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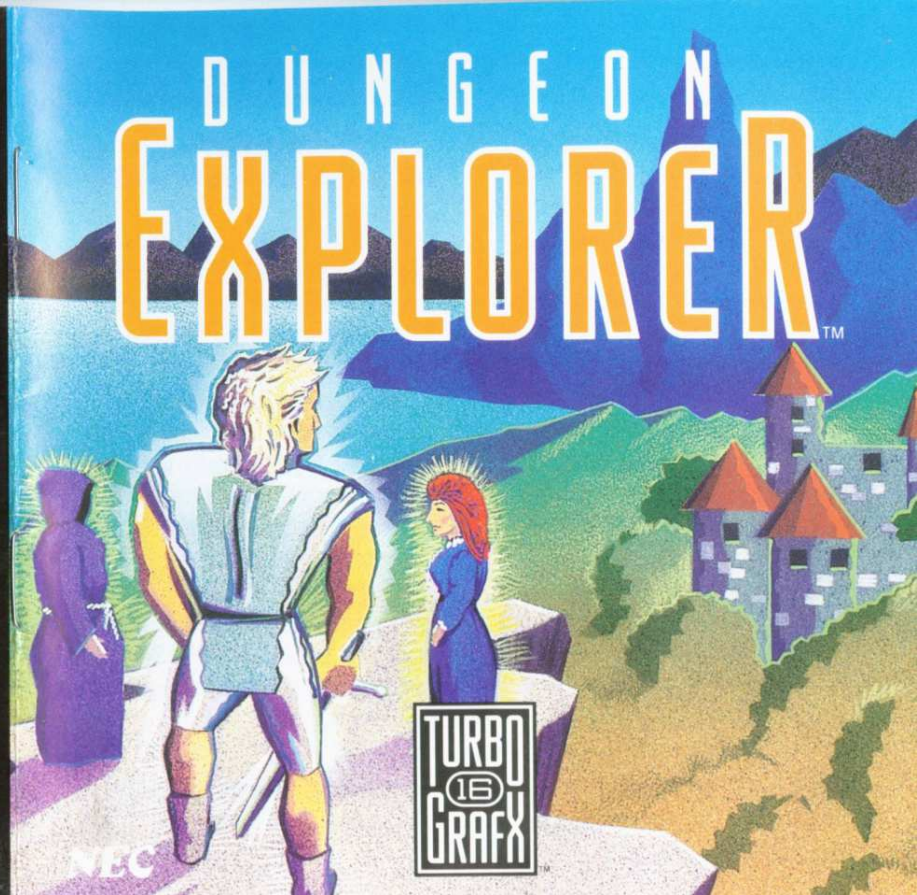
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DUNGEON EXPLORER™



Thank You

...for Buying this Advanced TurboChip Game Card, "Dungeon Explorer."

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

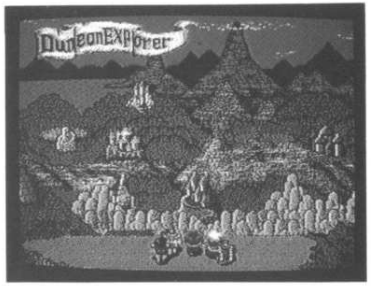
1 Remove the TurboChip game card from its plastic case.

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.

The Dungeons of Oddesia Await You



Welcome, adventurer, to a strange land. This is a world of magic, potions, alien masters and hidden dangers. But listen closely now, for you are the last hope of this once peaceful nation.

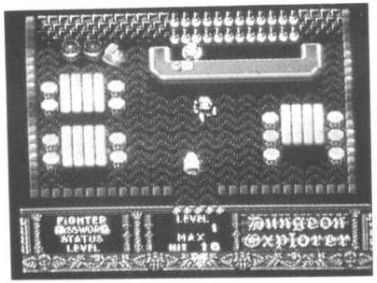
You are in the land of Oddesia. Summoned by the former king, you have been sent on a mission. Somewhere deep within the ancient dungeons of this broken land lies a sacred stone. This "ORA Stone" possesses the powers of life, light and happiness. Long ago, before the attack of the alien race that conquered and now rules this land, it was hidden deep within these caverns. The aliens still rule Oddesia with terror and violence. Strange and dangerous creatures occupy the underground labyrinth of the dungeons, wherein lies the stone. The alien King, Natas, himself searches for the Stone. He promises death to anyone that stands in his way.

Your mission is to find the ORA Stone, return it to the Oddesian people and restore peace to the land. But beware! The aliens know of your mission and are determined to stop you. If you must venture alone, then go! But hear my words, brave soldier. Consider gathering your friends in this gallant quest. Help each other to reach the ORA Stone. The hearts of the Oddesian people go with you!

