Air Zonk™

HUDSON GROUP
HUDSON SOFT®

© RED

TURBO 16 GRAFX™

THANK YOU !

...For buying this advanced TurboChip game card, "Air "Zonk„™"



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.

© 1992 Hudson Soft
© 1989, 1992 RED
All rights reserved

TurboGrafx™-16 Entertainment SuperSystem
TurboChip® Game Card
TurboExpress™ Handheld Entertainment System

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, 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 the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.

Contents

Story and Objective of the Game ---------- 2

Preparation for Play ---------- 3

Before You Begin ---------- 4

Game Start ---------- 6

Game Over and Continuing Gameplay ---------- 8

Appendix: Items ---------- 9

Friends ---------- 10

Enemies ---------- 12

Story and Objective of the Game

Story

The Evil King Drool has sent forth powerful cyber robots to carry out his evil designs. But a team of cool, sunglass-wearing warriors lead by Zonk have discovered his plot and have risen against him. In hopes of defeating this team, King Drool sends wave after wave of terrible cyber robots. But by combining their power, Zonk and his friends can destroy even the worst of the cyber robots. Get ready! The fight is about to begin!

Objective of the Game

Enemies appear before you. Destroy all enemies to advance to the next stage. At the end of each stage, you must destroy the commanding cyber robot boss.

You possess great skills of flight, but you are not powerful enough to fight the cyber robots without help. Pick up Air Bones to get the special weapons contained within. Items give you more attack power. Yellow Smiley Faces wearing sunglasses appear as you destroy enemies. A friend will appear to help you fight the cyber robots when you pick up a Big Smiley Face. Picking up another Big Smiley Face allows you to integrate with this friend. During the time that your combined bodies glow, you are invincible and can destroy enemies merely by touching them. Small Smiley Faces also appear, and can be picked up for extra points. You can get extra lives at various scores.

When you lose your last life, the game is over.
Combine strength with your friends, and clear all the stages!

Preparation for Play

Inserting the TurboChip

1. Be sure that the power is turned off.
2. Remove the TurboChip from its plastic case.
   Note: DON'T bend the game card or touch its metal parts: doing so may damage the program.
3. Insert the card with the title side up into the Game Card Port.
4. Push the card in firmly until you feel a firm click.

Turning on the SuperSystem

1. Be sure that your game card is inserted properly.
   Note: If your game card is not inserted properly, the Power Switch will not move all the way to the right.
2. Slide the Control Deck Power Switch to the "ON" position.
   The introductory segment begins.

Note: If you want to turn off the SuperSystem during play, reset the game first by holding the RUN Button down and pressing the SELECT Button at the same time, and slide the switch to the "OFF" position.



