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NEC

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# CYBER-CORE™



## Thank You

**...for Buying this Advanced TurboChip Game Card, "Cyber Core."™**




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

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## 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.

**Welcome Back, Rad Ralph! We Have a Little "Mission" for You!**

After a hundred years in space, your expeditionary party returns to a horrible sight. Giant hyper-insects have taken control of the Earth! The United Force elects you, "Rad Ralph," to face them.

Fighting these bio-monsters with human strength alone would mean certain defeat. Your only chance to recapture the Earth is to merge with the ultra-life form "Chimera." Half man, half insect, now you have the strength to fight back. But you also have another incredible power. Like the insects themselves, you have the ability to transform yourself—"metamorphose" into an ever more powerful creature. Use your powers wisely, Rad Ralph, for this may be the final battle of all mankind!

**Object of the Game**

Defeat the hyper-insects by fighting your way through all 8 stages of the game. Begin your journey as a "Cyber Core," the lowest level of half man, half insect. Obtain further metamorphosis by acquiring the correct "power-up" items along the way. Earn extra lives by scoring points and collecting 1 UP's. Defeat gruesome enemy bosses and finally arrive at the underground tunnels. Then face the final challenge of the game—the giant 4-legged tarantula!

**Note:** Cyber Core is a one-player game.

## Game Play

**Starting the Game**
From the title screen, press the RUN Button.

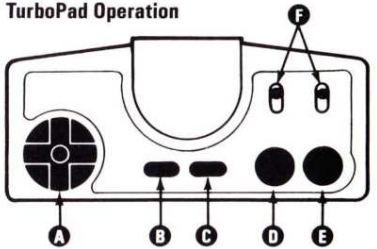
**Pausing the Game**
During play, the game may be paused by pressing the RUN Button.

**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 stage where you were playing. You may "continue" only 2 times.

**Controlling the Movements of Your Player**
The movements of your player are controlled using your TurboPad controller. Mastering its operation is critical to your success.

**TurboPad Operation**




**A** **Direction Key** (8-way controller)
Controls the movement of the player.

**B** **SELECT Button**
Increases or decreases speed.

**C** **RUN Button**
Starts and pauses the game.

**D** **Button II**
Fires lasers and other weapons.

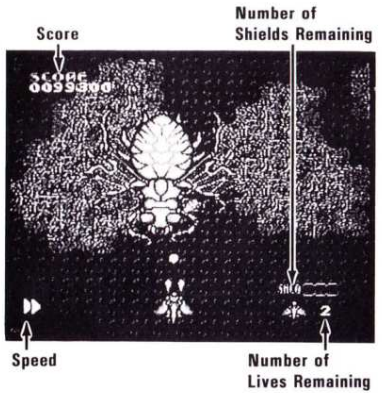
**E** **Button I**
Drops bombs.

**F** **Turbo Switches**
Should be set on "High."

WHEN "GAME OVER" APPEARS, HOLD I, II, AND "SELECT" WHILE YOU PRESS "RUN" FOR UNLIMITED CONTINUES.



## Screen Displays




**Obtaining Shields**
"Shields" prevent your player from being destroyed by the enemy. They may be obtained by acquiring a shield item during play, or by acquiring a metamorphic item that matches your current level of transformation. Remember that each shield lasts only until you sustain damage. A maximum of 3 shields may be held in reserve.

**Obtaining Extra Lives**
You have 3 lives at the beginning of the game. You can earn more lives by accumulating points or "mini" Cyber Cores during play. Earn 1 extra life at 100,000, 200,000 and each additional 100,000 points. The maximum number of lives you can have at any one time is 8.

**Undergoing "Metamorphosis"**
As part human and part "Chimera," you can read the genes of other life forms and assume their powers. By successfully obtaining the correct radioactive eggs, you can undergo metamorphosis—advance through the different stages of your existence, becoming bigger, stronger and more powerful with each change. The first stage is called "Cyber Core," and there are four stages of morphology in all. In each you will assume a different insect form, depending upon what items you consume.

