Have you tried these other TurboChip™ game cards?

- Boxyboy™
- TV Sports Football™
- Bravoman™
- Super Volleyball™

NEC

NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094

"TurboGrafx-16," "TurboPad," "TurboChip" and "Drop Off" are trademarks of NEC Technologies, Inc.

© 1990 NEC Technologies, Inc.
Printed in U.S.A.

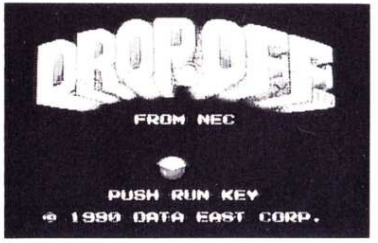
TGM062109029M

DROP OFF™



Thank You

...for Buying this Advanced TurboChip Game Card, "Drop Off."



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 Data East Corp.
TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

1 Be sure that the 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.

Any duplication or rental of this software is strictly prohibited.

Help! Help! Izumi Must be Rescued!

My name is Takashi and only you can help me.

The night before last, my girlfriend, Izumi, was sleeping when suddenly someone (or something!) broke into her dream. Now, it's impossible for her to wake up! Yesterday morning, I rushed to her bedside, but even the sound of my voice could not awaken her.

Last night, a muse appeared to me in a dream and told me that Izumi's heart had been overcome by an evil spirit and that her soul had been taken away. She also told me that the only way that I could wake her from this nightmare would be for me to enter her dream and save her.

Now I know what I must do—enter Izumi's dream and defeat the evil being that has taken over her heart. Please help me! I am her only hope!

Object of the Game

You must rescue Izumi from the hands of the monsters that occupy her dream! However, in your quest to save Izumi, you must defeat sixteen different stages of evil while scoring as many points as possible. In each stage, different "blocks" will drop down on you from above. You must destroy these blocks by hitting them with the bouncing ball before they destroy *you*!

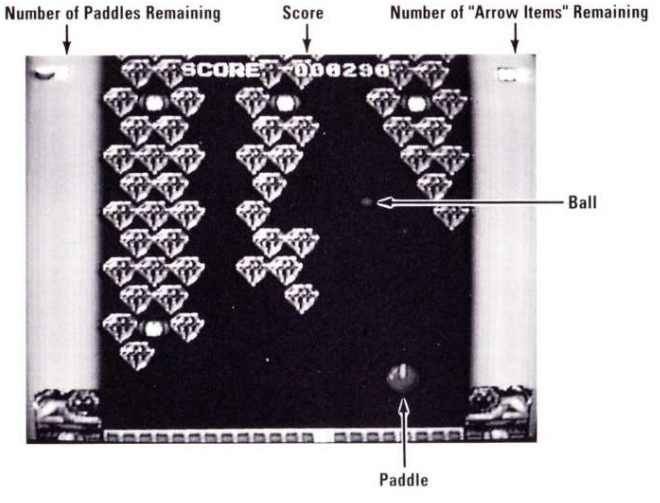
Note: Drop Off is a one-player game.

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 introductory segment of "Drop Off" should begin.

Screen Displays

Before you begin, quickly look over the Drop Off playing screen (shown below) to familiarize yourself with its components.



Getting Started and Controlling Your Paddle

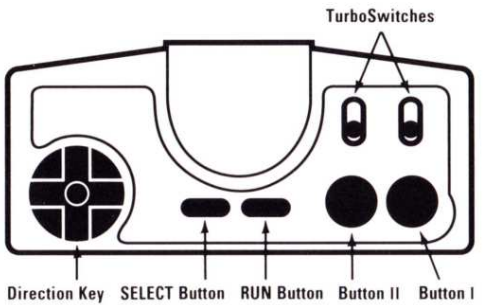
Getting Started

After the introductory segment, the title screen will appear. Press the RUN Button to begin the game.

Note: To bypass the introductory segment, simply press the RUN Button when the first screen appears.

Controlling Your Paddle

The movements of your paddle are controlled using your TurboPad controller. Mastering its operation is critical to your success in rescuing Izumi. Basic TurboPad components and operation are shown below.



Direction Key (4-way controller) Press to move your paddle left, right, up and down.

