PARASOL STARS™

THE STORY OF BUBBLE BOBBLE III

SOS! SOS! The call has come in! Bubby and Bobby's universe is being overrun by the evil Chaostikahn, and neighboring planets need help! Armed with only a magic umbrella, you must blast Lightning, Fire, Water and Star Drops through hordes of twisted foes littering the path to the final showdown! This sequel to the smash hit Bubble Bobble has everything to provide countless hours of play: 70+ rounds, two player simultaneous play, eye-popping 16-bit graphics, and two different endings! Are you up to the challenge?







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CADASH™

TURBO GRAFX 16 SEAL OF APPROVAL

WORKING DESIGNS



Thank you for choosing the exciting action and adventure of *Cadash* for play on your TurboGrafx Super System. We know you'll enjoy it, and hope that we can continue to bring you the best in video game entertainment. Your input is a valuable asset to our company, and we enjoy hearing what games *you* want to see available for the mighty TurboGrafx!

Duplication, copying, or rental of this software or manual is prohibited.

Distribution of this software outside the United States, Canada, and Mexico is strictly prohibited.

Please keep in mind:

1. Be sure the power is turned off when inserting or removing TurboChip game cards.
2. Never forcibly bend your TurboChip game card.
3. Do not touch or expose to water the terminal (gold) area of the game card.
4. Do not clean the TurboChip with volatile liquids such as paint thinner or benzene.
5. Do not leave your TurboGrafx on and unattended, as leaving a paused or still image from any video game system on your television screen for a prolonged period may cause a burn-in image on your TV screen - which means permanent damage!
6. Do not play any video game for extended periods of time. Take a walk, read a book, get a life beyond your TurboGrafx!

TurboChip™ Game Cards operate only on the TurboGrafx™-16 Entertainment Super System and the TurboExpress™ Handheld Entertainment System.

Working Designs
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Redding, CA 96001

CADASH™

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This is a story of a time lost to the history books. A time of swords and spells, when valiant men and women used brute strength and powerful magic to defend their kingdoms from unimaginably horrible monsters that occasionally ventured from their dark recesses in search of food...or worse.

Our story begins with Baarogue the Destroyer materializing, seemingly from nowhere, and snatching the princess of Deerzar from her carefree existence in the palace.

When word of the abduction spread to the fair people of Deerzar, panic overtook them. Peace left the land and chaos set in, dividing the people and causing a civil war.

In desperation, the good king of Deerzar called forth four valiant warriors to recover the princess, destroy Baarogue, and, hopefully, return peace to the land.

You are the last hope of this once mighty land. Here begins the greatest chapter in Deerzar's history...



Fighter

★ Strong offensive and defensive powers. Good hand-to-hand combat skills.

★ Mental powers are not strong enough to use magic.



Mage

★ Weak fighting ability, but strong magic ability. Gains levels rapidly.

Ninja

★ Moderate fighting ability, but good agility.

★ Mental power is too weak for magic.





Priest

★ Extensive attack reach. Good overhead attack ability

★ Can use protection and recovery magics.

Starting the Game

Cadash is a side scrolling Action RPG. Two player simultaneous play is possible if the TurboTap and an additional TurboPad are installed before play begins.



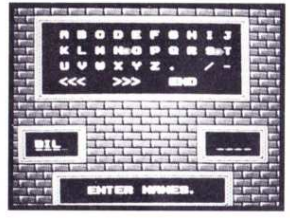
Title Screen

When the title screen appears, pressing RUN will begin character selection.



Character Selection

After selecting the number of players using the direction pad and button II, use the direction pad to select your character. The same character *cannot* be played by both players in two player mode.



Name Entry

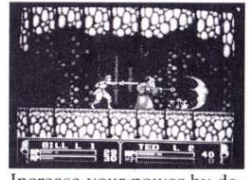
After selecting characters, the name registration screen appears. In two player mode, both players can enter their names simultaneously. When the fourth letter (or END) is selected, name registration is complete and your quest begins.



