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CHEW-MAN-FU™



Thank You

...for Buying this Advanced TurboChip Game Card, "Chew-Man-Fu."



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.

Chew-Man-Fu Has Invaded China!

The people have been deprived of their favorite foods–fried rice and egg rolls! But fear not! Those two feisty twin sisters, LaLa and LingLing are about to turn the tables on these evil-doers.

Object of the Game

In Chew-Man-Fu, you push, pull or kick colored balls around a room onto plates of the same color before one of Chew-Man-Fu's evil henchmen gets you. When all four balls have been put onto the correct plates, any remaining bad guys are destroyed, and the points screen is displayed. Team up with a friend as you fight off the evil Chew-Man-Fu's cronies through all 5 stages. There are 10 different games for a total of 550 rounds. Use Power-up Items to increase your advantage and collect diamonds to play "1 UP" games for extra lives.

Note: Chew-Man-Fu can be played by one or two players, while the "Kickball" option requires two players. For two players, a TurboTap accessory and an additional TurboPad controller are necessary. These items may be found at the 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 your particular TurboChip game card should appear on your television.

Starting the Game

Choosing Your Options
From the title screen, use the Direction Key to make your selection. Press the RUN Button to enter your selection.

"1 Player"
If you select this option, the game will begin from the first area.

"2 Players"
If you select this option, you and a friend can play "Chew-Man-Fu" at the same time.

"Kickball"
If you select this option, you can play Kickball with a friend! Use the Direction Key to move your player and press Button I to kick the ball. The object of the game is to kick the ball into the other player's goal.

Note: You can only play "Kickball" with 2 players.

"Edit Mode"
If you select this option, you can create your own rooms! See "Using the Edit Mode" section on page 7 of this manual.

"Password"
If you were given a password by the Wizard, you may select this option. Selecting "Password" allows you to continue from the point where you were last playing.

After selecting "Password," enter your code and press the RUN Button. If you entered the password incorrectly, you will hear a "horn" sound. If this happens, just re-enter the password. If you enter the correct password, you will hear a musical tone and the menu will appear showing two options: "1 Player" or "2 Players."

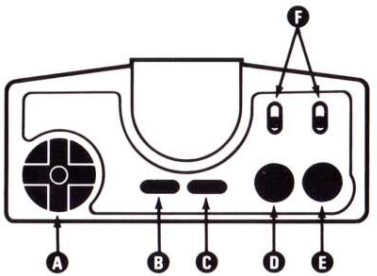
After selecting "1 Player" or "2 Players," press the RUN Button. A screen will appear showing the highest area and round that you achieved highlighted in blue. If you wish to go back to an earlier round, press "down" on the Direction Key. If you use your password to re-enter the game, you will lose all of your diamonds and all of your points.

Note: TurboGrafx-CD and TurboBooster-Plus owners please see page 8 of this manual.

Press the RUN Button to Begin Play.

Controlling LaLa and LingLing

The movements of LaLa and LingLing are controlled using your TurboPad Controller. Mastering its use is critical to your success. Below is a brief description of its components and uses in Chew-Man-Fu.



A Direction Key (4-way controller)
Used to move LaLa or LingLing around the room.

B SELECT Button
Used only in the "Edit Mode."

C RUN Button
Used to start or pause the game.

D Button II
Used to push or pull the ball. To push the ball, press Button II and move your character forward with the Direction Key. To pull the ball, press Button II and move your character backward with the Direction Key.

E Button I
Used to kick the ball or enter selections from the title screen.

F Turbo Switches
Should be in the "OFF" position.

Pausing the Game
During play, the game may be paused by pressing the RUN 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, the Wizard will ask you if you want to "continue." If you do want to continue, position the arrow to the left of the word "yes" and press Button I.

Using a "Password"
If you choose not to continue, or if you win a complete game (5 levels plus 5 extra rounds), the Wizard will give you a Password. Be sure to write down this Password, as you will need it to re-enter the game at a later time.

