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- Alien Crush™
- Splatterhouse™
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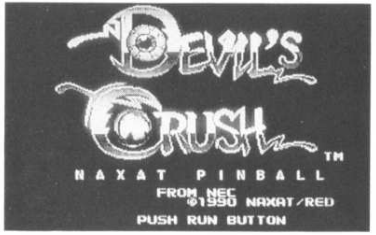
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DEVIL'S CRUSH™



Thank You

...for Buying this Advanced TurboChip Game Card, "Devil's Crush."



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

It's a Face-off Between You and the Devil!

Devil's Crush—The Ultimate Game of Pinball Action!
"Devil's Crush" is an incredible video pinball game combining "turbo-charged" action with eerie, underworld graphics. You play in a world cursed with devils. Channel your rage into the Spring of Justice. Attack the monsters' base of operations. Break their evil magic spells and bring light back to this cursed world. You control the ball speed, flippers, even "tilt" the board, just as you would in a real pinball game. But beware. Because no ordinary pinball game could ever prepare you to meet the devil. Will you win? Or will you be "crushed" like the others?

Object of the Game
Defeat the devil and his evil followers on all levels of this living pinball machine. Compete with your friends for the highest score. Blast the ball past bizarre creatures and into bonus rounds where even greater adventures await you. The game is over when no more balls are left.

Please Note: Devil's Crush can be played by one or two players. For two players, a TurboGrafx-16 TurboTap accessory and an additional TurboPad controller are recommended (but not required). These items should be available 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

From the Title Screen, press the RUN Button and the following options will appear one at a time:

Play Mode Select
Using the Direction Key, select either "1 PLAYER" or "2 PLAYERS" and press Button I or the RUN Button to enter your choice.

Speed Select
Using the Direction Key, select either "FAST" or "SLOW" and press Button I or the RUN Button to enter your choice.

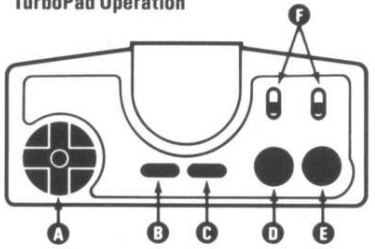
Select
Using the Direction Key, choose either "NEW GAME," "PASSWORD" or "DATA LOAD" and press Button I or the RUN Button to enter your choice.

Devil's Crush will now begin.

Operating Controls
In Devil's Crush, just as in real pinball, you must use two flippers to keep the ball in play. The basic game contols are Button I and the Direction Key–these operate the flippers. Button I is also used to activate the plunger (shooter) mechanism.

Button II allows you to "tilt" the board and affect the roll of the ball. When you press this button, you'll be able to nudge the playing field, just like a real pinball machine.

TurboPad Operation



A **Direction Key** (4-way controller)
Operates left flipper.

B **SELECT Button**
Used to select options. Also calls up the "High Scores" screen.

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

D **Button II**
Allows you to "tilt" the board.

E **Button I**
Controls the right flipper and shooter. Also allows you to "save" your game if you are using a backup system or to obtain a password if you do not have a backup system.

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

Game Functions and Features

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.

"Saving" Your Game
You can save your game at any point–even if you do not have backup memory!

If you have a TurboGrafx-CD system or a TurboBooster-Plus accessory, please see page 8 of this manual. If you do not have either of these items, you can save your game by using a password.

To obtain a password for "Devil's Crush," simply press the RUN Button to pause the game, and then press the SELECT Button. The "High Scores" screen should appear. Press Button I to make your password appear. Write down the password that is displayed so that you do not forget it.

To return to the game, first press Button II to bring you back to the "High Scores" screen. Then press the SELECT Button to make the game screen reappear. As your last step, press the RUN Button to "un-pause" the game.

Last Chance!
After you lose your last ball, you can play a number matching game that awards you an extra ball if you win! If the number on the screen matches the last three digits of your score, you will win one extra ball!

