# BOMBOY™

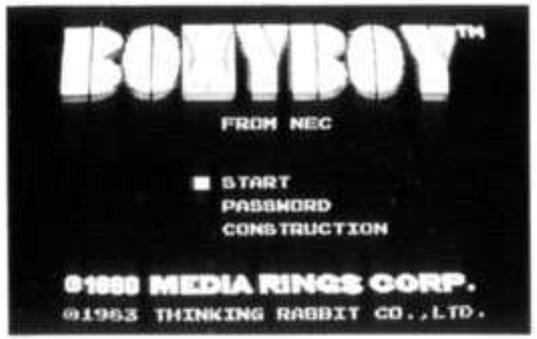



NEC

TURBO 16 GRAFX™

## Thank You

**...for Buying this Advanced TurboChip Game Card, "Boxyboy."**




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 that the 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 or rental of this software is strictly prohibited.

## Part-time Workers Unite!

What are you saving up for? A car, a motorcycle, a stereo? Hey, maybe even college!

If you are, you know what part-time work is like, and here's a mind-bending video adventure to go with it!

As "Boxyboy," you go around the world, changing characters and working part-time warehouse jobs. However, no matter where you go, the order of the day is the same—get those boxes in place, now! If not, you can kiss your cash, your job, and that shiny new convertible goodbye. Because in "Boxyboy," there's no time for loafing on the job!

### Object of the Game

Push the "boxes" (blocks) around the screen to their designated places. Advance through all 5 "worlds" (levels) and 100 stages (screens) of the game, earning as many rewards as you can.

### 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 "Boxyboy" should appear on your television.

## How the Game Progresses

### How to Play

In "Boxyboy," each stage of the game is played out on a warehouse floor. Using your TurboPad controller, you must guide your character to position each box on a dot. When a box reaches a dot, it turns red. You clear the stage when all of the boxes are red.

**Note:** In some screens, only part of the warehouse floor "map" will be shown. To see the other sections of the map, press the SELECT Button and use the Direction Key to make the screen "scroll."

### Stages of the Game

There are a total of five worlds in "Boxyboy," each of which contains 20 stages (screens). Listed below are the five different worlds, the stages that they cover and the name of the character that you control in each of them.

World: America (U.S.A.)
Stages: 1-20
Character: Ollie

World: Egypt
Stages: 21-41
Character: Anwar

World: China
Stages: 41-60
Character: Tsoo

World: South Pole
Stages: 61-80
Character: Nanook

World: Japan
Stages: 81-100
Character: Hiro

**Note:** Watch out for hidden stages!



## Getting Started and Choosing Your Options

### Starting the Game

When the Title Screen appears, press the RUN Button.

### Select "START," "PASSWORD" or "CONSTRUCTION"

Use the Direction Key to make your selection and then press the RUN Button to enter your choice.

### If You Select "START"

When you select this option, a map of the entire warehouse will appear. You should now be able to select a beginning stage in America (the first world) by following the instructions listed in the column to the right:

**Advance One Stage** Press RIGHT on the Direction Key.

**Go Back One Stage** Press LEFT on the Direction Key.

**Advance 10 Stages** Press Button I.

**Go Back 10 Stages** Press Button II.

Once you have selected your stage, press the RUN Button to enter your selection. The game will now begin!

**Note:** You can play through the first world in any order. However, once you clear the first 20 stages, you must then play the final 80 stages in order.

**If You Select "PASSWORD"**

Each time you clear a stage in "Boxyboy," you will receive a password for the next stage. Be sure to write your passwords down so that you can enter them and continue your game after the game is over. However, please remember that you cannot continue if you have not cleared stages 1-20 (regardless of whether or not you are using a backup system) or if you take the game card out or turn your system off (unless you are using a backup system).

To use your password, select "PASSWORD" from the main menu and then use the Direction Key to select and enter each letter of your password (use Button II to make corrections). After you have entered your password, you will be able to continue the game from whatever stage the password corresponds to.

However, if you are using a TurboGrafx-CD Player or TurboBooster-Plus, you can save your game once you get through the first 20 stages. By doing this, you can "continue" from the place you left off—even if your system has been turned off! For further instructions on saving your game using backup memory, please see page 8 of this manual.





**If You Select "CONSTRUCTION"**

The "Construction" mode allows you to create your own warehouse maps by selecting walls, blocks and other parts and moving them onto the warehouse floor.

**Selecting Parts** Use the Direction Key and press and hold Button II to select parts from the options at the top of the screen (the "Parts Floor").

**Positioning Parts** Use the Direction Key to move the arrow around the warehouse floor. Press Button I to set the position of the parts.

**Beginning Play** After selecting parts and arranging your warehouse floor, press the RUN Button. A screen will appear with the following options:

**ALL** This option fills the screen with walls, floor or field sections, depending on the part currently in use.

**SAVE** Allows you to save the stage you have created in one of three areas.

**LOAD** Allows you to load one of the three prepared stages that have been saved.

**EXIT** Returns you to the Title Screen.

To select one of the above options, use the Direction Key and press Button I to enter your choice.

