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NEC

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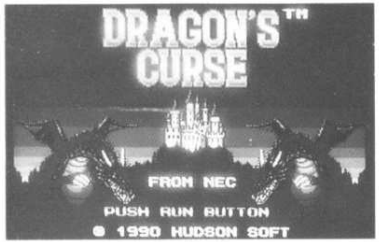
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# Dragon's Curse™



## Thank You

**...for Buying this Advanced TurboChip Game Card, "Dragon's Curse."**




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.

© 1990 HUDSON SOFT
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 benzine.

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.

## Find the Salamander Cross!

**You are the handsome Hu-Man. But right now things aren't exactly cool.**
Locked in the eerie Dragon Castle, your only hope of escape is to find your captor (the Horrible Mecha Dragon!) in his lair and defeat him. But once you have found and defeated Mecha, he puts an evil curse on you! You are turned into Lizard-Man! Now the only way to return to your former appearance and bring peace to the land, is to get out of Mecha's Castle and search for the legendary Salamander Cross. The Salamander Cross has the magic antidote to restore you to your human form. Will you be able to defeat the 5 dragons and restore peace to the land?

**Object of the Game**
To find the Salamander Cross, you must defeat 5 dragons (including Mecha Dragon). The final dragon is hiding the Salamander Cross. Accumulate Medicine Vials, gold, weapons and other items to help you along the way. Advance through all 6 stages of the game and destroy as many monsters (and dragons!) as possible.

**Note:** Dragon's Curse is a one-player game.

**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**
This will make the "Start" Screen appear.

**From the Start Screen, Choose "New Game" or "Continue"**

**"New Game"**
This will put you at the beginning of the game (Mecha's Dragon Castle).

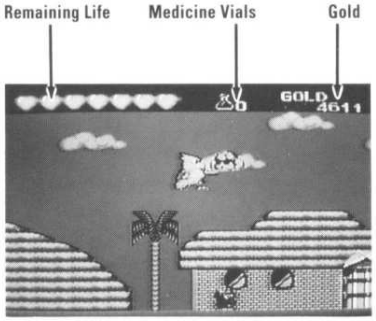
**"Continue"**
From the "Continue" Screen, you may choose "Password" or "File Cabinet."

**If You Choose "Password"**
Entering the correct password will return you to the church. Be sure to write down the passwords as they appear!

To enter a password, use the Direction Key. After the password is entered, select "End" and press Button I. Play will then begin. If you enter the wrong password, don't worry. You can try again.

**If You Choose "File Cabinet"**
If You Choose "File Cabinet," you do not have to enter a password. Instead the passwords are saved in a "file cabinet," so all you have to do is indicate the file name and press Button I.

**Screen Displays During Play**
During play, the top line of the playing screen displays Hu-Man's remaining life (Hearts), number of Medicine Vials and amount of Gold.






## Playing the Game

Dragon's Curse is based on the "damage" system of play. You start the game with 8 "hearts." Each time you are injured by a dragon, you lose some of the blood from your hearts. When your last heart is empty, the game is over. When this happens, the "continue" screen will appear. If you want to continue, press Button I. If the "flashing light" lands on a red vial, you will start with one medicine vial.

When you are cursed and turned into Lizard Man, you lose all but one of your hearts! This makes you much weaker but you can still find more hearts as you search for the Salamander Cross.

**Medicine Vials**
A Medicine Vial will refill some of your hearts if you are killed. Vials can be found or bought at different places throughout the game.

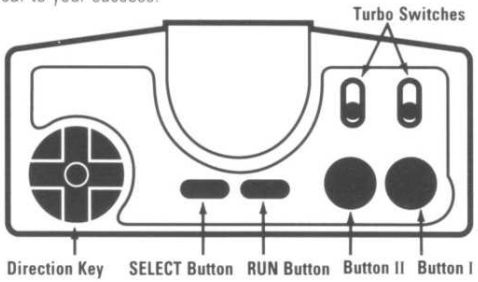
**Gold**
Gold can be used to buy swords, shields and armor. You collect gold by killing monsters!

**Spring Boxes**
As you play the game, watch for Spring Boxes. They help you jump to higher levels.

**Checker Boxes**
Also watch for Checker Boxes. They will allow you to climb walls and even walk on the ceiling!

## Controlling the Movements of Hu-Man

The movements of Hu-Man are controlled using your TurboPad controller. Mastering its operation is critical to your success.




**Direction Key** (4-way controller)
Moves Hu-Man left and right. Press down to crouch.

**Note:** Only Hu-Man and Lizard Man can crouch.

**RUN Button**
Brings up the "Status Screen." (to return to the playing screen, press Button II).

**SELECT Button**
Not used in this game.

**Button II**
From the Status Screen, press to return to the playing screen.

**Button I**
Starts the game and enters selections. Also used to make the character jump when used with the right Turbo Switch.

**Turbo Switches**
Recommended settings: Both switches should be in the "down" position.

**Pausing the Game**
To pause the game during play, press 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.



## Status Screen

Pressing the RUN Button during play will bring up the "Status Screen" (to return to the playing screen, press Button II).




The top line of the Status Screen displays your Hearts, Medicine Vials and Gold. This is the same line that regularly appears on the playing screen. Your character's name appears at the upper left corner of the screen.