## Power-up Items

Fire away at Bosses or destroy entire waves of enemy characters to release radioactive insect eggs. When collected, these eggs become items you can use to power-up your current stage of metamorphosis! There are 4 types of radioactive eggs which are used to grow through the 4 stages of morphology. In order to achieve metamorphosis into the next higher stage, you must collect the appropriate radioactive egg for your insect type (should be the same color as your insect type). Collecting the wrong egg will automatically change you back into the second stage form of that insect type.



**Eggs of Protection**
(Green Center)
Increase the power of your shield by one.



**Eggs of Invigoration**
(Blue Center)
Increases your strength to its maximum for about 15 seconds, making you invincible. This is the time to hurl yourself at the enemy!



**Eggs of Replication**
("Mini" Cyber Core inside)
Give you one extra life ("1 UP"). Maximum number of Cyber Cores you may store up at any one time is 8.



**Eggs of Destruction**
(Yellow Center)
Obtain one of these eggs and you can instantly wipe out all the enemies and enemy weapons on the screen.

FOR THE ULTIMATE WEAPON, COLLECT METAMORPHOSIS EGGS IN THIS ORDER: RED, BLUE, GREEN, GREEN, YELLOW, RED. WHEN YOU THEN LOSE ALL SHIELDS AND BECOME "STAGE 1" YOU WILL HAVE A COMBINED WEAPON. DO NOT PICK UP ANY MORE METAMORPHOSIS EGGS, BUT YOU CAN PICK UP ALL THE OTHER POWER-UPS. YOU CERTAINLY NEED THEM NOW!



## Stages of Metamorphosis

### STAGE 1: PRECAMBRIAN CYBER CORE
Basic Metamorphosis Stage

### STAGE 2: PALEOZOIC CYBER CORE
Larva/Bio-Formation

| BEETLE TYPE | SWALLOWTAIL TYPE | MANTIS TYPE | HORNET TYPE |
|---|---|---|---|
| BLUE | RED | GREEN | YELLOW |
|  |  |  |  |
| Basic Beetle | Basic Swallowtail | Basic Mantis | Basic Hornet |

### STAGE 3: MESOZOIC CYBER CORE
Adult Insect/Mechanical Formation

| | | | |
|---|---|---|---|
|  |  |  |  |
| Gun Beetle | Bull Swallowtail | Mantis Leaper | Hornet Harrier |

### STAGE 4: CENOZOIC CYBER CORE
Special Combat Mode

| | | | |
|---|---|---|---|
|  |  |  |  |
| Cyber Beetle | Swallowtail Bomber | Mantis Cruiser | Gyro Hornet |

## Stages of the Game

Cyber Core contains 8 different stages—the world of the hyper-insects! At the end of each stage, a hideous boss insect appears that must be defeated before you can move on to the next stage. PASSWORDS FOR STAGES ARE SHOWN

**Stage 1 The Invasion**
In this stage of the game, balloon-shaped spores, fish which have been turned into insects, insects living in the water and other enemy characters will appear. Your objective: make it to land!

**Stage 2 The Ruined City** EMI
This city is the home of the hyper-insects. Once ruled by man, its buildings are now in ruins. Insects buzz around the sky and strut down the streets as if they owned the place. They ridicule man and his accomplishments.

**Stage 3 The Forest** YUUMI
In this tropical rain forest, brightly colored venomous bugs fly about in confusion.

**Stage 4 The Desert** PERSIA
This arid wasteland is overflowing with beautiful but creepy anthills. Without warning, vicious army ants leap out at you, protecting their nests.

**Stage 5 The Insect City** YU
In this city, the anthills grow to be as large as skyscrapers. At the very end, there is a huge opening. This is the entrance to the underground nests.

**Stage 6 The Ancient Shrine** MAMI
At last you are in the subterranean home of the insects. Here you will see tall columns lined up as in an ancient shrine or castle. Perhaps this was once a place of worship. No matter. It must be destroyed.

**Stage 7 Tunnels of Terror** MIHO
Get ready for "future shock" as you enter the underground tunnels. In these eerie caverns, all sorts of high-tech robots, droids and futuristic insects lay in wait! Keep your cool, you're almost to the finish line.

