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6701 Center Drive West, Suite 500
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Printed in Japan

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THANK YOU !

THANK YOU for buying this Advanced TurboChip Game Card, "Ghost Manor™".



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™-16 Entertainment SuperSystem
TurboChip® Game Card
TurboExpress™ Handheld Entertainment System

WARNINGS

1 **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2 Be sure that the power is turned off when changing game cards.
3 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4 Do not forcibly bend your TurboChip game cards.
5 Do not touch the inside of the terminal area or expose the SuperSystem to water, as this might damage the unit.
6 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 the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.

Contents

Story ---------- 2
Objective and How the Game Progresses ---------- 3
Preparation for Play ---------- 4
Before You Begin ---------- 5
Game Start and Continuing Play ---------- 7
Last Battle ---------- 8
Appendix 1: Items ---------- 9
Appendix 2: Enemies and Friends ---------- 11

STORY

In Anoraff, a small village town, life is very peaceful and serene, and the earth is alive with nature. Trees sway in the breeze as sunlight reflects on their leaves from the streams below. The air is filled with the sound of birds and other woodland creatures scampering freely on endless forest paths. Anoraff was truly a wonderful and beautiful place. A single visit left one's mind filled with a warm glow and the knowledge there is nothing better.

But one dark night, the sky lit so brilliantly that the light of a hundred suns couldn't have been as bright, and the structure of the earth shook violently. After several seconds, the quiet was restored. But the terror remained; sending the people of the village to the streets screaming in fear. "What was that?" asked a man to his next door neighbor. A booming voice answered instead of his neighbor, "IT WAS I, ORB GAMUT. I HAVE COME FROM ANOTHER DIMENSION TO STAY IN THIS TOWN." With these words, several small glowing translucent creatures appeared, swooping downward into the crowd of petrified people. "ANYONE WHO TRESPASSES INTO MY HOUSE WILL DIE. DO YOU UNDERSTAND, HUMANS?" Then the group of glowing beasts flew over the town and disappeared behind the distant trees.

In order to restore peace to Anoraff, the people decided to go to Orb's mansion and defeat him. 12 men set out for Orb's mansion, and were attacked by a group of glowing beasts. The few survivors, fleeing for their lives, returned to Anoraff. Arthur's father was one of these survivors and passed this story on to his son. "Orb possesses awesome power, my son. He must have risen from the dead. Near his mansion are bones and ghosts and swarms of terrible creatures that he brought from his own dimension. And if you go near there, they will attack. No one can enter Orb's mansion. I don't know how we can ever defeat him..."

With that statement, Arthur knew what he must do. Since he was the sole possessor of Ghostly shot power, he could defeat the various monsters, gain entrance to the mansion, and save Anoraff. Your adventure begins now. You play the part of Arthur. Good luck to you!

Objective and How the Game Progresses

Objective

Ghost Manor is a seven level quasi-linear game for one player. Each level is a mini puzzle where the player must jump, shoot, swim, slide, climb and search to find his way out of one level into the next. Blocking his way are monsters, traps and other dangers which make the game challanging and fun.
Defeat Orb Gamut, and save your town!

How the Game Progresses

Turn on the power and start the game. You begin Ghost Manor from level one.
You stand just outside the door with three lives, full life gauge and full shot power.
You must travel through the self-contained world of each separate level searching for items.
Find the key to escape to the next level. Explore all seven levels.
Once everything has been explored, Arthur must face Orb Gamut in a final, climactic battle.

Game Over

Arthur receives damage by being attacked by monsters or by falling more than one fourth of the screen height.
When the life gauge reaches zero, Arthur dies and you lose one life.
But additional lives can be found throughout the game, so search everywhere.
When all lives are lost, the game is over.

Preparation for Play

Inserting the TurboChip

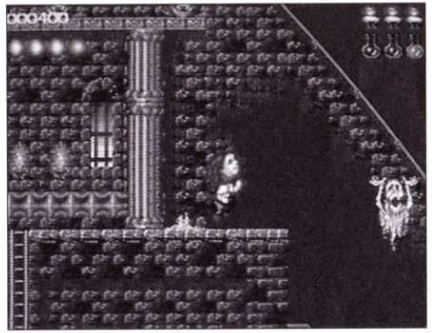
1. Be sure that the power is turned off.
2. Remove the TurboChip from its plastic case.
   Note: DON'T bend the game card or touch its metal parts. Doing so may damage the program.
3. Insert the card with the title side up into the Game Card Port.
4. Push the card in firmly until you feel a firm click.

Turning on the SuperSystem

1. Be sure that your game card is inserted properly.
   Note: If your game card is not inserted properly, the Power Switch will not move all the way to the right.
2. Slide the Control Deck Power Switch to the "ON" position.
   The title screen appears.

Before You Begin

Looking over the Game Screen



Score
Increases as you collect items and destroy monsters.

Shot Power
The only weapon you have. When shots are fired, shot power decreases. When shot power is gone, no more shots can be fired.

Keys
Keys open doors to the next levels. Keys may be found or fought over. Keys that have been found are displayed.

Lives Remaining
Player starts with three lives. Additional lives can be found throughout the game.

