NEC

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TGM02198980M

DRAGON SPIRIT™



Thank You

...for Buying this Advanced TurboChip Game Card, "Dragon Spirit."
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

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.

"...and lo, the Blue Dragon shall appear!"
It was written that the spirit of the dragon lived within him. And yet Amur couldn't believe what was happening. His skin! His eyes! No longer a mere youth, he had transformed into...the "Blue Dragon."



More powerful than a freight train, his mission is now clear. He must rescue the Princess, Alicia, from the hands of the evil Zowel, Demon of Darkness.

Spitting awesome cannon fire, he sets out on his journey. In deserts, caves and jungles his enemies lay in wait. At the end of the trail, Zowel, the "Demon of Darkness," begins preparing for Alicia's sacrifice. Little does he know that the Blue Dragon is on his way!

Starting the Game

Object of the Game
Take to the skies in the form of a Blue Dragon while battling Zowel and his troop of evil monsters. Fight off the flying creatures with your dragon breath or attack the Demon's creations on the ground with fireballs! Pass through all eight lands, acquiring multiple dragon heads to expand your firepower, magical spells that enhance your abilities, and power-ups to increase the destructive power of your flames. Try for the highest score as you work your way into Zowel's palace for the final confrontation between the two greatest beasts the world has ever known.

Press the RUN Button
This starts the game from the title screen.

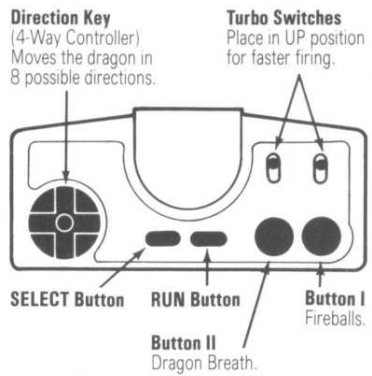
Pausing the Game
During play, press the RUN button to pause.

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.

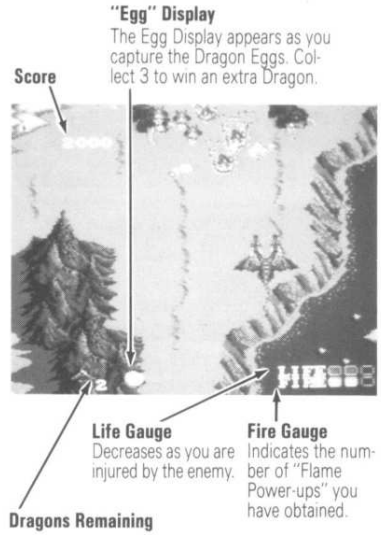
Operating Controls

The movement and firing of your Blue Dragon are controlled using your TurboPad Controller as indicated:

Pad Operation



Screen Displays

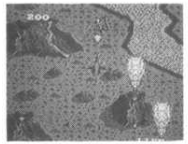


Blast Your Way Through the 8 Areas of Evil!



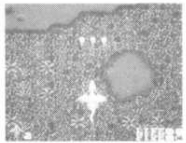
Area 1
Mountain Flatlands

A limestone plateau with patches of green, and rivers scattered here and there. Look out for the amphibious creatures!



Area 2
Volcanoes

Scorching heat! Here you will be attacked by lava and deadly Firebirds!



Area 3
Jungle

Bewitching flowers and giant insects await you in this dark jungle.

Area 4 Desert

Prehistoric creatures fill the air! On the ground, you'll find even worse.

Area 5 Caves—Watch Out!

The walls in this area will close in and can squash your dragon!



Area 6
Glacier

Towering walls of ice block your way. Fire quickly to make a clean path.

Areas 7 and 8 Demon Palace

At last you enter the Stronghold of Zowel. The final battle between good and evil approaches.

Increasing Your Power

Turn your Dragon into an Awesome Fighting Creature

The attacks of the monster troops become increasingly challenging as the game progresses. Accumulating "power-up items" along the way will increase the abilities of your dragon. Obtain these items in two ways:

1 Smash the "Eggs" on the Ground

When you smash a red or blue egg on the ground with fireballs and pick up the power-up item that appears, your firepower increases.