Before You Begin

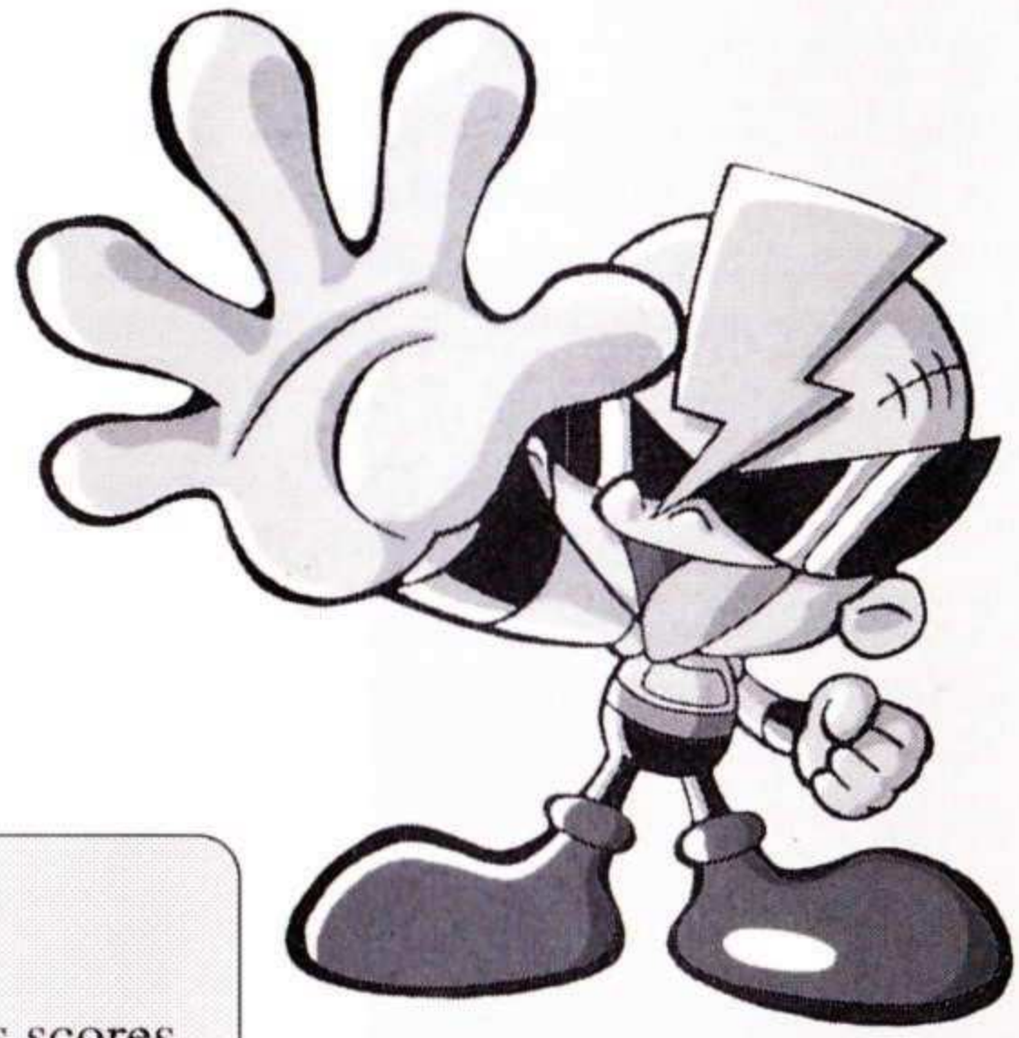
Looking over the Game Screen

• Score
Increases when you hit enemies and get items.

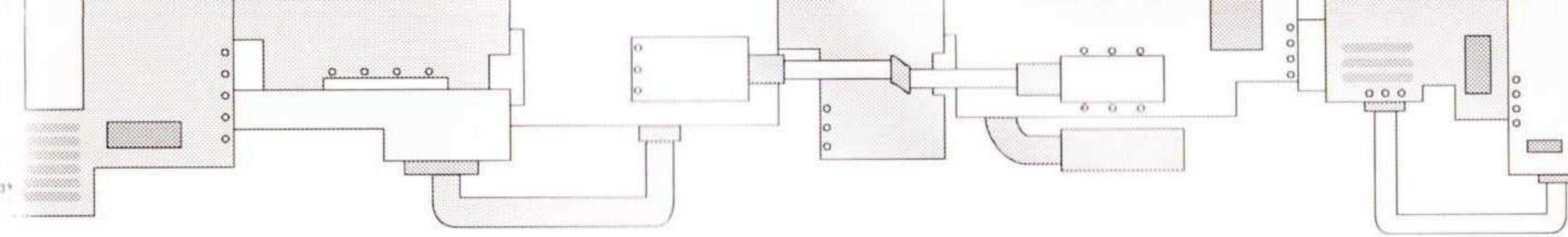
• Game Play Area



• Direction Key
Press to move your body left, right, up and down.



• Number of lives Remaining
When you lose your last life, the game is over.
You can get extra bodies when you reach various scores.



Familiarizing Yourself with the TurboPad

• Select Button
Press to fire backward. Press while holding the Run Button down to reset game.

• Run Button
Press to start and to pause the game. Press again to release pause. Press to make a selection when you are asked.

• TurboSwitches
Use at player's discretion.

• Button I
Press and hold down to store weapon energy. When your body glows you can release all your stored energy at once.

• Button II
Press to shoot weapons.