Your quest begins with a commission from the King of Deerzar

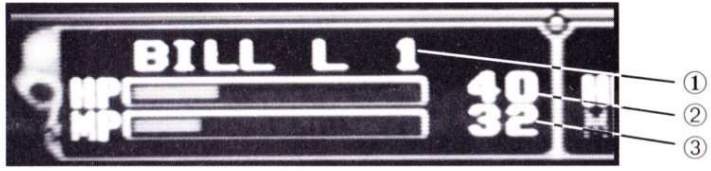


Many riddles await you, but the inhabitants of the land can give you clues!



Increase your power by destroying monsters! Collect their sacks of gold to buy stronger armor and more powerful weapons!

Explanation of Status



❶ Level

This number indicates the level of characters. When you destroy enemies, you accumulate experience. When enough experience has been acquired, characters level increases. When a level is raised, HP, MP, STR, AC, and AGL all increase proportionately. At the start, all characters begin at level 1. Maximum level is 20.

❷ Hit Points

This number indicates physical strength of characters. The power bar to the left gives a visual representation of max HP and current HP. Blue indicates maximum HP, and red shows the amount of HP that the character currently possesses. If the HP number reaches 0, the character is DEAD. There are no continues in Cadash, but in the two player game, resurrection is possible. An overnight stay at the INN restores all HP.

❸ Magic Points

The amount of magic power that characters possess is represented by this number. The meter to the left of the number works in the same fashion as the HP meter. Casting magic spells reduces the meter by the amount of power the spell cast required. When the meter has reached 0, spells cannot be cast. An overnight stay at the INN will restore all MP.

Gold (GOLD)

The currency of the Kingdom of Deerzar and surrounding areas is gold coins. When an enemy is defeated, he gives up a sack containing the gold he carries. Touching a sack puts the gold in the player's reserve. Players can check their gold reserves by entering a TOOL or WEAPONS shop, or by entering an INN. On rare occasions, gold sacks may also be found in treasure chests.

Strength (STR)

This rating governs how powerful a player's attack will be against a given enemy. The actual number is not indicated during game play, but it is increased (along with AC and AGL) when a player gains a level.

Armor Class (AC)

Character's defensive (protective) power. This rating determines how much protection a player will receive from enemy blows.

Agility (AGL)

The speed with which a character moves.

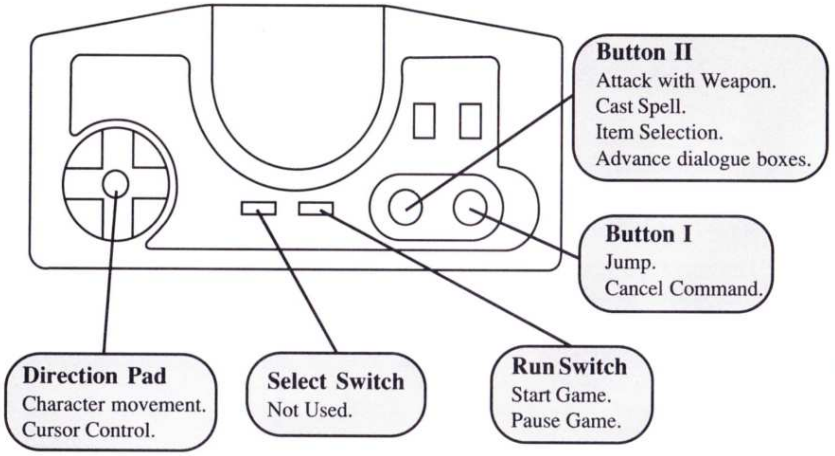
Playing Tips

Some monsters have poison. If a character is poisoned, his body color is changed and the character's HP is constantly reduced until the player dies or the poison is neutralized.

Some passages, treasure rooms, and shortcuts are hidden or hard to find. Finding them is to your benefit.

While traveling, certain items may appear that will not appear again. Take them while you have the chance.

Basic Operation of the TurboPad



- To enter doors or traverse stairwells, press up on the direction pad.
- To get off ivy ropes, press the directional pad toward the place you wish to get off and press Button I.

Basic Attack Methods



Fighter/Mage			*Priestess/Ninja*		
Slash	Hack	UnderCut	Direct	Overhead	UnderCast
Button II	**Up + Button II**	(While Jumping) **Down + Button II**	**Button II**	**Diagonal + Button II**	(While Jumping) **Diagonal + Button II**

Using Magic

- Mages can only use attack (offensive) magic.
- Priests can only use protection and recovery (defensive) magic.
- To select spells, press and hold Button II (*Turbo switches off*).
- Cast spell by releasing Button II when desired spell is pictured.