Note: TurboGrafx-CD and Turbo Booster-Plus owners please see page 8 of this manual.

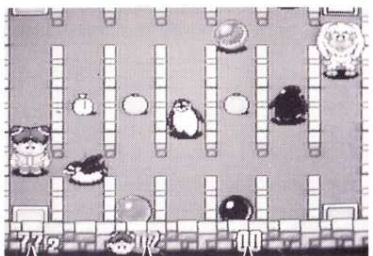
Areas, Rounds, Extra Rounds and Games

In Chew-Man-Fu there are a total of 5 areas. Each area (or room) has ten different arrangements or "rounds."

After all 5 areas have been completed, you must clear 5 extra rounds. Each extra round places you in a room with three bad guys and one ball. You must destroy these monsters with the ball to clear the extra round.

Clearing all 5 areas and the 5 extra rounds completes a game. A game, therefore, is composed of 55 rounds. After a game is completed, the points and credits are shown, and you can receive a password and go on to the next game. There are 10 games in all, making a total of 550 rounds!

Screen Displays
Remember to watch these "status" displays during the game!



Types of Balls

Red Ball
Attack ball. Can destroy an enemy with one hit.

Black Ball
Heaviest ball. Good for breaking walls, but hard to push.

Blue Ball
Lightest ball. Bounces easily off walls and can be pushed fast, but not strong enough for attacking or breaking down walls.

Green Ball
Regular ball.

Meet Chew-Man-Fu's Evil Henchmen!

Each area of the game has three kinds of bad guys and each bad guy has its own characteristics. Watch out!

Area 1: Stone Room

Porcupine
The quills on these guys can really "smart." When they bump into each other, they roll wildly around the room.

Green Turtle
Hides in his shell when hit by a ball.

Ape
Chases you around the room.

Area 2: Ice Room

Penguin
Slides on its stomach.

Walrus
Looks dumb, but be careful!

Ice Gorilla
Freezes the balls. A frozen ball cannot be moved, but wait a few seconds and it will thaw out.

Area 3: Plant Room

Porcupine
Same as Porcupine in Area 1.

Kiwi
Breaks down walls by pecking them.

Gorilla
Picks up balls. You must hit the gorilla with another ball to make him drop the ball he is carrying!

Area 4: Water Room

Frog
Hops around like crazy. Shoots fire out of his mouth.

Red Turtle
Stronger than the Green Turtle.

Kappa
Cannot be hurt when hit from behind.

Area 5: Fire Room

Green Dragon
Shoots fire from its tail.

Red Dragon
Shoots fire from its mouth.

Ogre
Catches the balls and picks them up! Attack from the sides or from behind!

Fire Balls!

Chew-Man-Fu's henchmen will turn into Fire Balls if you are too slow in clearing a Round (allow the clock to run out). There is no defense against a Fire Ball, so all you can do is run! Watch out– Fire Balls can go through walls!

Special Power-up Items and Weapons

Look for these special power-up items and weapons that may appear at any time, in any area.



Diamonds
When you have collected 30 diamonds, you can play the "1 UP" game for extra lives. The "1 UP" game is similar to an extra round game. You must destroy the walls to find the 1 UP's.



Earthquake
When you run over an Earthquake, the room shakes and the walls will crack. Run over another earthquake, and the room shakes again and the walls will break.



Skull
Repairs any cracked walls.



Oranges, Strawberries and Melons
Extra points.



Stop Watch
Freezes the bad guys in their tracks for a few seconds.



1 UP
Gives you 1 extra life.



Fortune
Allows you to be hit by a bad guy once without damage (you will be stunned for a few seconds!).



Vertical Beam Plate
Kills any bad guys that are above or below you.



Four-way Beam Plate
Kills any bad guys that are above or below, or to the left or right of you.



Horizontal Beam Plate
Kills any bad guys that are to the right or left of you.



Color Change Plate
Changes the color of all the balls in the room to the color of the plate!



Zapper
Kills all the monsters in the room.



