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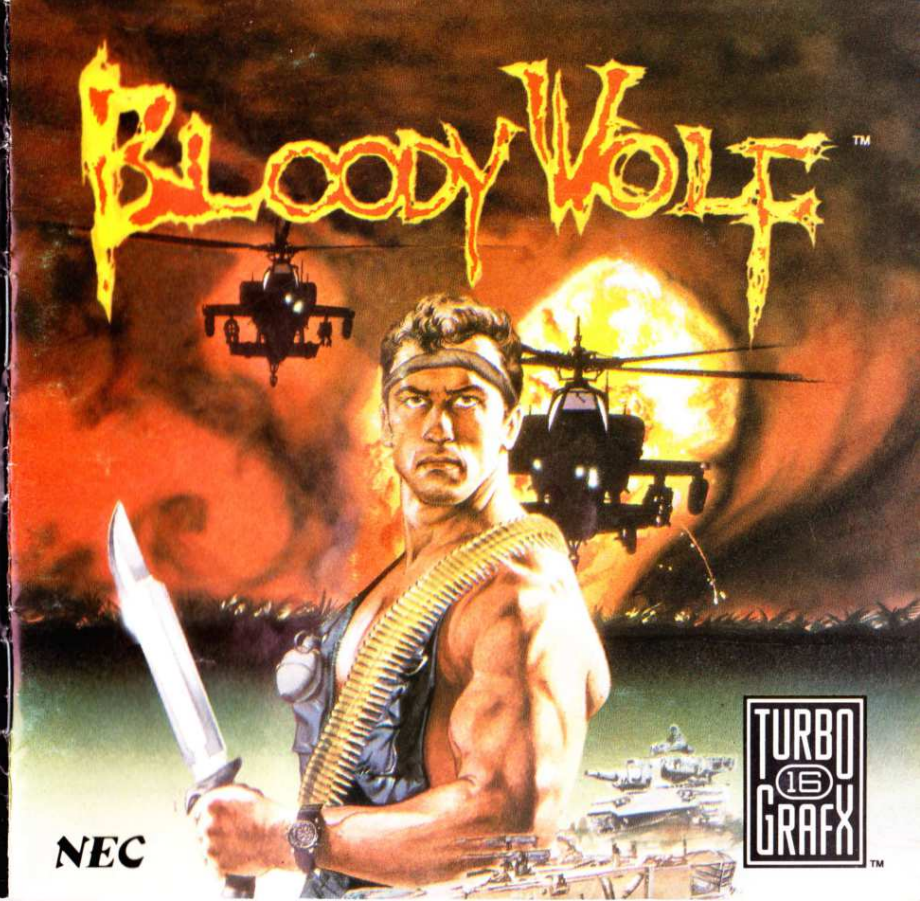
NEC
NEC Technologies, Inc.
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BLOODY WOLF™

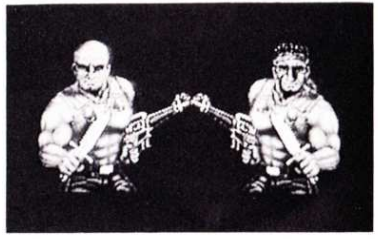


NEC

TURBO 16 GRAFX™

Thank You

...for Buying this Advanced TurboChip Game Card, "Bloody Wolf."



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. Be sure power is turned off when changing game cards.
2. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3. Do not forcibly bend your TurboChip game cards.
4. Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5. 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, copying or rental of this software is strictly prohibited.

Somewhere Over the Jungle, the President's Plane Disappears!

A crazed General, seeking wealth and power, orders his troops to kidnap him and hide him away. Now it's up to *you* to get him out!
You were born to fight and now your time has come. As a member of the special combat team, "Bloody Wolf," you were recruited from the best of all four branches of the military. Your partners are from the Seals, the Green Berets, the Marine Corps and the Air Force. But this time you'll have to go it alone.

In order to prove yourself as a worthy member of Bloody Wolf, you've got to bring the President back alive–even if it means your own life. It will take everything you've got and more, so look yourself in the mirror and ask..."am I a man or am I a 'Wolf' "!
A *Bloody* Wolf!

Object of the Game

Rescue the President from the enemy stronghold after his plane goes down and he is kidnapped by a berserk military unit. Pass by enemy outposts, cross rivers, make your way through the jungle, defeat the enemy bosses and score points as you go. Besides the President, make sure you help out the other prisoners–you'll find they have important power-up items and information that you'll need to succeed. But if you do rescue the President, what then? Find out for yourself in this action-packed arcade hit!