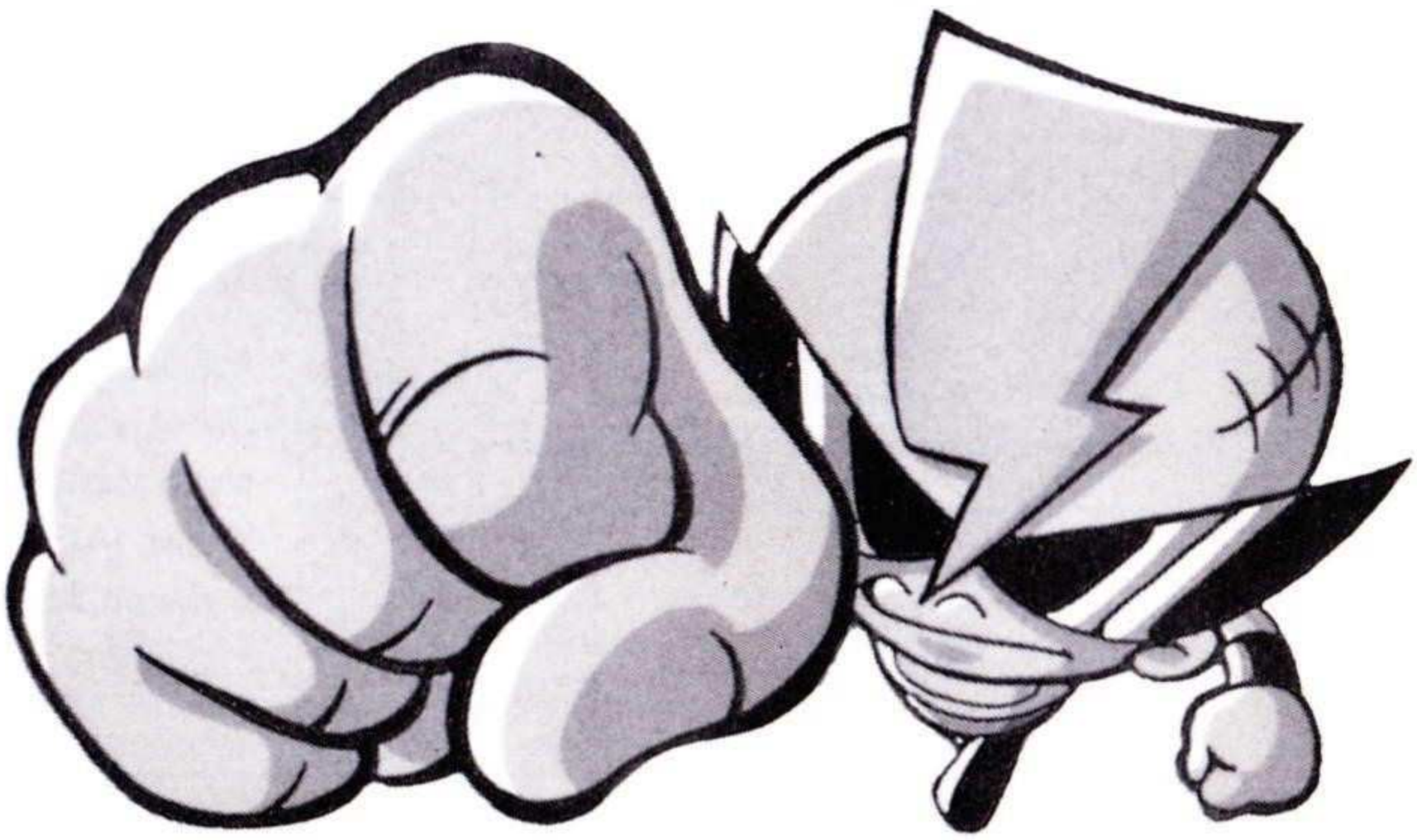
Game Start

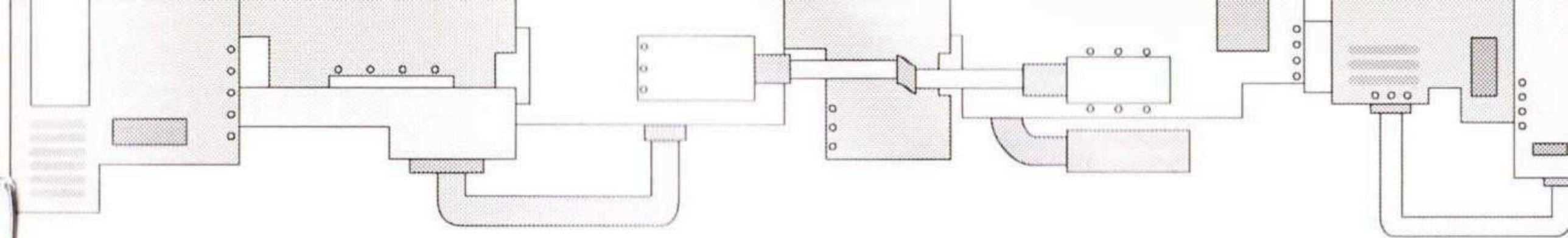
Mode Selection

AIR ZONK includes three gameplay modes. The mode you choose determines the number of lives you start with. The game begins as soon as you choose one of these modes.

- **SWEET MODE: 5 lives**
- **SPICY MODE: 3 lives**
- **BITTER MODE: 1 life**

1. After the introductory segment, the title screen appears. Press the RUN Button. The mode selection screen appears.
2. Press the Direction Key up or down to move the cursor on the mode you want to select.
3. Press the RUN Button to make a selection and to Start the game.





Friend Selection

The game begins from Stage 1. Choose how you want friends you fight with to be selected. Choose one of the three following options.

• AUTO
In this mode, the computer will select the friend you fight with on each stage.

• MANUAL
In this mode, you can select the friend you fight with before each stage begins.

• ALONE
In this mode, you must fight alone.

1. Press the RUN Button. The friend selection screen appears.
2. Press the Direction Key up or down to highlight the cursor on the mode you want to select.
3. Press the RUN Button to make a selection. Gameplay will begin immediately if you select AUTO or ALONE.