Dungeon Explorer

...is a Multi-player Adventure Game, Set within a Subterranean Labyrinth

Dungeon Explorer is a multi-player adventure game that as many as five people can play simultaneously. For more than one person to play, you will need the TurboGrafx-16 TurboTap accessory as well as individual TurboPad controllers for each person.



Game Structure

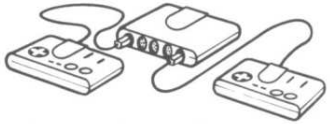
The game is composed of over a dozen individual levels in which a variety of dungeons, villages and castles appear. Each player takes on the abilities of a play character during the search for the stone—fighter, warlock, thief, etc.—and may fight the aliens and work together in the search for the ORA Stone. In the "conversation" mode you actually listen in on discussions between characters, obtaining clues and information that help in your search.

Object of the Game

Find the sacred ORA Stone and return it to Oddesia. Defeat the aliens that try to stop you.

Starting the Game and Registering Players

First, connect each player's TurboPad controller to the TurboTap accessory.



Next, insert your Dungeon Explorer game card according to instructions, and when the title screen appears on your television, push the RUN Button to register all participating players. Then, by following the procedure described below, perform Character Select or Password Input to decide which character you want to become in the game.

Character selection takes place at the bottom of the screen. Each player, using the Direction Key and Button I, selects MEMBER (Character Select) or PASSWORD (Password Input). No two participants may use the same character at the same time.

Character Select

Characters are reviewed by up and down movement of the Direction Key and selected by using Button I. Characters start with level 1 abilities.

Password Input

Use the Direction Key to input the password. It is possible to restart a previous game by using the password function.

Pausing the Game

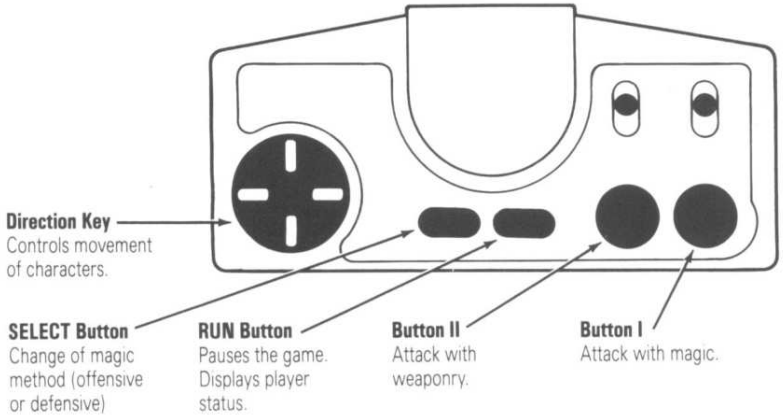
During play, pressing the RUN button of any controller will pause the game.

Resetting the Game

During play, the game can be reset to the beginning by holding down the RUN button and pressing the SELECT button at the same time.

Operating Controls

During ordinary game play, the operating controls are as shown in the diagram. (If Button II is held in the pressed position, continuous firing of the attack weapons is possible). When one is in the Conversation Mode, it is possible to advance the conversation forward by pushing Button I.



Dungeon Explorer Screen Displays and Scroll

With several players, the screen may not scroll if different players are proceeding in separate directions. In this case, players should consult with each other and then proceed in the same direction.

When players have proceeded on to different screens (as will occur, for example, when a stairway is used), then priority will be given to the last player who exits the screen.

At the bottom of the screen is the status area. Here, levels and other information on each player are displayed (details appear on the next page).

Remember to always consider your direction before proceeding.

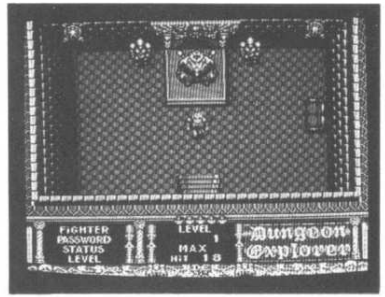
Condition Status
This display shows the condition of players one to five. Players are presented in order, starting with the block to the left.

Condition Display
During normal play the condition for each player is shown. If the RUN Button is pushed, the display will change as shown below.



- **A** Kind of Character
- **B** Hit Points
- **C** Magic Used
- **D** Magic Frequency

Dungeon Explorer Screen Displays



When the RUN Button is pushed, the above display will appear. If you line up the cursor with an item, and then push Button I, three types of conditions will be displayed.

Password Display
The current password becomes visible.

Status Display
Displays the four items of data for a character.

The meaning of each data item is as follows.

AG (agility) An indication of coordination and quickness of movement.

AT (attack) An indication of ability to attack with weaponry.

