NEC

NEC Home Electronics (U.S.A.) Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094

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TGM02098996M

GALAGA™ '90



Thank You

...for Buying this Advanced TurboChip Game Card, "Galaga '90."
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.



They're Back!
Yeager couldn't believe his eyes. The Galaga Corps were back! And with a whole new army of misfits, mutants and maniac Bosses.

As Commander of the Federal Army of the Milky Way, it was his job to chase them back to Planet Galaga.

Ready for anything in his Proton Fighter, Yeager knew this would be his toughest mission yet. Armed to the max, he vowed to chase them across the galaxy, from space stations, to ice planets, to intergalactic graveyards. Because this time, he had something special on his side...the awesome Triple Fighter!

Starting the Game

Object of the Game
The object of the game is to fight your way through space, finally reaching the surface of the Planet Galaga. Each player uses a fighter to do battle with the Galaga Corps, and attempts to score as many points as possible along the way while warping to new and higher dimensions.

Enemies attack both in waves and in small groups. Gigantic Boss characters guard each galaxy and even Boss Galaga himself will try to snare you in his tractor beam. Many new game-play features appear in Galaga '90, including "dimensions," "warp speed," combining up to 3 fighters, as well as new ways to earn extra points and bonuses. Increasing your firepower and developing an effective attack strategy are vital!

When all fighters are lost, the game is over. Or, if you clear all the rounds successfully, you receive bonus points and the battle ends. The winner is the player with the highest number of points!

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

Select Single or Dual Fighter
Use the Direction Key to select, and the RUN Button to enter your choice. The action begins!

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

Resetting the Game
During the 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.

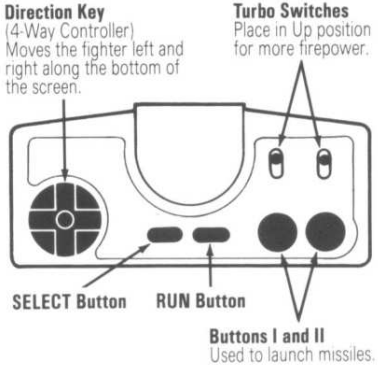
Earning Extra Fighters
Players earn extra fighters by achieving certain scores. The first extra fighter is earned at 50,000 points.

Registering Your Score
After the game is over, a table is displayed showing the success rate and accuracy of your weapons. The top players with the 8 best scores over 20,000 points can enter their names and register their scores. Use the Direction Key to select the letters and Button I to enter them onto the screen.

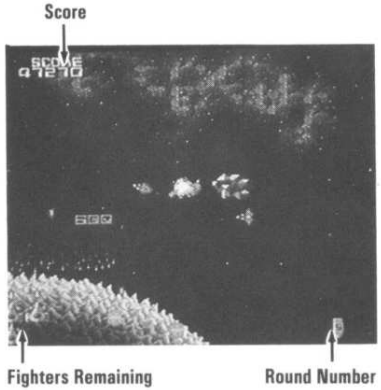
Operating Controls

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

Pad Operation

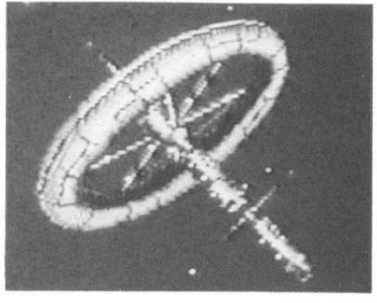


Screen Displays



The current round number is displayed using four symbols representing 1 round, 5 rounds, 10 rounds and 20 rounds.

Game Progression



It's a long, hard fight to Planet Galaga!
Galaga '90 is composed of seven different levels and 29 different rounds. Each level takes you to a different part of the galaxy. After you clear a level, get set for a round of "Galactic Dancing"! This is your chance to score bonus points! In the final level, you reach the surface of Planet Galaga, itself! Good luck, Commander!

Blast to the Music!
Rounds 3, 7, 14, 18, 22 and 26 are Galactic Dancing! Shoot down the enemy formations that come dancing and flying about to score bonus points!