Red Power-up Items

Capturing a red power-up item will increase your fire gauge by one unit. If you fill your fire gauge by collecting 3 red power-up items, your flame attacks will double! If you collect 3 more, your flaming dragon breath will quadruple (4 times its original power!). If you are damaged, however, your firepower will drop one level and must be enhanced once again.



Blue Power-up Items

Capturing a blue power-up item will add another head to your dragon! The dragon can then fire from each head and can use additional flame attacks and fireballs at the same time (you can obtain a maximum of 3 heads. Each time you are damaged, you lose one head).

Destroy the Power-Up Enemies!

From time to time, a flashing enemy will appear on your screen. When you defeat this enemy, red, blue or "magical" power-up items will appear!

Power-Up Items

The power-up items which may appear when you defeat a flashing enemy are:

Torch Spell
Enables your dragon to blow long streams of flame at *8 times* the normal rate! Effective until you receive damage.

Reducer Spell
Shrinks your dragon so it can easily avoid attack. Effective until you receive damage, or pick up a blue item.

Expander Spell
Produces wide-range flame attack. Effective until you receive damage.

Homer Spell
Enables your dragon to fire guided missiles for a set amount of time, or until you receive damage.

1 UP
When you capture the purple heart, an egg will appear in the lower left-hand corner of the screen. When you collect three eggs, a dragon is born! You get 1 extra dragon!

Items that Can Save You from Death and Destruction
These items may also appear when you destroy a blinking enemy. Use them to your advantage!

Earthquake
Capturing this item causes an earthquake to occur. All the enemies on the ground are destroyed.

Power Wing
Your dragon begins blinking and for a few moments cannot be destroyed. Take advantage of this limited invincibility and strike!

Diamond
This item is worth 1,000 points.

Gold
This item is worth 10,000 points.

Speed Up
Increases the dragon's maneuvering speed by one level (up to a maximum of 3 levels).

Decrease Power
Decreases by one degree (one head or one firing level) whatever "power-up" effect is in use.

Meet the Monster Troop!

Big Flap
A brightly colored poisonous moth. Comes swooping down at you!

Tusk
These monsters fly in formation in the skies of the Glacier Area. Watch out for their lightning-fast charges.

Dragon Master
Dragonflies which swarm in the Jungle Area.

C-Serpent
Giant sea monsters that rule the oceans. A giant C-Serpent is the Boss of Area 1 and attacks with flames!

Mammoth
Inhabits the Glacial Area. Likes dragon meat!

Firebird
Drops volcanic bombs. A giant Firebird is the boss of Area 2 and controls the Volcanic Area.

Pterosaur
Pronounced "Tera-sore," these creatures band together for savage attacks.

Skulk
These monsters slowly close in on you from the edge of the screen.

Begonia
The boss of Area 3. A gigantic poisonous flower, its roots extend deep into the jungle. Attack the bulbs that surround the main plant.

Trap
A deadly flower that lives within the jungle.

Playing Tips

Remember to aim for the "weak spot" when fighting a Boss. When you hit one of these characters with flames or fireballs, a blinking spot appears. This is the spot that is most vulnerable, so keep firing at it.

Shooting down the enemy is not your only option. In most of the Areas, you can break through by mastering your firing techniques and knocking off the monsters, one after another. However in some cases, it is better to avoid the monsters than to attack them. For example, there is a tree branch in the middle of Area 3. When you hit it, it extends a greater distance and becomes difficult to avoid. The best strategy is to fully extend this branch, then break through.

Some of the creatures that you encounter require multiple hits to destroy. Other enemies are made up of two parts which must be eliminated separately. If you fail to defeat both sections, the original creature may reappear in whole.

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

NEC TurboChip™ 90-Day Limited Warranty

NEC HOME ELECTRONICS (USA) INC. ("NECHE") warrants this product to be free from defects in material and workmanship under the following terms:

HOW LONG IS THE WARRANTY
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.

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

1. Any product that is not distributed in the U.S.A. by NECHE or which is not purchased in the U.S.A. from an authorized NECHE 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 NECHE;
   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 8:30 a.m. to 5:30 p.m. Central Time.

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EXCLUSION OF DAMAGES
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1. Damage to other property caused by any defects in this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or

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

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.