**Stage 8 The Final Showdown** LALAMOTO
This is it, Rad Ralph! Get through this barrage of maggots, worms and other assorted slime and you'll not only be "home free," you will have recaptured the Earth!

SEE PAGE 8 FOR HOW TO INPUT PASSWORD.



## Meet the Evil Bosses

**Stage 1 Rock Worm**
Multiple bombs are fired in succession from the center of its slimy (but hard) body.

**Stage 2 Side Winder**
As it moves slowly along, brain matter comes flying out of its head like a guided missile. Its weak point is near the center of its body.

**Stage 3 Beelzebub**
The Lord of the Flies. Drops gross-looking maggots as it zips around.

**Stage 4 King Nematoda**
Rules over his kingdom of sandworms. Attack his Henchmen first. Then go in for the kill.

**Stage 5 Clonus Clitelium**
Shoots out genetic clones of himself.

**Stage 6 Lethal Mutant Locust King**
Moves right and left blowing its "attitude control" nozzle. Fires bombs out of its antennae. Occasionally opens its huge jaws to fire a laser beam. Its only weak spot is the place from which the laser is fired when the jaws are open.

**Stage 7 "Slim Wilik"**
Queen of the Wilik Worms. Spews disgusting slime from her cavernous mouth. Her source of destruction is your only source of victory! Aim carefully. It's either her or you—who's it going to be?

**Stage 8 "Big Blue" (the Tarantula Queen)**
The female of the species and perhaps the most awesome fighter of them all. Blue in color, she fires everything out of her mouth. You'll need every trick in the book to defeat this monster madam.

### Meet the Enemy Characters

**Re-Flies**
Appearing in formations of 5 over the water, these pesky bugs always fly at you diagonally and exit in the opposite diagonal direction.

**Jellyfish**
Initially these creatures float harmlessly on the surface of the water. However, suddenly they float into the air and plunge down at you.

**Meemay**
A gigantic water strider. While it doesn't drop bombs, its movements make it difficult to attack.

**Blast Spore**
A huge airborne mushroom. When it is damaged, this rascal explodes into fragments which scatter in 16 different directions.

## Enemy Characters continued

**Big-horned Cicada**
A hyper-insect with horns and hard shell. Spits out bombs.

**Skeleton Cicadas**
Emerge from cocoons on the ground. They'll chase you and ram you with their bony heads.

**Blue Vinegar Flies**
Tiny and annoying. They appear out of nowhere and chase you everywhere.

**Skull Tick**
A creepy hyper-bug transformed from a tick. Skull Ticks move slowly across the ground.

**Rueful**
A hyper-version of an insect-eating plant. Attack its center and an undigested bee will fly out.

**Glecker**
Moves across the sand with half its body hidden. When it stops, only its mouth shows, so be careful!

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**Playing Tips**
If you are having trouble defeating an end Boss, try switching to another type of Cyber Core. Some bosses are easier to defeat than others, depending upon the weapon you are using.

Once the correct radioactive egg is released, stop shooting the supply ship or you may accidentally pick up an unwanted power-up item.

Destroy all enemies in an attack wave and you may receive an egg. Eggs will usually reappear in the same positions. This is an easy way to get a "1-UP" or an Egg of Invigoration.

Try these passwords! Press and hold the left side of the Direction Key. Then press the SELECT Button. "Input Password" should appear on the screen. Enter the password of your choice and press Button I to activate it.

Here are the passwords:

| | |
|---|---|
| SCSI | Brings up music sound test |
| OTOON | Turns music and sound effects on |
| OTOOFF | Turns music and sound effects off |
| IRO | Puts up color bars |

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

MAKIRIN-NARROW SCREEN LIKE ARCADE
NAOMI-SPECIAL WEAPON

 MIKARIN-INVINCIBLE

## NEC TurboChip™ 90-Day Limited Warranty

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   e) any other cause that does not relate to a product defect.

YANDI-EASY, LOTS OF POWER-UPS.

**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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