Fighting in Different Dimensions

Within each round, it is possible to be in any one of four dimensions. Each dimension offers different types of enemies, flying patterns or in the case of the bonus Galactic Dancing rounds, different types of "dances." You also earn extra points by playing within a higher dimension, so be sure to take advantage of this important new feature!

Obtaining "Warp" Speed
To pass through to a higher dimension, you must obtain "warp" speed capsules. Warp speed can be obtained by collecting 2 blue energy capsules that appear from various obstacles and enemies.

There are two ways to produce these capsules:

1 Smash the obstacles which are lined up at the start of a round.

2 Defeat the enemies called "Bodyguards" when they form and attack.

Warp speed always propels you into the next highest dimension (you cannot return to the previous dimensions). Warp speed can also earn you special bonus point awards.

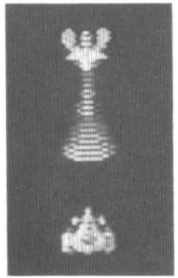
You will automatically warp if you have 2 blue capsules when a round of Galactic Dancing ends!

Increasing Your Power

Create the Most Powerful Fighter in Space—the Triple Fighter!
Galaga '90 allows you to combine fighters to create more powerful ones. You can combine single fighters to make dual fighters, or you can combine single fighters with dual fighters to create the most powerful fighter in the galaxy—the awesome Triple Fighter!

Dual Fighters—Attack with *double* missiles and are twice the size of a Single Fighter.

Triple Fighters—Attack with *triple* missiles and are the same size as a Double Fighter. An awesome fighting machine!



1



2

How to Combine Fighters

1 Tractor Beam attack by Boss Galaga!

2 Ha, ha! You allow your fighter to be captured! (Dual fighters turn blue when captured).

3 When Boss Galaga makes a break from the formation, shoot! (Be careful not to hit your own captive fighter or it will be lost!)

4 Success! The fighters are combined.

Losing Combined Fighter Status

A combined fighter cannot be destroyed by the enemy with one hit. However, each time your combined fighter *does* get hit, its power will be decreased by one rank—Triple Fighter to Dual Fighter, and Dual Fighter to Single Fighter.

The same thing happens if you hit a stationary captive fighter—its power goes down one rank for each hit. If you hit the Boss when he is stationary, the captive fighter will return and become captive again.

Watch for Red Capsules! Automatically Become a Triple Fighter!
In some rounds, after all of the enemies are defeated, a red capsule will emerge from the last enemy that is destroyed. Collecting this capsule will automatically convert your fighter into a Triple Fighter!

Meet the Galaga Corps!

Boss Galaga
Attacks with a tractor beam. When hit, you become captive, but if you can win back your fighter, your fighters combine and your firepower increases.

Bodyguards
Attack in "S"-shaped formations. They are worth more points if you strike them down when they are combined.

Small Fry
When the number of enemies gets low, these break apart into 4 units and attack. You get high points for wiping all of them out before they disappear off the edge of the screen.

Man-of-War
Protected by rigid, armor-coated wings. When standing still, Man-of-War cannot be defeated. Aim for its weak underside when flying.

Boom
If you hit these enemies when they are launching a general attack, their offspring will come dropping down at you. Defeat them all, and receive a bonus!

Pin
Flies diagonally. Stops in mid-air and throws darts.

Big Bang
This enemy inflates like a balloon when it's hit. It blows up after 4 hits.

Playing Tips
Whenever you collect a capsule (and at some other times), your fighter will suddenly start blinking—this means your fighter cannot be damaged by the enemy! During this time, take whatever chances you want in attacking.

Learn to read the enemies' attack patterns so you can destroy them in ways that get you the most points. Always try for combined fighters except when you have none in reserve.

Call the TurboGrafx Hotline at (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.

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

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2. Damage, deterioration or malfunction resulting from:
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   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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2. Any other damages, whether incidental, consequential or otherwise.

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