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TGM028108930M



Thank You

...for Buying this Advanced TurboChip Game Card, "Fantasy Zone."



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.

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TurboGrafx™ 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 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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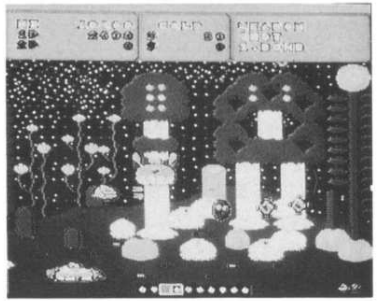
Inserting the TurboChip Game Card

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 year is 6216. Your name is "Opa-Opa." Your mission? Recapture the Fantasy Zone! It's over 4,000 years from now. A band of intergalactic thieves has conquered the strange and beautiful Fantasy Zone. Here, all types of creatures have existed in peace for thousands of years, but now this evil force plunders its eight different worlds. Seeking Golden Rubicoms, the Intergalactic Coin of the Realm (money!), these invaders seek to build an impenetrable fortress for their ruthless leader. On behalf of the Space Federation, your job is to stop them! You must save the colorful Fantasy Zone from certain doom. But who is their leader? And what will happen when you finally face him...alone!

Object of the Game

Journey into the Fantasy Zone to defeat the strange and evil creatures that hold it captive. Armed with only a single shot and single bomb, seek out and collect stolen Rubicoms. Use these golden coins to buy parts and expand Opa-Opa's powers and weapons. Pass through all 8 stages of play, face awesome enemy "Bosses" and defeat the enemy for as many points as you can accumulate along the way. Be careful! The alien Super Boss awaits your arrival (along with his mini-boss henchmen) at the conclusion of the seventh level.



The player with the highest number of points wins! Obtain extra lives for Opa-Opa as you score points, or buy extra lives with the money you've gotten from the enemy.

Starting the Game

Select 1 or 2 Person Play
From the title screen, use the Select Button to indicate 1 or 2 Person Play. Press the RUN Button to enter your choice.

For 2 person play, using only one TurboPad Controller, players alternate each time Opa-Opa is defeated.

For 2 person play using a TurboTap Accessory and an additional TurboPad, plug the TurboPads into the "ports" labeled "1" and "2" on the TurboTap. Use the TurboPad that is plugged into port "2" to select "2 Players," then press the RUN Button to begin the game. Play will alternate between Player 1 and Player 2.

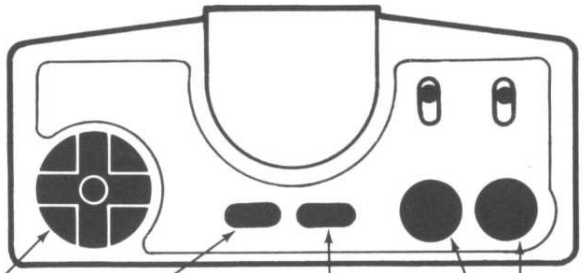
Press the RUN Button
This starts the game.

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 Opa-Opa's ship are controlled using your TurboPad Controller as indicated:



Direction Key
(4-Way Controller)
Used for moving Opa-Opa and for parts selection.

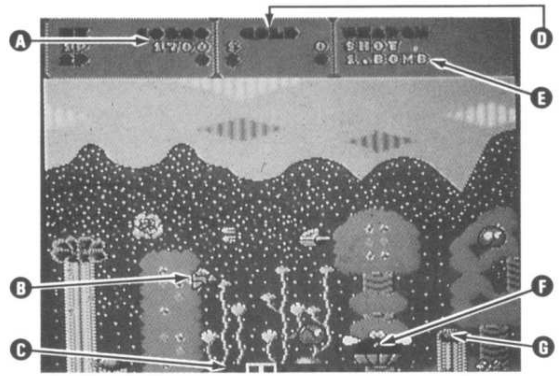
SELECT Button
Used to select the number of players. Resets the game when pressed at the same time as the RUN Button.

RUN Button
Starts the game. Also pauses the game during play.

Button I
Drops Opa-Opa's bombs.

Button II
Fires Opa-Opa's forward guns.

Screen Displays



A Score
The high score and the scores for Players 1 and 2 are shown.

B Opa-Opa's Ship

C Long-distance Radar
Shows the position of outposts. The white outline shows Opa-Opa's current position.

D Gold
Shows the amount of gold belonging to Players 1 and 2.

E Weapons Display
The type of weapon you are currently using is shown, along with a power bar that decreases with time if a super-weapon is in use.

F Outpost
Home of a Boss. When you have defeated all of the outposts on a particular stage, you must defeat a Boss before moving on.

G Remaining Lives
The number of Opa-Opa's remaining lives is shown. When you lose them all, the game is over.

Stages of the Game

Each stage of the game takes place on a different planet in the Fantasy Zone. Each stage features an "outpost" from which the enemy attacks. These outposts are also the homes of the deadly bosses. You must face a boss at the end of each stage!

Stage 1 The Green Planet "Plaleaf"
Opa-Opa's adventures begin here. The Boss of this stage is "Wood Man." He attacks spewing leaves from his mouth.

Stage 2 The Red Planet "Tabas"
This planet is hot! Watch out for "Tail Chasers!" The Boss of this stage is "The Juicer," who drops oranges at you from high in the air.

Stage 3 The Sand Planet "La Dune"
The Bandits dropped by the Mother Ship outpost are especially troublesome in this stage. The Boss of this planet is "Sunslinger," who fires laser beams as he attacks.