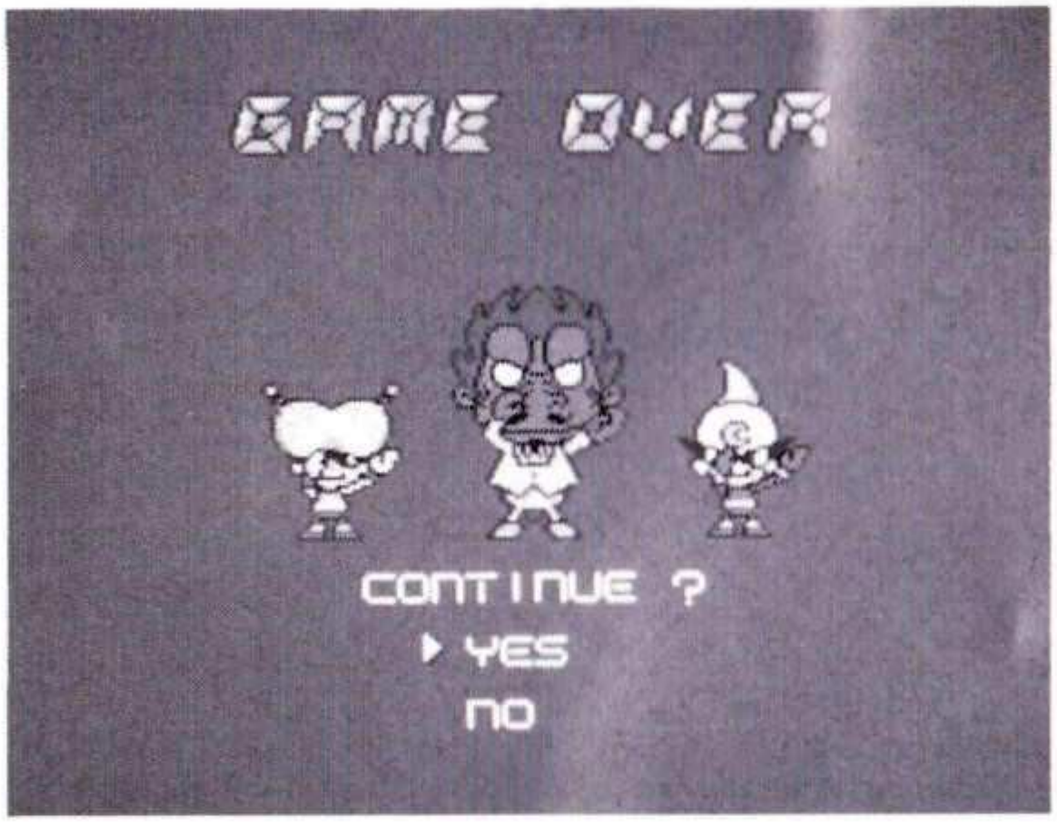
If you select MANUAL, press Button I or Button II to highlight the friend you want to fight with on the next stage, and press the RUN Button to confirm your selection.

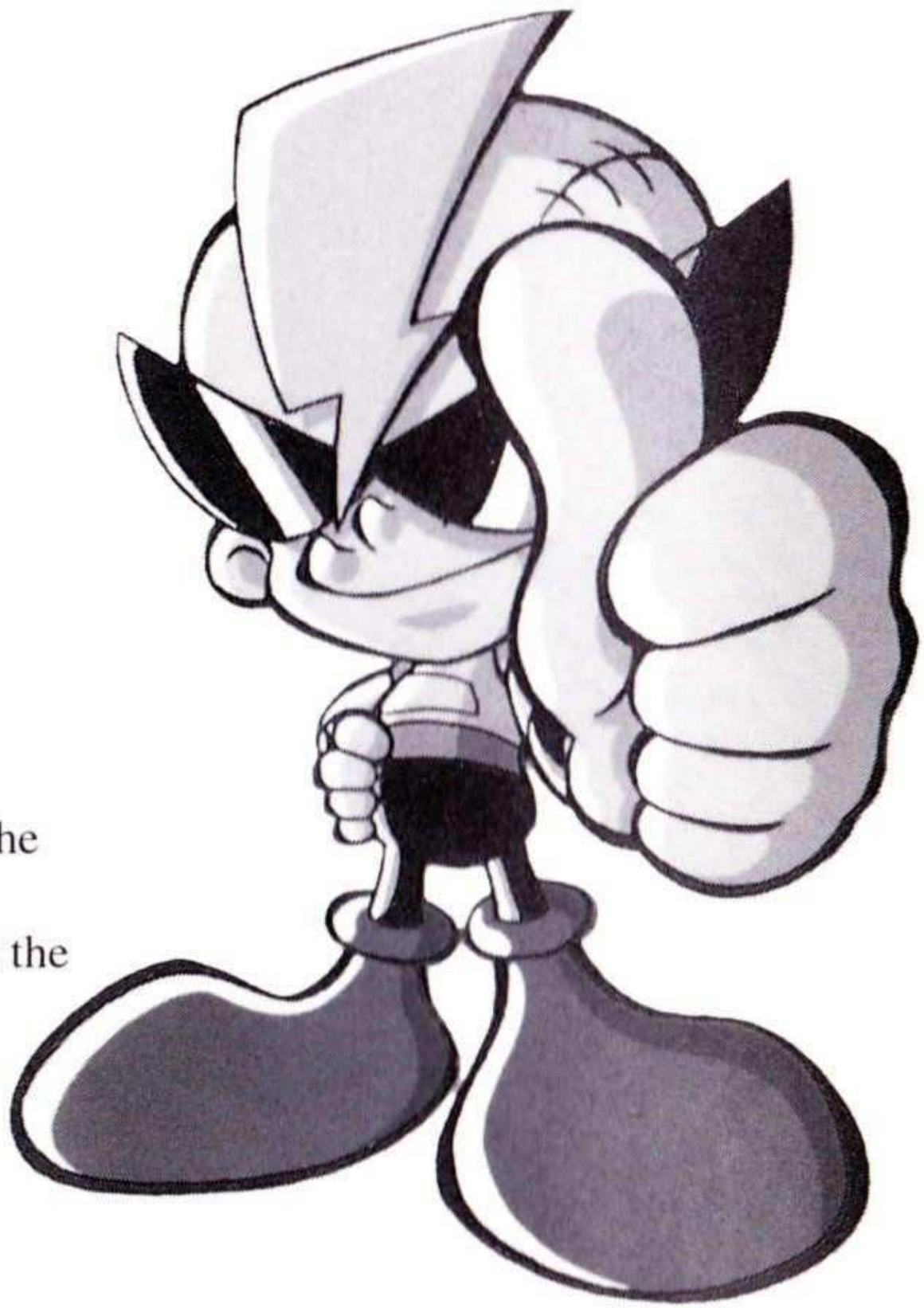
Note: Once you have cleared a stage with a given friend, you cannot select that same friend again for another stage. For details on the characteristics of friends, see the Appendix (p.9).