**Note:** "SAVE" and "LOAD" will not appear on the screen unless a backup system is being used.

## Editing a Boxyboy Game Screen

Not only can you create your own screen, but you can "edit" Boxyboy game screens as well.

From the Title Screen, select "START." Choose the screen (stage) that you want to edit and press the SELECT Button to enter your choice. This will return you to the Title Screen. Then, select "CONSTRUCTION" and press Button II and the RUN Button at the same time. The desired screen can now be edited.

### Exchanging Parts

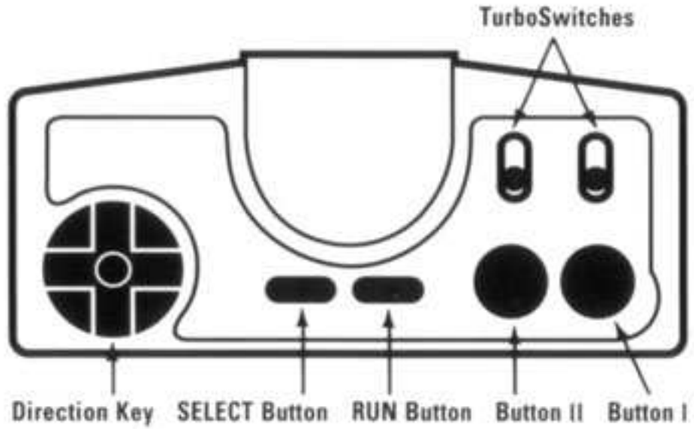
By pressing the SELECT Button, you can exchange the parts on the Parts Floor for parts in other worlds.



## Controlling the Movements of Your Character

The movements of your character are controlled using your TurboPad controller.

Basic TurboPad components and operation are described below.




**Direction Key** (4-way controller) Press to move your player up, down, left or right. To move a block, position your player at one side of the block, then use the Direction Key to push it in the desired direction.

**SELECT Button** Press once to enter the "scroll" mode. Press a second time to return to the "normal" mode. Also, press while holding the RUN Button down to reset the game.

**RUN Button** Press to display the message window. To reset the game, hold the RUN Button down and then press the SELECT Button.

**Button II** Press to "take back" your moves, one by one.

**Button I** Press while using the Direction Key to increase your speed.

**Message Window**
When you press the RUN Button during the game, the "Message Window" will appear displaying the following four options:

**MAP** Allows you to see the overall warehouse map of the floor.

**REPLAY** Repeats the present stage.

**GIVE UP** Cancels the present stage.

**SOUND** Allows you to eliminate the background music.

To select one of the above options, use the Direction Key to move the arrow and then press Button I to enter your selection.

## Note For TurboGrafx-CD and TurboBooster-Plus Owners & Playing Tips

Your TurboGrafx-CD system or TurboBooster-Plus features backup memory. In Boxyboy, this means that you can stop playing anywhere in the game (after you have cleared the first 20 stages) and start again in the same place — even if your system has been turned off!

**Note:** You must "recharge" your system by turning it on at least once every two weeks or your data will be lost!

**How to Save "Data"**
Your TurboGrafx-CD or TurboBooster-Plus will automatically save the "data" (remember where you are in the game) each time you clear a stage (after your have cleared the first 20 stages) and your password appears on the screen. However, if you reset the game, or turn the power off before your password appears on the screen, the data *will not* be saved.

**What to do if your Memory Unit is at Full Capacity**
If your Memory Unit is at full capacity, eliminate the "data" (other stored game information) you do not need by following the instructions that will appear on the screen.

**Initialization of the Backup Unit**
Your Backup Unit is "initialized" (made operational) the minute the system is turned on. However, please note that if the battery runs out, or the if the unit becomes defective, it may lose data that you wanted to keep.

**To Avoid Losing "Data"**
Game information may be lost if the Backup Memory Unit is dropped or exposed to heavy shock. Do not touch the connection (expansion bus) between the TurboGrafx-16 and the TurboGrafx-CD or TurboBooster Plus.

Remember, turn your unit on at least once every two weeks!

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**Playing Tips**
There is basically only one solution to each screen. If you run into a wall and get stuck, find an alternate route.

Make a plan before you begin. Keep spaces open for both you and the boxes to move around!

Use the scrolling feature (by using the Direction Key and pressing the SELECT Button) often when you are dealing with a large map. It will help you keep track of where you are and of what you need to do.

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



## NEC TurboChip™ 90-Day Limited Warranty

NEC TECHNOLOGIES, INC. ("NECT") warrants this product to 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.

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This warranty may be enforced only by the first consumer purchase. You should save your proof of purchase in case of a warranty claim.

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

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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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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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**Have you tried these other TurboChip™ game cards?**

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- TV Sports Football™
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