Magic Summary

Mage's spells:*Strong offensive spells for inflicting damage to enemies.*



FireBall
Mage begins the game with this spell memorized. It shoots a fireball from the tip of his staff.



Flying Dagger
Creates a shifting ring of eight spinning daggers.



Wall of Flame
Creates a moving wall of flame that moves along the ground, inflicting damage on enemies too dumb to move..



Blizzard
Creates an expanding ring of freezing blue energy that wipes out all but the most powerful enemies.



Lightning Storm
The strongest attack spell a Mage can use. Shoots multiple bolts from the tip of his staff that directly hit enemies.

Priest's spells:*Powerful defensive spells for healing and protection.*



Heal #1
Priest begins the game with this spell memorized. It recovers 10 HP.



Antidote
Removes poison from the body.



Super Shield
Protects Priest from damage by rotating 4 spheres around the body.



Heal #2
Recovers 64 HP.

Shop Summary

During your journey, you will encounter many shops which specialize in goods and services crucial for the successful completion of your quest. Here is a short description of the three types of shops.



Weapons Shop
Sells weapons and armour. Each character has a specific set of weapons and armour they can buy.



Tool Shop
Most tool shops have medicine and antidotes for sale, but you never can be sure what else you'll find...



Hotel
It has been said that time heals all wounds. The inns along the way allow you to test this statement by resting in them overnight. When you awake, your MP and HP will be restored to full power. Inns also have a resident reviver. If, in a multi-player game, one party member dies, the reviver will be happy to return them to life...for a price!

Overview of Items and Enemy Characters

- Cadash contains more than 50 different kinds of weapons, armor, rare items, etc.
- In your quest, you will encounter more than 30 different types of enemies.
- You must overcome each of the strongest enemies, including Baarogue, to save the princess.
- The following page contains a brief summary of the different types of weapons, armor, enemies, and rare items you may encounter.



Fire Blade
Magically shoots flames from the tip.



Plate Armor
Forged from tempered steel by skilled craftsmen.



Leather Shield
Cheap, basic protection for the new adventurer.



Silver Helm
Brilliantly shines while protecting the wearer.



Wizard's Staff
Basic staff with magical powers. Very durable.



Long Flail
High attack power and excellent reach!



Dagger of Swallow
Super attack power for the image-conscious ninja!



Medicinal Herb
Healing power. You can possess a maximum of 8.



Elixir
Very hard to find, but well worth the effort!



Skeleton
Dusty bones re-animated by that scoundrel Baarogue! It is armed to the teeth and a difficult opponent.

Harpy
This half bird, half woman rides freely on the air and hurls deadly feathers if provoked.





Demi-Dragon
Offspring of a mighty dragon. Can reduce foolhardy adventurers to ashes in seconds! Heavy protection from attack, and some species are impervious to magic.

Working Designs warrants this product to be free from defects in material or workmanship under the following terms.

WARRANTY PERIOD
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 purchase. Proof of purchase is required to process warranty claims.

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

1. Any product that is not distributed in North America or Mexico by Working Designs or which is not purchased from an authorized Working Designs dealer.
2. Damage, deterioration, or malfunction resulting from:
   a) accident, misuse, abuse, neglect, impact, fire, liquid damage, lightning or other acts of nature, commercial or industrial use, unauthorized product modification, or failure to follow instructions supplied with the product.
   b) repair or attempted repair by anyone not authorized by Working Designs;
   c) any shipment of the product (claims must be submitted by the carrier);
   d) removal or installation of the product;
   e) any other use that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
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2. Any other damages whether incidental, consequential or otherwise.

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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.

Warranty

Game Help

For tips on playing *Cadash*, or help getting through a rough spot, call the NEC hotline at 1-900-FUN-TG16! The first 30 seconds are free, but you will be charged .99 cents for each additional minute, up to a maximum of $5. The charges will appear on your next phone bill. *Please ask your parents before calling.*