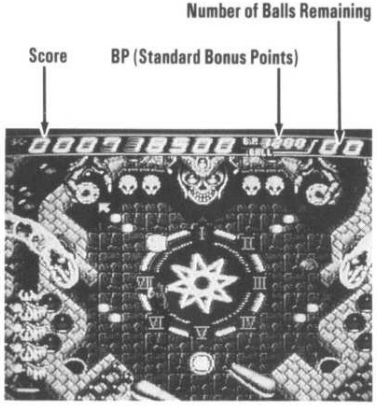
Recording Your Name and Score
After the game is over, and if you scored more than 1,000,000 points, you can record your name or initials on the high score board.

When the "High Scores" screen appears, select up to three characters by using the Direction Key and pressing Button I. If you make a mistake, press Button II to cancel. Your score will automatically be entered next to your name.

To view the "High Scores" screen during play, press the SELECT Button. To return to the game, press the SELECT Button to make the game screen reappear and then the RUN Button to "un-pause" the game.

Screen Displays and Scoring

Screen Displays



Scoring

Each time the ball touches a monster or passes through a particular obstacle, you score points as indicated in the charts on pages 6 and 7 of this booklet.

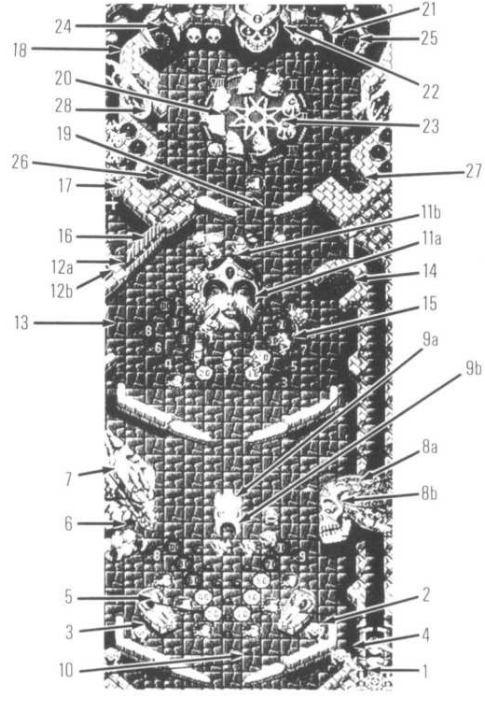
You can also score bonus points when any of the following three bonus point indicators appear on the screen:

BP (Standard Bonus Points)
BT (Extra Bonus Points–"Bonus Tip")
BM (Extra, *Extra* Bonus Points–"Bonus Magnified")

Watch out for Bonus Balls!

If you clear the bonus stage with a perfect score, the ball will change to blue. While the ball is blue, any points you score will automatically be quadrupled!

Playing Board



See descriptions on pages 6 and 7.

Points and Functions of Major Characters, Components and Obstacles

The major characters, components and obstacles in Devil's Crush are listed in this chart. The numbers in the left-hand column correspond to the numbers shown in the illustrations on page 5.

No.	Name	Points	Function
1	Devil Shooter	0	Serves ball. To control, press Button **I**.
2	Skeleton Insect	4,000	Opens return gate back to Shooter.
3	Skeleton Insect	4,000	Opens exit lane at dragon's tail.
4	Skeleton Insect	10,000	BP (Bonus Point) clearance.
5	Devil's Coffin	1,000 1 hit 2,000 10 hits	Destroy and BM up. Also Coffin Insects worth 2,000 points each (hit all = 100,000 points!).
6	Dragon's Egg	1,000 each	BT up. 20,000 points = total destruction. Opens up right side of Giant Skeleton's mouth.
7	Dragon's Head	5,000 1 hit 10,000 8 hits	BP up. Opens mouth. Enter and get 10,000 points, plus go on to BS-1.
8a	Giant Skeleton		Enter the open mouth and get BP clearance (you can only clear the BP during MAX mode).
8b	Giant Skeleton's Eyeball	4,000	BP up.
9a	Tower	5,000 1 passage	Guard will appear. 5 passes (after guard appears), go to BS-5.
9b	Insects Living in Tower	1,000 1 hit 5,000 2 hits	Insects destroyed. BT up.
10	Guard		You can get past the guard by playing the Bonus Phase or returning to the Shooter.
11a	Giant Face	300 1 hit	After the different levels change 7 times, the mouth will open and you can go to BS-4.
11b	Crown on Giant Face	3,300	Makes color of Giant Face in level one change skin color.
12a	Surface of Wall Pocket	5,000 1 hit 20,000 4 hits	Destroyed.
12b	Wall Pocket	10,000	BP clearance. Go on to BS.
13	Wall Pocket	8,000	One step change of Giant Face. But if Giant Face is at early level, you get only 1,000 points and no change occurs.