Game Over and Continuing Gameplay

Game Over

When you lose your last life, the game is over.
You will be asked if you wish to continue gameplay.





Continuing Gameplay

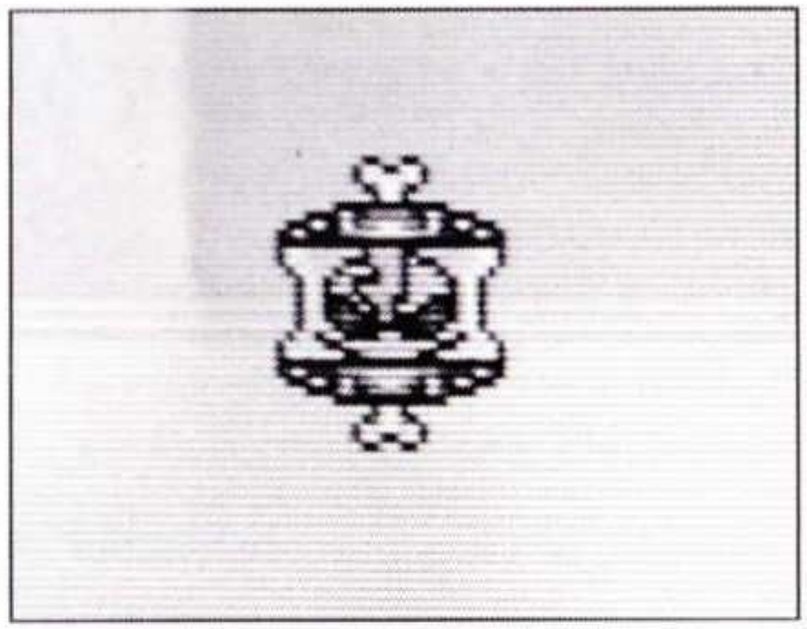
1. Press the Direction Key up or down to move the cursor on "YES".
2. Press the RUN Button. The game begins from the last stage where you were playing.

Appendix

Items

• Air Bones

Air Bones appear when you shoot pink or green faces wearing sunglasses. You can wield the weapon contained within by picking up the Air Bones. But be careful, blue faces with sunglasses are traps.



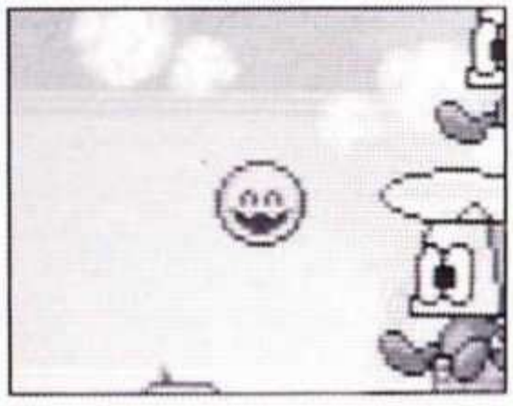
• Big Smiley Faces

A friend will appear the first time you pick up a Big Smiley Face on a given stage. Your body will combine with that friend the next time you pick up a Big Smiley Face on the same stage. If you chose ALONE as your Friend Selection, the Big Smiley Face will not appear.