Stage 4 The Super Planet "Dolimicor"
All the enemy outposts rest on the ground in this world. The Boss of this stage is "The Claw." Using his long arms, he attacks by dropping bombs out of his long, tentacle-like claws.

Stage 5 The Ice Planet "Polaria"
Look out for "Yetti"—strange enemy creatures which look like snowmen!

Stages of the Game

Stage 6 The Cloud Planet "Mockstar"
The "Dust Devils" that come out of the outposts in this stage are powerful enemies. The boss of this stage is "Twister." He is shielded and will come at you with his tornado-like arms.

Stage 7 The Water Planet "Pocarius"
Falling "Dropps" attempt to surround you in this stage. The enemy boss is Deceptor, who disappears and then reforms on top of Opa-Opa.

Final Stage The Planet "Sulfa"
On the planet Sulfa, all of the Boss characters you have defeated launch a counterattack! Keep an eye on your "remaining players," since Opa-Opa can't go into the SHOP if he's destroyed. Most of all, get ready to face the mysterious "Super Boss"—the leader of the alien invasion!

Outposts

Stages 1 through 4



Mother Ship



Blue Haven



Hover Ship



The Hive

Stages 5 through 7



Space Vase



Ground Zero



Heli-Head

Increase Your Power!

Collect Coins Dropped by the Enemy

Certain enemies will drop coins when they are hit. Collecting these coins allows you to increase your speed, add firepower to your weapons and even buy extra "lives" for Opa-Opa.

Visiting the Parts Shop

When you collect the coins dropped by the enemy, a red "SHOP" balloon appears. When you touch this balloon with Opa-Opa, you move to the "Parts Shop." Here you can buy as many parts to increase your power as you can afford.

Buying and Accumulating Parts

Use the Direction Key to move the hand symbol to the part you want to buy. Then press Button I or Button II to actually buy the part and place it in storage. If you do not have enough money to buy a particular part, when selected, the part will not blink. Move the hand to "EXIT" and press either Button I or Button II to leave the SHOP and move to "Parts Selection."

Selecting Parts for Use

When you leave the Parts Shop, or when you touch the yellow "SEL" balloon which appears during play, you move to "Parts Selection." Here, you can select the parts you actually want to use from among the parts you have accumulated. You can only select one each, however, from "SPEED UP," "WEAPON 1" and "WEAPON 2." Use the Direction Key to move the arrow, and press Button I or Button II to enter your choices. Select "EXIT" and press Button I or Button II when you want to return to the playing screen.

Choose Among 12 Parts to Increase Your Power

Parts that Increase Your Speed

Big Wings
Increases your speed a little bit.

Jet Engine
Increases your speed noticeably.

Turbo Engine
Increases your speed a lot!

Rocket Engine
Hang on! This engine increases your speed incredibly!

Parts that Increase the Effectiveness of Your Galaxy Gun

Note: these parts wear out within a certain amount of time!

Wide-Beam
A broad and effective beam.

Laser-Beam
A high-powered beam of tremendous power.

7-Way Shot
Shoots in 7 directions at once!

Parts that Increase the Effectiveness of Your Bombs

Note: Except for "Twin Bombs," these enhancements are lost as soon as they are all used!

Twin Bombs
Drop two bombs instead of one (bombs fall one after the other).

Smart Bomb
Can damage all the enemies on the screen.

Fire Bomb
Explodes to destroy all the enemies in both horizontal directions.

Heavy Bomb
Falls from the sky to pulverize all the enemies in a vertical line!

1 Up—Buying an Extra Life

Extra Opa-Opa
In Fantasy Zone, if you don't get an extra life from the number of points you have scored, you can still get another Opa-Opa by buying him. When Opa-Opa is defeated, he loses all the parts he has accumulated. Some parts increase in price each time you buy them, so be sure to buy the parts that will do you the most good during each particular stage of the game.

Fantasy Zone Enemy Characters

These are just a few of the enemy characters you will face in your quest to capture the Fantasy Zone! Look out for others!


Zap


Tail Chaser


Square Shooter


Tough Guy


Mr. Spinner


Spit


Sunami


Quad Runner


Octapod


Bandit


Hiss


Dropps


Frogie


Shield


Flap Jack


Pumpkin Head


Fang


Mystery Guest


Torch

Playing Tips

Defeating the enemy "Bosses" is a critical part of the game. Here are some tips:

"Sunslinger" can only be defeated by disarming him! Aim for his laser weapon. Try using twin bombs from above.

The "Yetti" from the Planet Polaria can only be destroyed if you shoot them in order—start with the smallest one first!

Deceptor is invincible except at the time he is combining. Wait for your opportunity, then blast away!

You should try to destroy all of the Bosses when they are at their lowest point on the screen. It becomes much easier to collect money, and the money will not bounce around as much when this is done!

Other Tips:

Don't load up on weapons. If you die, you will lose all of your power-ups and the money you spent to purchase them. The price of these enhancements will also go up in most instances. Buy your implements one at a time for maximum efficiency.

The 7-Way Shot is the most effective offensive weapon available. It is very good against floating bases that are scattered across the screen.

Be careful around the bases! Some of them open up and release other opponents!

Call the TurboGrafx Hotline at (708) 860-3648 from 8:30 a.m. to 10:00 p.m. Central time for additional game-playing tips!

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   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 or game support, call (708) 860-3648, Monday-Friday 8:30 a.m. to 10:00 p.m. Central Time.

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