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Wood Dale, IL 60191-1094

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CRATERMAZE™



Thank You

...for Buying this Advanced TurboChip Game Card, "Cratermaze."

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.

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.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

Any duplication, copying or rental of this software is strictly prohibited.

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.

S.O.S.! S.O.S.! Opi in Trouble!

Wouldn't you know it? You're on a friendly little trip through time with four of your best friends when suddenly—ZAP! Your Magic-carpet Ship is attacked by Kublai, second in command to the evil Zenzombie. Now your friends are prisoners in another world, another time. It's up to you to get them out. With Zenzombie's followers everywhere, this is going to be a pretty a-*maze*-ing task!



Object of the Game

Rescue your friends from the evil Zenzombie. Negotiate your way through different periods of time, laying craters to trap enemies while searching for the key that unlocks the Doorway of Time. Score points by destroying Zenzombie's followers along the way and collecting Treasure Boxes. Special Items to increase your power occasionally appear. The game is over when you run out of lives, or you rescue all of your friends at the end of the 60th level.

Note: Cratermaze is a one-player game.

Starting the Game

From the title screen, press the RUN Button.

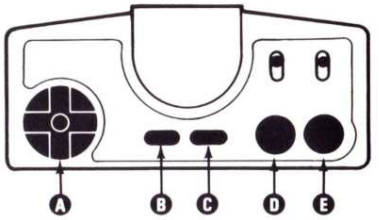
Pausing the Game
During play, the game may be paused by pressing the RUN Button.

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, and the title screen appears, you may resume play by selecting "continue" and pressing the RUN Button. 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 Opi
The movements of Opi are controlled using your TurboPad controller. Mastering its operation is critical to your success in avoiding Zenzombie's followers and scoring points.

TurboPad Operation



- **A Direction Key** (4-way controller)
  Moves Opi left and right, and up and down.
- **B SELECT Button**
  Selects the Playing Mode from the title screen.
- **C RUN Button**
  Starts and pauses the game.
- **D Button II**
  Push once to dig a hole. Push again to fill it up and bury enemies. Also allows you to use the items scattered throughout the maze when retrieved.
- **E Button I**
  Push to drop bombs or to use other enhancements you collect during the game. Push once to open a door. Push again to close.

Playing the Game

Number of Rounds
There are a total of 60 rounds in Cratermaze. Each round varies in size. Each round represents a different period of time, and presents a different maze.

Clearing Rounds
After you've obtained all the treasure boxes in a round, the key to the Door of Time that leads to the next round (maze) will appear. When the door starts to flash, go through it!

Scoring Points
Every time you trap and destroy an enemy, you score points. Additional points are scored by defeating Kublai and Zenzombie.

Rescuing Your Friends
After each set of 15 rounds, one friend is rescued. You must rescue all four friends to complete the game.

Battling the Boss Characters
To complete rounds 30 and 60, you must defeat the evil Boss Characters, Kublai and Zenzombie.

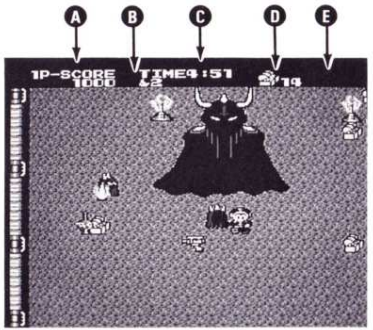
Obtaining Extra Lives
Extra Opi's are awarded at 40,000, 80,000, 120,000, 170,000, 220,000 and every 50,000 points thereafter.

Game Over
The player is killed when he comes in contact with an enemy, falls into a river or pond, or when time runs out.

Using Passcodes to Begin Play at the Level of Your Choice
The use of "Passcodes" allows you to begin each game at the level of your choice. Once you've run out of men, and the "game over" screen appears, another screen will follow. This screen will give you the Passcode for that particular round. Each Passcode is made up of four Opi heads in red or blue helmets, turned various ways. You should carefully note all Passcodes!

Entering a Passcode
At the beginning of the game, when the screen menu appears, select the "Passcode" mode. Four Opi helmets will appear. Using Buttons I and II, adjust these helmets to match the Passcode for the particular level where you want to begin to play. Use Button I to turn helmets to the right, keeping them blue. Use Button II to turn helmets to the left, making them red. Push the RUN Button to enter the Passcode and to begin play.