• Small Smiley Faces

Picking up Small Smiley Faces gives you 10,000 points.



Friends (Friends with Power Sunglasses)

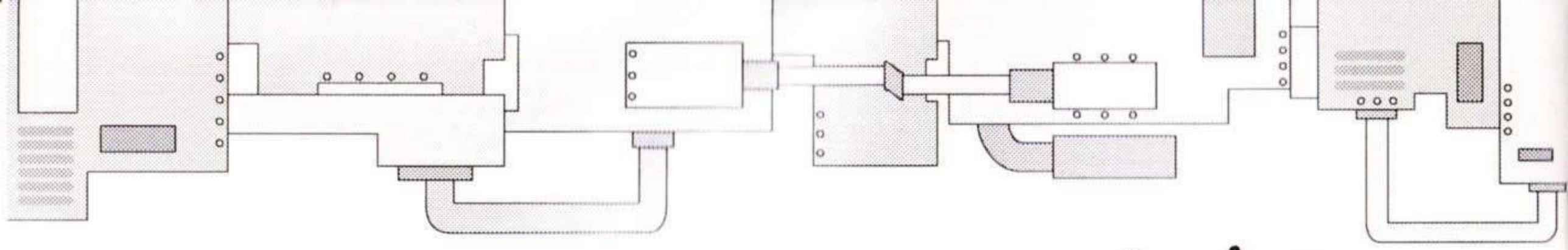
SCUD
Height: 540 cm
Weight: 11,000 kg

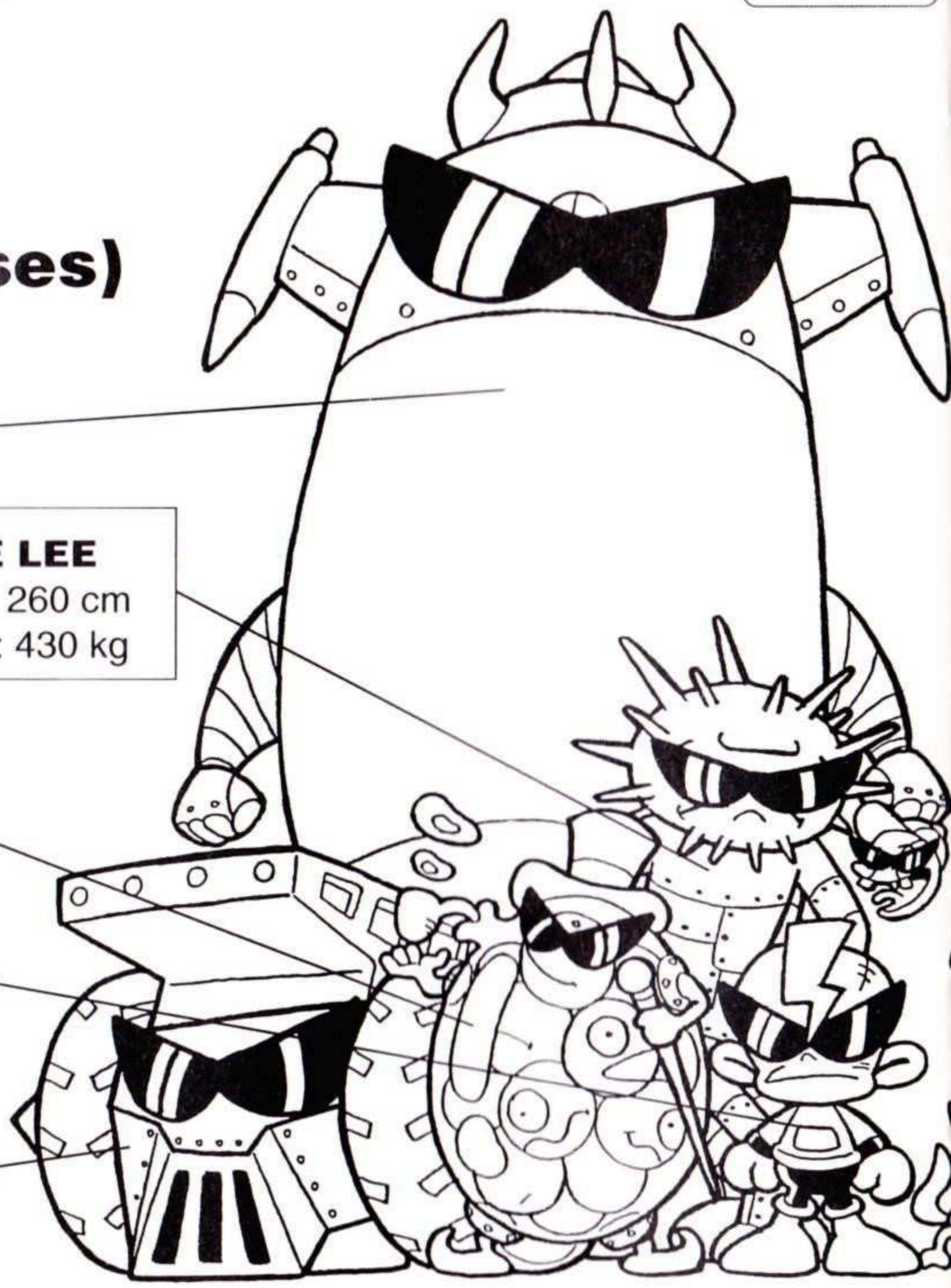
SPIKE LEE
Height: 260 cm
Weight: 430 kg

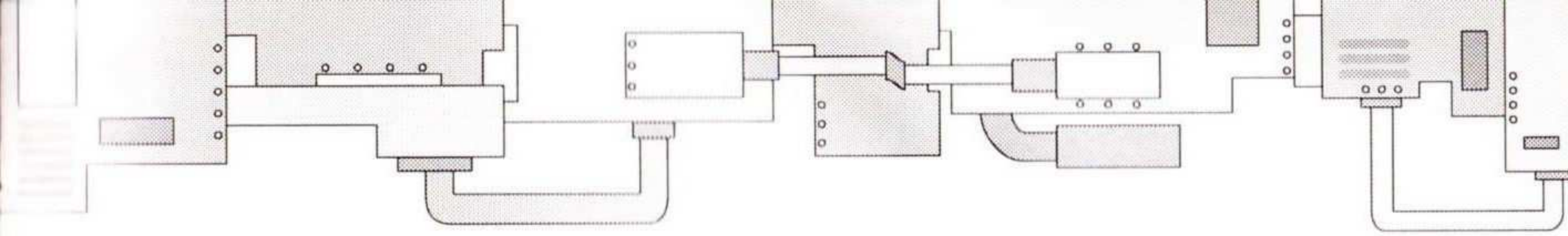
BUBBLICIAN
Height: 200 cm
Weight: 690 kg