Note: Bloody Wolf is a one-player game.

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 your particular TurboChip game card should appear on your television.

Starting the Game

From the Title Screen, Press the RUN Button.

Select Your Character
When the "Character Selection" screen appears, use the Direction Key to select the Bloody Wolf character you would like to be. Enter your selection with Button II.

Enter Your Name
Move the Direction Key left or right to select up to 5 letters for your name. Enter your letters with Button II. Press Button I if you make a mistake.

Note: Please be sure to enter 5 letters for your name. If you enter "AAAAA," the two characters in the game will automatically be named "SNAKE" and "EAGLE."

Press the RUN Button to Begin Play!

Playing the Game
Bloody Wolf is based on the "damage" system. How long you last in the game depends upon the amount of damage your enemies inflict on you.

Be Careful!
You are invincible while you are riding your motorcycle (as long as the motorcycle is not destroyed by a hand grenade!). But when you run out of fuel, your motorcycle explodes! Press the RUN Button to dismount safely. Also watch out when handling prisoners or boxes. If you accidentally injure a prisoner or damage some boxes, you will not get the information or items you are looking for.

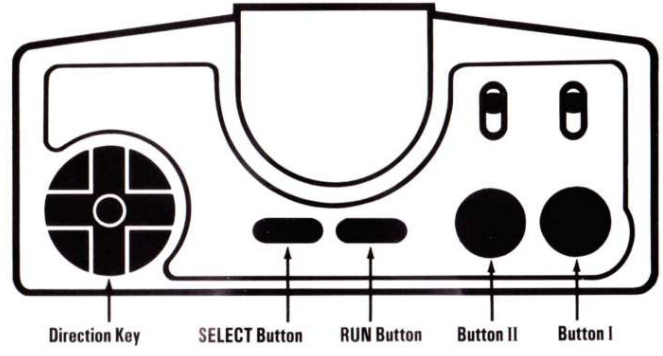
Pausing the Game
During play, the game may be paused by pressing the SELECT Button.

Resetting the Game
During play, the game can be reset to the title screen by holding down the RUN Button and pressing the SELECT Button at the same time.

How to "Continue"
When the game is over, you may resume play by pressing the RUN Button before all of the blue tiles fill the screen. This returns you to the beginning of the last round where you were playing. You may "continue" an unlimited number of times.

Controlling the Movements of Your Character

The movements of your character are controlled using your TurboPad controller. Mastering its operation is critical to your success in rescuing the President. Basic TurboPad components and operation are shown below.



Direction Key (4-way controller)
Moves your player left and right, and up and down. Also used for determining the direction of an attack.

SELECT Button
For temporarily interrupting or resuming battle.

RUN Button
Starts the game. Also used when attacking with powerful hand grenades, flash bombs or flame throwers. Also allows you to dismount from your motorcycle.

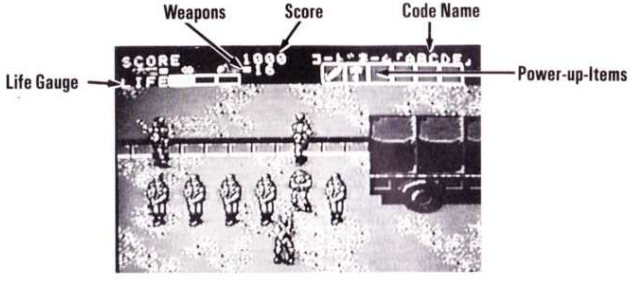
Button I
For jumping or diving into the water to dodge an enemy attack. Also used to advance to the next message screen when talking.

Button II
For attacking with a machine gun, knife, shotgun or bazooka. Also used for entering selections.

Remember: For close-in combat, use Button II to attack enemies with your knife. You cannot attack while jumping!

Screen Displays

The upper part of the combat screen shows your player, your weapons, your score and other vital information.



Score
Increases with the number and type of enemies you defeat.

Weapons
Shows your weapons and the number of bullets or shots you have remaining. You start out with a machine gun (unlimited bullets!), a knife and 20 hand grenades. When a weapon is out of ammunition, it is useless.

Code Name
The name you entered at the beginning of the game is displayed here.

Life Gauge
This is reduced when you are successfully attacked by an enemy. When it runs out, the game is over. When you are on your motorcycle, this gauge becomes a fuel gauge.

Power-up Items
These are held by the prisoners you assist, may be hidden in boxes, found in the jungle, etc. When you battle the Boss Characters at the middle and end of each stage, the enemy's "Life Gauge" is shown in place of this display.