Screen Displays



- **A Score**
- **B Remaining Players**
- **C Time Left**
- **D Number of Treasure Boxes Remaining**
- **E Time Left for this Enhancement**

ESCAPING THE ENEMY

Use the Warp Hole or Spring!
Jump on the Spring once to activate the directions that you can travel. Then, push the pad in the direction you wish to go. The Warp Hole will appear in secret locations and magically transport you to higher rounds.

Use the Doors!
Open and close the doors using Button I (doors open in the direction of the knobs).

If Opi or an enemy contacts an opening or closing door, he will fall down.

Opi can go through a door where an enemy is tumbling!

Example 1
Use the power of an opening door to your advantage! When the door bumps into you, you can bump into the enemy, knocking him down!

Example 2
By opening and closing a door, you can shut your enemy out.

Power-up with Three Different Types of Items

There are three different varieties of items in Cratermaze that will increase your power and allow you to score extra points. Be sure to collect these items when they appear!

Items that Appear When an Enemy is Destroyed
These items appear when an enemy is destroyed. There are 5 different items and the time limit is 32 seconds for each of them. You can use only one item at a time.



Helmet
Opi becomes invincible.



Slowing Medicine
The speed of all the characters in the round is cut in half.



Stop Watch
All the enemies in the round come to a stop.



Ice Crystal
All the enemies in the round become packed in ice as they appear. To defeat them, slide them into walls!



Bombs
Bombs explode after a certain period of time (use Button I to place bombs).

Items that are Scattered throughout the Maze
In every round there are 1 to 4 power-up items that can be collected by simply running through them. These items come in 3 basic kinds, and the time limit for collecting them is 32 seconds.



YoYo
Throw the YoYo by pushing Button II. If it hits an enemy, the enemy will be destroyed.



Bubble Gun
Fire the gun by pushing Button II. If a bubble hits an Enemy, the enemy will be carried away.



Freeze Beam Gun
Fire the gun by pushing Button II. Enemies will be frozen in their tracks. Bump into them to destroy them.

Items with No Time Limit!

There are only two of these power-ups, but you can possess them until you are destroyed.

Shovel
Increases the number of holes that Opi can dig at one time.

With 1 shovel—2 holes can be dug at a time.

With 2 shovels—4 holes can be dug at a time.

Additional shovels further increase the number of holes that can be dug!

Roller Skate
Makes Opi move faster.

OPI's ENEMIES
These are just a few of the enemy characters that attack Opi during different periods of time.

Primitive


Dinosaur


Caveman

Samurai


Ninja


Samurai

War Period




Foot Soldiers

Opi's Enemies continued

Today

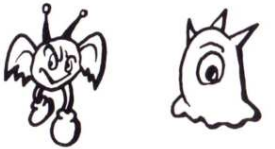

Policeman


Gangster

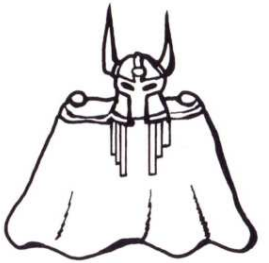
Future


Robots

Space Alien



Boss Characters


Zenzombie


Kublai

Note for TurboGrafx-CD and TurboBooster Plus Owners

Your TurboGrafx-CD system or TurboBooster Plus features backup memory. In Cratermaze 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!

How to Save "Data"
Your TurboGrafx-CD system or TurboBooster Plus will automatically save "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 return to previous levels by pressing Button II to decrease the level number. Press Button I to increase it again.

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 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. To "charge" the backup memory's battery, be sure to turn your unit on *at least once* every *two* weeks.

Playing Tips
Try to eliminate the same type of enemy character in succession and the scores will double up to a maximum of 3,250.

Power-up your shovel and skates for maximum efficiency.

Try to explore each round by digging holes to uncover secret Warp Holes, Super-Fast Boots and Bonus Point Items.

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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   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 or game support, call (708) 860-3648, Monday-Friday 8:00 A.M. to 11:00 P.M. Central Time, or Saturday 10:00 A.M. to 6:00 P.M. Central Time.

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

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