-Day Limited Warranty

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HOW LONG IS THE WARRANTY

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

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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 NECT;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product;
   e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE

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Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time.

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NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094

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