ST (strength) Indicates bodily strength.

IN (intelligence) Indicates mental power (effectiveness of magic).

Level Display
Displays the current level and maximum hit points.

Characters

Choose among these eight characters at the outset of the game. Each character differs in his or her type of magic, attacking power and ability to move. Select a character based on these specialities.

Fighter
An expert in combat. Attack power is the highest of the entire group. Weapon: sword.

White Magic	Magic Shield
Black Magic	Magic Saber

Thief
A speedy runner. As a former thief, he easily snatches items from fallen foes. Weapon: dagger.

White Magic	Magic Curing
Black Magic	Vaporizer

Warlock
A sorcerer. A master of magic with considerable attack power. Weapon: star missile.

White Magic	Stunner
Black Magic	Thunder Bolt

Witch
Although a witch, possesses moderate magic and attack power. Weapon: gleam force.

White Magic	Magic Curing
Black Magic	Alleviator

Bard
A minstral. This character conceals unknown possibilities. Weapon: darts.

White Magic	Teleporter
Black Magic	Music

Bishop
Though the Bishop is not very quick, his magic is powerful. Weapon: holy light.

White Magic	Mortal Bless
Black Magic	Vaporizer

Elf
Extremely quick movement, however, not much attack power. Poison is strong. Weapon: Power Bolt.

White Magic	Magic Healing
Black Magic	Silencer

Knome
Some bodily strength, but footwork and attack shooting are slow. Weapon: Battle Axe.

White Magic	Stunner
Black Magic	Vaporizer

Explanation of Magic Potions and Accessories

Magic!

Magic can be used whenever an enemy is defeated and a magic potion is secured. The magic that can be used differs according to the character (see references to "White Magic/Black Magic").*

WHITE MAGIC (signifies protective magic)	
Magic Healing	A person (and that person's group) will recover their hit points.
Magic Shield	For a specified time, damage will be reduced by half.
Magic Curing	Antidote that is also effective for other players in group.
Stunner	For a specified time, stops the enemy from moving.
Teleporter	Everyone in the party returns to the tavern.
BLACK MAGIC (signifies attack magic)	
Magic Saber	For a specified time, attack power is doubled.
Thunder Bolt	Brings about a certain amount of damage.
Silencer	Its tremendous sound waves injure the the enemy.
Vaporizer	Mortal Magic which randomly eliminates the enemy.
Music	Background music can be changed.
Alleviator	Does a certain amount of damage to the enemy.

Accessories

There are 11 types of accessories. Remember how to use them!



White Magic
Provides protective white magic



Black Magic
Provides black attck magic



Drink of Vitality
Restores HP



Boots of Ability
Raises quick-wittedness



Edge of Attack
Raises attack power



Crown of Intelligence
Raises mental power



Ring of Resistance
Enemy no longer approaches



Holy Water
Makes enemy flee



Reflector
Acts like a wall that reflects shots back again



Ring of Healing
Raises hit points



Seed of Life
Increases the number of players

Alien Characters

Here are the main alien characters, grouped into their tribes. Be sure to use this guide as a reference when playing.



Green Caterpillars
High endurance. Poisonous.



Crawlers
Insects that live below ground. Weak resistance to magic.



Deaths
Will appear as long as their generator is not destroyed. Attack power is extremely strong.



Splatter Slime
Low in both durability and attack power.



Goblins Fast-moving demon children. Attack magic is effective against them.

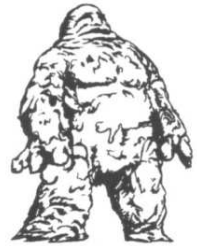


Metallic Slime
Slime that has developed metal outer shells. Superior endurance.



Skeletal Knights
Hurl swords when approaching. Attack magic is not very effective against them. Their endurance is not very high.

Alien Characters



Mudmen
Hurl no projectiles, but have high stamina. It is not wise to use thunderbolts against them.



Will O' Wisps
Plankton. Their movement is difficult to predict. Magic binding and shining is effective against them.



Reptile Men
Raised by giant lizards for fighting purposes. High in both endurance and attack power, but weak against magic.



Zombies
High stamina. Great persistence in attacking heroes. Mortal blessing should not be used against them.



Evil Ants
Fast movement and superior endurance and attack power. Attack magic is effective against them.



Enchantresses Low-grade spirits reincarnated as vegetables. Any magic is effective against them, but they are poisonous.

Playing Tips

To overcome all obstacles, it is crucial to learn the aliens' weak points. It is also crucial to know and acquire the special properties of magic.

In this game, a password appears for each character. To prepare for play against others, it is important to have developed and trained with a specially chosen character.

Call the TurboTeam at (312) 860-3648 for additional game-playing tips!

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