Health Gauge
When the player gets hit by monsters or damaged from long falls or spikes, a little bit of health is taken away.

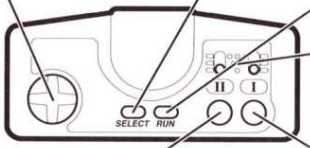
Game Play Area

Familiarizing yourself with the TurboPad

Direction Key
Press RIGHT or LEFT to walk, crawl, swim, jump and fire right or left.
Press UP to climb ladders, enter doorways directly behind the player, and stand up from crawl.
Press DOWN to duck, crawl, dive and climb down.

Select Button
Press button to search places while standing or crawling, or open boxes while standing in front of it.
Press while holding Run Button to reset game.

Run Button
Press this button to start or to pause the game. Press again to resume a paused game. This button may also be pressed to continue the last game played anytime while GAME OVER is displayed on the screen.



TurboSwitches
Use at player's discretion.

Button I
Press and release for "low" jump or press and hold for "high" jump.

Button II
Fires the ghostly shot power.

Game Start and Continuing play

Game Start

1. Insert the game card and Slide the power switch ON.
   The title screen appears.

2. Press RUN Button to start the game.
   After the introduction, the game will begin from level one.

   Note: Press Button I or Button II to advance through the introduction. Press RUN Button to skip the introduction and begin the game.

Continuing the Game

Once you have lost all 3 of your lives, you can still choose to continue the game. At the "GAME OVER" screen, the option to "CONTINUE" is also listed. Make sure the red arrow is placed to the left of the continue command, and press RUN. You are able to continue a maximum of 5 times per game.

Last Battle

Once you have explored every level, Arthur must fight one last battle with Orb Gamut. Now a boy with only Ghostly Shot Power is no match for the Ultimate Evil.
But if you can get the Skull Smasher, a flying piece of ectoplasmic machinery which packs a mighty punch, Arthur just might be victorious.
Find the Skull Smasher, follow the path to Orb and win the game.

Controlling the Skull Smasher

Press Direction Key to move it up, down, left and right.
Press Button I to fire its awesome weaponry.

Hints for the last battle

Don't touch the walls.
Don't touch Orb.
Shoot like crazy, your shot power won't run out.
Be careful, Orb has a few tricks up his sleeve.

Appendix 1: Items

Hidden items are placed in strategic places to help Arthur along.
Search anywhere it seems possible for something to be hidden.
Sometimes monsters carry hidden items that you can get after you have defeated them.



Star

Gives bonus points. Collect enough stars to get double shot power.



Hearts

Hearts restore life back to the health gauge.



Shot Power

Restores shot power up to full.



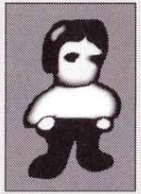
Fire Token

Turn fires off so Arthur doesn't get burned. Useful in level one and five. Look for the token in level one near the fire. Don't forget to search while crawling.



Ghost Activator

This token activates Barrel Ghost. These helpful fellows will shoot Arthur high in the air if he stands on top of them.



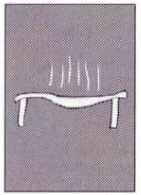
Arthur

Earn an extra life.



Gold Key

You can't leave the level without this.



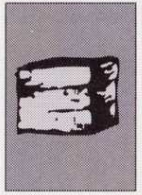
Trampoline

This gives Arthur quite a bounce.
Press Direction Key up and hold Button I down. Arthur will gradually jump higher and higher.



Skull Transporter

Enter this machine and appear somewhere else.
Useful to get into hidden places.



Boxes

Search these for special items.

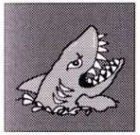
Appendix 2: Enemies and Friends

There are various terrifying and hideous monsters throughout the game. Some of them are described here. Even though some are actually helpful to Arthur, any monster you encounter, that is not described here, is definitely an enemy.



Barrel Ghosts

There are three types of barrel ghosts. One is helpful. When Arthur stands on the barrel, the ghost shoots him skyward. The other types hurt him.



Shark

Be careful in the water. Keep moving, or the shark will get you.



Banshee

Standing on this creature's arms will carry you up like an elevator.



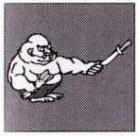
Zeple

These flying creatures are quite a pest. If shot several times, they'll split into two and became harmless.



Slimy

These guys are very protective of their caves. Look for their glowing eyes.



Dagger

These guys should be in a circus. They throw knives with straightforward accuracy.



Manor Ghost

Bouncing around from hall to hall, room to room, these guys do more than say boo.

MEMO

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Turbo Technologies, Inc.("TTI") warrants to the original consumer purchaser that this product shall be free from defects in material and workmanship under the following terms:

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This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED
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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:

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   b) Repair or attempted repair by anyone not authorized by TTI;
   c) Any shipment of the product (claims must be submitted to the carrier);
   d) Removal or installation of the product; and
   e) Any other cause that does not relate to a defect in material or workmanship.
3. Any product as to which the TTI serial number has been altered, defected, or removed.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 7:00 P.M. Central Time.

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2. Any other damages, whether incidental, consequential or otherwise.

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Turbo Technologies, Inc.
6701 Center Drive West, Suite 500
Los Angeles, CA 90045