SELECT Button Press while holding the RUN Button down to reset the game to the title screen.

RUN Button Press to start the game, to pause the game, or to resume gameplay after the game has been paused. Also, hold the RUN Button down and then press the SELECT Button to reset the game to the title screen.

Button II Press to change the angle that the ball bounces.

Button I Press to use the "Arrow" item to push back the blocks that are approaching from above.

How the Game Progresses

Obtaining and Losing "Paddles"

You begin the first stage with three "paddles." Every time you clear a stage of the game, you earn one extra paddle. You also get extra paddles when you reach various scores, or by obtaining a "1 UP" item during the game.

However, if the ball falls into a hole in the lower blocks or if your paddle hits a block or Arrow item, you will lose one paddle. When you lose all of your paddles, the game is over.

Returning the Ball

As long as you return the ball, it remains blue. However, if you miss the ball and it hits the lower blocks, the blocks will change color — first to green, then to yellow and then to red before they finally disappear. In addition, the ball will also turn and remain red until you hit it with your paddle. Please note that you cannot receive any points for hitting the blocks while the ball is red.

It is possible to change the angle that the ball bounces by pressing Button II. By doing this, you can determine whether the ball bounces up and down or from side-to-side.

How the Game Progresses Continued

Clearing Stages

Each stage can be cleared by either eliminating all of the upper blocks, or by waiting in mid-air until all of the remaining falling blocks vanish beneath the lower blocks.

How to "Continue"

When you lose your last paddle, a "high scores" screen will appear. To continue gameplay from the last stage where you were playing, press the RUN Button to make the "continue" screen appear. Press the RUN Button again before the clock reaches zero. Please remember that you can continue only three times. If you try to continue a fourth time, you will see the message "Game Over" instead of the "continue" screen.

Special Items

The following items can be helpful during the game. You can obtain these items by hitting them with the blue ball when they appear.



Arrow
Pushes the falling blocks back up toward the top of the screen. The Arrow can only be collected by hitting it with the blue ball as it falls from above. However, be careful because you will lose your paddle if it hits you!

The Arrows that you receive at the beginning of each game or "continue" and the arrows you collect (maximum of three total) are stored until you choose to use them. To use an Arrow that you have in storage, press Button I.



1 UP
Gives you one extra paddle.



Iron Wall
Turns the lower blocks into an iron wall so that it will not matter if you miss. This effect is cancelled when you lose your paddle or clear the stage.

Special Items Continued and Bonus Points



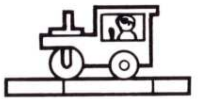
Penetrating Ball
Once you touch this ball, it can penetrate between the upper blocks until you miss it.



Stop Scroll
Causes the blocks to stop scrolling for a set period of time. However, if you use an Arrow when the scrolling is stopped, the scrolling will resume.



Invulnerability
When your paddle starts blinking, you become invincible and are unharmed by touching the blocks for a set period of time.



Bonus Points
If you successfully return the ball 15 times in a row, a bonus character will appear—the Road Roller! The Road Roller wins bonus points for you and restores the level of the lower blocks by one.

Playing Tips

Playing Tips

One technique for increasing your score is to steadily eliminate the blocks one by one. However, a more effective technique is to eliminate bunches of blocks all at one time. To do this, look for blocks that are "dangling" on the screen like bunches of grapes and hit them while the ball is blue. If you are successful, you will eliminate many blocks at once and you will earn a lot of points!

When the ball goes into either the left or the right upper corners, it will rebound little by little. If this is happening, and if you use the Arrow item at just the right time, the Road Roller will appear repeatedly!

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

NEC TurboChip™ 90-Day Limited Warranty

NEC TECHNOLOGIES, INC. ("NECT") 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 NECT or which is not purchased in the U.S.A. from an authorized NECT 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 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.

LIMITATION OF IMPLIED WARRANTIES
ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY.

EXCLUSION OF DAMAGES
NECT'S LIABILITY FOR ANY DEFECTIVE PRODUCT IS LIMITED TO THE REPAIR OR REPLACEMENT OF THE PRODUCT AT OUR OPTION. NECT SHALL NOT BE LIABLE FOR:

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.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSIONS OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094