Scroll
If a Scroll is in a room, all the Plates are hidden. Sometimes a Scroll is hidden in a wall. Sometimes a bad guy is carrying it. When you pick up a Scroll, the Plates appear.



Bowl of Ramen
When you run over a Bowl of Ramen, it becomes extremely hot. The delicious aroma attracts all the bad guys in the room until it gets cold again.



Area Beam Plate
Kills any bad guys that are near to you.

Using the Edit Mode

You can create your own Chew-Man-Fu rooms using the Edit Mode. If you're using a back-up system, you can even save up to 12 of these rooms and play them later!

Select "EDIT"
The following choices will appear:

"1 OR 2 PLAYERS"
Allows you to choose 1 or 2 players by using the Direction Key and pressing the RUN Button or Button I.

"EDIT"
Allows you to "edit" (create) your own room.

"FILE CABINET"
Allows you to save the room you have created in back-up RAM if you have a TurboGrafx-CD or Turbo Booster-Plus.

"CLEAR"
Allows you to eliminate a room you have created.

"END"
Returns you to the edit screen.

Note: Pressing the RUN Button will return you to the Edit Menu at any time during the editing process (while you are creating a room).

Choose "Edit" to Begin Arranging Your Room
Using the Direction Key to position your walls, and Button I to place them, create your room arrangement. If you move the arrow to a cell that cannot be a wall, an "X" will appear. An existing wall can be removed by positioning the arrow on the wall and pressing Button II.

Press the SELECT Button to "Furnish" it
Move the arrow to the bottom of the screen to make the "Select Window" appear.

By pressing the RUN Button (scrolls forward) or the SELECT Button (scrolls backward), you can scroll through all of the objects which can be placed in the room you are creating.

Choose a Category
Position the arrow and press Button I.

Choose Objects
Position the arrow and press Button I. Use the Direction Key to position objects, and press Button I to place them within the room. Pressing Button II will eliminate an object.

If an object cannot be placed at a selected cell, a horn will sound. Try to put it somewhere else, or eliminate it by pressing Button II.

An existing object can be picked up by moving the arrow to that cell and pressing Button I. The object can then be moved using the arrow key, or eliminated with Button II.

Note: Pressing the SELECT Button again will return you to the "Edit" mode where walls may be changed. Pressing the RUN Button will take you back to the Edit Menu. Also note that there are two monster regeneration cells. If both are placed in a room, the monsters regenerate from one cell, then the other.

Note for TurboGrafx-CD and TurboBooster-Plus Owners

Your TurboGrafx-CD system or TurboBooster-Plus features back-up memory. In Chew-Man-Fu this means you can stop playing anywhere in the game and start again from 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 system will automatically save the "data" (remember where you were in the game) when the game is over and the PASSCODE MODE appears on the screen. Remember that if you reset the game, or turn off the power before the passcode appears on the screen, the data will not be saved.

You can save only the highest level or stage you have reached in the game. You cannot return to previous levels without inputting the passcode for that level and pressing "down" on the Direction Key while the area and the round are highlighted in blue.

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 Back-up Unit
Your Back-up Unit is "initialized" (made operational) the minute the system is turned on. However, please note that if the battery runs out, or 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 Back-up Memory Unit is dropped or exposed to heavy shock. Do not touch the connection (expansion bus) between the TurboGrafx-16, the TurboGrafx-CD or the TurboBooster-Plus. Remember, turn your system on at least once every two weeks!

Playing Tips

When choosing your options, sometimes the Wizard will offer Player 1 *or* Player 2 a bonus and/or deal. Rarely is the offer meant for both! If it is meant for Player 1, the "yes or no" will be on the lower left side of the question. If it is meant for Player 2, the "yes or no" will be on the lower right side of the question. Select "yes" or "no" and press Button I.

Don't destroy Chew-Man-Fu's Evil Henchmen unless you need to. You will receive more diamonds as your reward!

If you beat a round and your score is over 100,000 points for the first time, you will receive 5 extra diamonds.

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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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
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