**"Points"**
At the upper right corner of the Status Screen, your "points" are shown. "Points" determine the strength of your attack, how well you defend yourself and how charming you are to the shopkeepers. Each character, "Hu-Man," "Mouse Man," "Lizard Man," etc., has different points as follows:

**Attack Points** You gain Attack Points when you select and use more powerful swords.

**Defense Points** You gain Defense Points when you select and use more powerful shields and armor.

**Charisma Points** Charisma Points are based on the number of stones you have collected and the type of armor you are wearing. Charisma Points allow you to see items in shops that the clerk might otherwise not want to show you!

**Weapons** Hu-Man starts the game with the Legendary Sword, Shield and Armor. These are the most powerful weapons in the game. However, when Hu-Man is turned into Lizard Man, he starts but with the Ivory Sword, Shield and Armor. These are the least powerful weapons in the game.

Different swords, shields and armor can also be purchased for gold or may be found during the game. Whether an item is bought or found, it must be "selected" before it can be used. To select these items, begin from the Status Screen. Using the Direction Key select "Swords," "Shields" or "Armor." Enter your choice with Button I. Once the list is displayed, make your selection using the Direction Key and press Button I. Press Button II twice to return to the game.

## Power- Up Items and Special Weapons

**Power-Up Items**
Each time you kill a monster, it leaves behind a "Power-Up" item. Power-Up items increase your strength, charisma or playing ability. Each of these items, with the exception of the Gold Bag, is listed on the Status Screen.

**Gold Coin** Some gold coins are worth more than others.

**Gold Bag** This may contain 10 or more gold coins.

**Heart** This item will refill your hearts with blood. A big heart will refill all of your hearts. A small heart will refill your hearts only a little.

**Medicine Vial** Medicine Vials revitalize you if you are killed. These vials are used automatically.

**Stone** A stone will add to your ability to charm the shopkeeper by giving you more charisma.

**Key** An important item that is necessary to unlock the dragons' lairs.

**Special Weapons**
In addition to Power-Up items, a monster may also leave behind Special Weapons. You can store these weapons and then select them from the Status Screen as needed. Remember, you must "select" an item before using it!

**Fire Ball** Bounce and destroy monsters.

**Tornado** Good for getting monsters in pits.

**Arrow** Shoots straight up. Good for getting rid of Smog Monsters.

**Boomerang** Flies back and forth, killing monsters in its path. This is one of the best weapons and it can be used over and over again!

**Thunder** This is your most powerful weapon. Kills any monster on the screen. Save this weapon for a time when you really need it!



## Stages of the Game

**Mecha's Dragon Castle**
This is where the game begins! You must defeat Mecha Dragon and escape from the Castle to advance to the next stage.

**The Village**
Within the Village you will find several types of "houses" where different items may be obtained.

**The Church** Here you can obtain your password for the game to that point. Be sure to visit the Church as you advance through the game, writing down the password as you go.

**The Hospital** If you have enough gold, you can have your hearts filled here.

**The Shop** You can buy weapons here, but they are expensive and the Shop is often sold out of popular items. You may have to charm the clerk into showing you some weapons!

**Note:** Hospitals and shops are spread throughout the game.

**The Worlds**
From the Village, you advance into five different worlds. Each world is ruled by a different dragon.

**Sea World** A spectacular underwater world filled with amazing sea creatures.

**Desert World** Crawling with poisonous snakes and filled with deadly flowers.

**Jungle World** Tarzan's worst nightmare would be nothing compared to this dense, overgrown land.

**Cave World** No one knows what lurks in the cracks and crevices of this world of darkness.

**Sky World** The most mysterious of them all. Little is known of this final and most deadly world, except that this is the place where you last faced Mecha Dragon.

## Characters and Dragons

### Characters

At the beginning of the game, you are Hu-man. After you defeat Mecha-Dragon, he will put a curse on you, changing you into Lizard Man. After that, each Dragon you defeat will also put a curse on you which changes you into a different character.

**Hu-Man** Has 8 hearts and the Legendary Sword, Shield and Armor.

**Lizard Man** When you are changed into Lizard Man, you cannot use a sword, shield or armor. Your only weapon is your fiery breath.

**Mouse Man** Small, but agile. Mouse Man can get into many small places, climb walls and even walk on ceilings.

**Piranha** A powerful swimmer!

**Tiger Man** An expert swordsman. Makes a "full swing" with his weapon.

**Hawk Man** An expert flyer, however his wings become damaged when wet.

### Meet the Dragons

**Mecha** A mechanical meany. Lives in his castle. Puts the first curse on Hu-Man.

**Captain** Rules Sea World. A descendant of the Vikings.

**Mummy** Rules Desert World. Lives in the Pyramid. Mummy has been waiting for an eternal companion. Will it be you?

**Zombie** Rules Jungle World. Hasn't slept in 1,000 years. Zombie is pretty tough to find, but if you can climb, you can find him.

**Daimyo** Rules Cave World. Very skillful with his sword. Daimyo has only one weak spot. Either you find it, or die.

**Vampier** Rules Sky World. Keeper of the Salamander Cross! No one knows exactly where he lives or what he looks like. All who have ever seen him have not lived to tell the tale!

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**Playing Tips**

Select your weapons based on the type of monster or dragon you are facing.

Be sure to try all possible combinations of armor and weapons in attempt to get the greatest number of points for each situation.

The best armor and weapons may not always be the best possible choices. Some situations are trickier than they look, so think carefully when choosing your armor and weapons!

Breakable boxes often hide valuable information. When you find them, remember where they are!

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



## NEC TurboChip™ 90-Day Limited Warranty

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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.

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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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