Zonk (Our Hero)
Height: 50 cm
(can be changed to 150.3 cm)
Weight: 600 kg

POWER DUMP
Length: 240 cm
Weight: 3,690 kg







BOB
Diameter: 50 cm
Weight: 30 kg

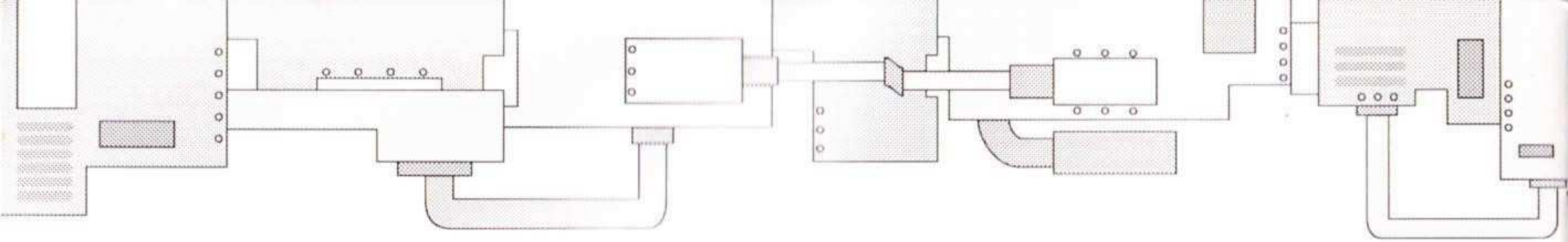
MUMBLES
Height: 280 cm
Weight: 809 kg

MOO MOO
Diameter: 160 cm
Weight: 15 kg

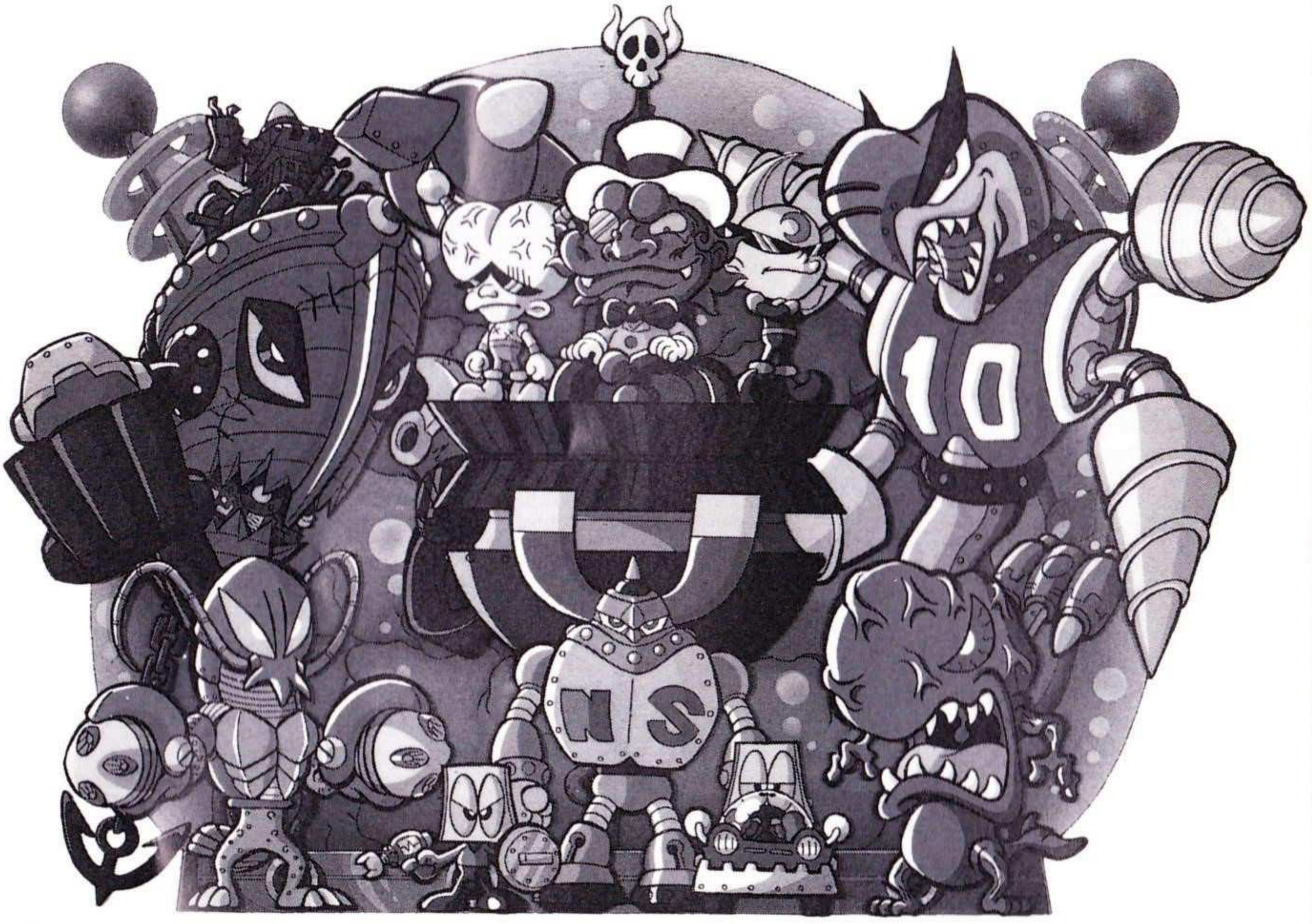
ASTRA
Height: 130 cm
Weight: 40 kg

RIPP
Length: 110 cm
Weight: 26 kg

TOJO
Height: 71 cm
Weight: 2 kg



Enemies



TurboChip® 90-Day Limited Warranty

Turbo Technologies, Inc.("TTI") warrants to the original consumer purchaser that this product shall be free from defects in material and workmanship under the following terms:

HOW LONG IS THE WARRANTY
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
Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in the U.S.A. by TTI, or that is not purchased in the U.S.A. from an authorized TTI dealer, or that is sent for warranty service from outside the U.S.A.
2. Damage, deterioration or malfunction resulting from:
   a) Accident, negligence, misuse, abuse, neglect, impact, fire, liquid, lightning or other acts of nature, commercial or industrial use, product modification or tampering, failure to follow instructions supplied with the product;
   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 defect in material or workmanship.
3. Any product as to which the TTI serial number has been altered, defected, or removed.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 7:00 P.M. Central Time.

LIMITATION OF IMPLIED WARRANTIES
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are limited in duration to the length of this warranty, and are subject to all conditions herein.

EXCLUSION OF DAMAGES
TTI's liability for any product is limited to the repair or replacement of the product at our option. TTI shall not be liable for:

1. Damage to other property caused by this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
2. Any other damages, whether incidental, consequential or otherwise.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

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.

Turbo Technologies, Inc.
6701 Center Drive West, Suite 500
Los Angeles, CA 90045

Have you tried these TurboChip™ games ?

- New Adventure Island™
- Dead Moon™
- Order of the Griffon™
- Soldier Blade™

Distributed by
Turbo Technologies, Inc.

6701 Center Drive West, Suite 500
Los Angeles, CA 90045

"TurboGrafx" , "TurboChip" ,
"TurboExpress" , "TurboPad"
are trademarks.

Air "Zonk„ is a trademark of
Hudson Soft.

Printed in Japan

TurboChip™ Game Card
manufactured in Japan.
90-day limited warranty
(details inside).

TGX040084

Printed on Recycled Paper