Points and Functions continued

No.	Name	Points	Function
14	Wall Pocket	8,000	One step change of Giant Face. But if Giant Face is at early level, you get only 1,000 points and no change occurs. You can go on to BS-6.
15	Small Soldier	3,000 1 hit 50,000 2 hits	Destroyed.
16	Giant Door	5,000 1 hit 50,000 4 hits	Destroyed.
17	Skeleton Knight	5,000 1 hit 10,000 4 hits	Destroyed.
18	Small Slimes	100,000 1 hit	If you destroy even one, the Slime Roulette becomes a guard.
19	Slime Roulette	Red 3/10,000 Blue 3/1,000	Extra ball.
20	Sorcerer	1,000 1 hit 5,000 2 hits	Destroyed. BP up.
21	Small Skeleton	2,000 1 hit	Destroyed.
22	Devil's Gate	5,000	Go to BS-2.
23	Acquiring Magic		If you destroy the small skeleton, you can stop the rotation. Then the pocket ball indicated by the arrow will play a special role (SPECIAL).
24	Wall Pocket BS-3	Normal 1,000 Special 10,000	BB up. Go to BS-3.
25	Wall Pocket BS-6	Normal 1,000 Special 10,000	BB up. Go go BS-6.
26	Wall Pocket BS-1	Normal 1,000 Special 10,000	BB up. Go to BS-1.
27	Wall Pocket BS-5	Normal 1,000 Special 10,000	BB up. Go to BS-5.
28	Tube	5,000	Go to BS (random).

Legend: **BS** = Bonus Stage **BP** = Standard Bonus Point **BT** = Bonus Tip **BM** = Bonus Magnification **BB** = Bonus Ball

Note for TurboGrafx-CD and TurboBooster-Plus Owners and Playing Tips

Your TurboGrafx-CD system or TurboBooster-Plus features back-up memory. In Devil's Crush, this means that 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 or TurboBooster-Plus will save the "data" (remember your score and the number of balls remaining) if you follow these four simple steps:

1 Press the RUN Button to pause the game;
2 Press the SELECT Button to make the "High Scores" screen appear;
3 Press Button I to make the Password screen appear;
4 Press Button I to save the file.

Note: You can store up to 5 files in backup memory at any one time.

If you decide that you do not want to save the file and you have not completed Step 4, press Button II to abort the saving process.

If you would like to resume gameplay, press the SELECT Button to make the playing screen appear and then press the RUN Button to "un-pause" the game.

What to do if your Memory Unit is at Full Capacity
If your Memory Unit is full, the following message will appear on the screen when you attempt to save additional "data":

NOT ENOUGH MEMORY. KILL OTHER GAME DATA?

YES
NO

IF YOU SELECT "YES," *ALL* OF YOUR FILES WILL BE DESTROYED! So be sure that you want to get rid of *EVERYTHING* before you select "YES"!

If you are playing the game using the TurboGrafx-CD system, follow the instructions in the CD manual and use the CD System Card.

If you are playing the game using the TurboBooster-Plus, *BEWARE* if you use the Screen Editor from Devil's Crush. It will eliminate *ALL* of the files held in memory! To get around this, try saving your place in Devil's Crush by obtaining a password (see page 3 of this manual) and using a Screen Editor from another TurboGrafx game, such as "Chew-Man-Fu" or "Neutopia."

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.

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

Playing Tips
Winning Extra Balls and accumulating Bonus Points are essential in achieving hich scores!

Save your game often!

Just like its predecessor, Alien Crush, Devil's Crush can be beaten with a score of 999,999,900. When this happens, the Devils will be destroyed!

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.

WHO IS PROTECTED
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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