Weapons

As each battle scene appears, you will need powerful weapons and other "items" to help you. You can get them in any number of ways including sneaking into buildings, breaking open boxes and helping prisoners.

Knife
For close-in combat.

Machine Gun
Fire away. You have an unlimited number of bullets.

Shotgun
Pellets spray in 7 directions, making this an ideal weapon when you are surrounded by the enemy.

Bazooka
Outstanding destructive power. The explosion is so powerful it blows away enemies in the surrounding area.

Reminder: Button II operates the knife, machine gun, shotgun and bazooka.

Hand Grenade
Outstanding destructive power. Check frequently to see how many you have left.

Magnum Hand Grenade
Much more power than an ordinary hand grenade. Throw it into a group of enemies and it's all over for the bad guys.

Flame Thrower
Shoots a powerful burst of flame. Depending upon how you use it, can also penetrate walls, buildings or other objects.

Flash Bomb
Temporarily blinds the enemy and causes him to stop moving.

Reminder: The RUN Button operates the hand grenades, flash bombs and flame thrower.

Power-up Items, Stages and Enemy Bosses

Key
Use this item to open boxes that are difficult to destroy.

Fins
Useful for fighting in swamps or rivers. Dramatically increases the speed of your underwater movement.

Infrared Scope
There is a terrible trap inside the secret enemy hiding place. You'll need this scope to find it.

Rosary
They say this item gives you the divine protection of God.

Body Armor
By wearing this, you can reduce the damage caused by enemy attacks.

Stages and Enemy Bosses!
In the middle and at the end of each stage, you must face (and defeat) an enemy Boss.

The following gives you a brief description of these stages and their bosses.

STAGE 1 – RECON

Description: Find Hostages–get information.

Bosses: **Shotgun Man** Protected by a row of 4 soldiers.

Mega Sub Surfaces to locate and wound target, then submerges and fires 3 torpedos simultaneously.

STAGE 2 – THE JUNGLE

Description: If the enemy does not get you, the heat and humidity will!

Bosses: **Flamethrower** A big guy with a big flame.

Helicopter Fires guns and 4 rockets at one time.

Stages and Enemy Bosses continued

STAGE 3 – THE BRIDGE

Description: Dangerous logs and whole companies of enemy troops slow your every move.

Boss: **Big Sniper** Shoots powerful laser blasts. Vulnerable only when jumping.

STAGE 4 – ENEMY CAMP

Description: Make your way inside building.

Boss: **Boss** Attacks with deadly boomerangs and laser cannons.

STAGE 5 – RESCUE HOSTAGES

Description: 12 Hostages in all–and they could be anywhere.

Boss: **Knife Killer** A dangerous enemy. Take him on with your knife.

STAGE 6 – RIVER RAFTING

Description: Making it to the raft will be the easy part. Staying afloat and alive will take a miracle.

Boss: **Rolling Thunder** Uses its cannon to fire bullets and missiles.

STAGE 7 – MARSHES

Description: Watch out for enemy flamethrowers.

Boss: **Gun Boat** Soldiers jump into the water after you and others fire rockets from boat. *Big* gun on boat!

STAGE 8 – ENEMY HEADQUARTERS

Description: Watch out for trap doors! **Rolling Thunder** reappears from Stage 6.

Bosses: **Knife Killer** Reappears from Stage 5.

Boss Reappears from Stage 4.

Other Enemies and their Weapons

Paratroopers–Guns

Green Soldiers–Rifles

Blue Soldiers–Machine Guns

Red Soldiers–Bayonets

Motorcycle Soldiers–Guns

Armored Soldiers–Best to attack with knife, flamethrower and grenades.

Hovering Metallic Buoys–Fire in all direction.

Electrified Hovering Metallic Buoys–Same as above but with a deadly electronic fence. They do bodily harm.

Playing Tips

Make sure to find all the hostages in Stage 1. One of them will give you a key to unlock the crates.

Never use a grenade or a bazooka near a hostage or a crate.

If you can't open a locked crate, try stabbing it with your Turbo Switches on "High"!

As long as you don't die, you can keep and carry additional weapons. The last one picked up is the current weapon in use.

Always shoot the guys on motorcycles first. Then get on it! When you see it flashing, hop off and run.

Don't kill hostages! They will sometimes give you valuable information.

In Stage 5, search everywhere for the hostages!

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

NEC TurboChip™ 90-Day Limited Warranty

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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
For warranty information call 1-800-366-0136, Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time.

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2. Any other damages, whether incidental, consequential or otherwise.

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