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NEC

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

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Printed in U.S.A.
TGM037019080M

J.J. & JEFF



Thank You

...for Buying this Advanced TurboChip Game Card, "J.J. and Jeff."

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 HUDSON SOFT
TurboGrafx™-16 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.

*Any duplication, copying or rental of this software is strictly prohibited.

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.



It's J.J. and Jeff to the Rescue!

Welcome to the world of those two bungling detectives, J.J. and Jeff. Out to solve a kidnapping case, they run across all sorts of bad guys and obstacles, not to mention the evil "Boss Kara" himself. Constantly looking for clues, hidden screens, coins, keys and food items, work your way through all sorts of playing fields and areas in your quest to save the victim. Kicking is one weapon at your disposal, but our heroes also are armed with spray cans that can paint an unhappy face on even the most dangerous opponents!

Object of the Game



Work your way through all 8 levels of this uproarious detective adventure. Defeat the bad guys and score as many points as you can. Renew your energy supply by eating food items. Discover other hidden items during your search for the kidnap victim. The game is over when you finish the final level or your "vitality" is depleted.

Note: J.J. and Jeff is a one-player game; however, you may choose to be either J.J. or Jeff. Compete against each other for highest overall score.

Starting the Game

From the title screen, press the RUN Button. The character selection screen will appear.

Selecting a Character

Using the Select Button, choose to be either J.J. or Jeff.

Pausing the Game

The game may be paused by pressing the RUN Button.

Turbo Switches

Should be in the down position for this game.

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.

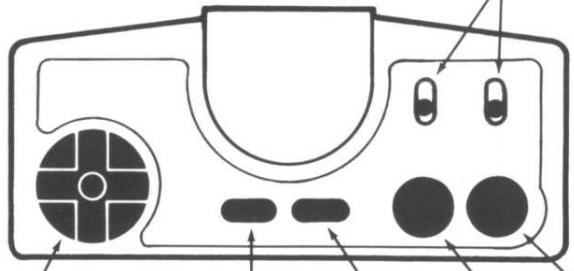
How to "Continue"

When "game over" is displayed, you may continue playing by pressing the RUN Button while holding the Direction Key down and pressing Button I and II. The game will return to the beginning of the last area in which you were playing. You may "continue" an unlimited number of times.

Controlling the Movements of J.J. and Jeff

The movements of J.J. or Jeff are controlled using your TurboPad controller. Mastering its operation is critical to your success in fighting off the bad guys.

Using the TurboPad



Turbo Switches
Should be in the down position for this game.

Direction Key (4-way controller)
Press the right side to move right, and the left side to move left. Hold down left or right side to move faster. Press down to use the spray can.

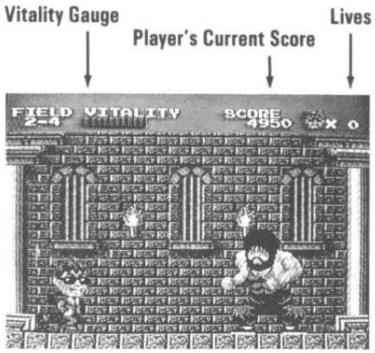
SELECT Button
Allows you to play the role of J.J. or Jeff.

RUN Button
Starts and pauses the game. Also used with the SELECT Button to reset the game.

Button II
For jumping.

Button I
For kicking.

Screen Displays and Scoring System



J.J. and Jeff is based on the "vitality" system. Your vitality decreases with time and as a result of enemy attacks. When the vitality gauge runs out, you lose one life. To increase your vitality (and increase the effectiveness of your attack), make sure you eat food items along the way and visit certain shops and hidden screens.

Extra Lives

You earn points by defeating bad guys. Obtaining high scores can replenish your supply of remaining lives. Obtain "1UP" at 70,000, 150,000, 300,000 and 500,000 points. You may also obtain additional vitality in other ways—experiment!

Going After the Bad Guys

You have two basic ways of attacking the bad guys—kicking them and spraying them. This illustration shows you how to stage a spray attack.

Fields and Playing Areas

J.J. and Jeff features 8 different stages and a total of 32 playing areas. Obstacles—including fire and rocks—will appear on land, underground and in the air as you progress through the game.

Mysteries

There are many mysteries to solve along the way. Search for the Secret Screens that hold additional surprises and rewards, and uncover the Warp Springs. Always explore your surroundings by kicking objects and searching—you never know what you might find!

Shown here are just a few of the fearsome enemies you must face (there are over 30 in all!). In addition, at the end of each stage, you must face the awesome Boss Kara. When fighting your enemies, remember to use a variety of techniques. Not all enemies can be kicked or sprayed into submission. Some must be jumped or climbed upon!

Enemies of J.J. and Jeff


Pizzano Family


Crabby


Julio Copter


Mack & Jack


Nes Junior


Stinker


Poopbatross


Jerry Jaws


Furspurs

Boss Kara Makes His Entrance!

Finding Boss Kara and Discovering the Secret Screens

At the end of each stage, you must defeat the hidden Boss Kara. To find Boss Kara, you must successfully complete an entire stage and reach Boss Kara's entrance. Other screens can be accessed by kicking any suspicious objects, such as water fountains. When you kick the right hidden point, a coin will pop up and the entrance to a hidden screen will appear. Pick up the coin and enter the hidden screen!

Here are the Hidden Items!

Remember that you need the key to go to the screen where Boss Kara is hiding.

The Key
If you lose this, you can't go to the screen where the Boss is hiding.



The Coin
You need this to play the slot machine (see details that follow).



The French Fries
When you eat these, your spray attacks travel far and wide.



Curried Rice
Your vitality gauge returns to full.



The Bee Keeper
You'll be glad to have this hidden item when you run into Boss Kara.



Hidden Screens

There are four main types of hidden screens. On all screens except the slot-machine screen, if you're playing J.J., Jeff will appear (and if you're playing Jeff, J.J. will appear). You receive help from your partner in a number of different ways by watching the "hint" screens.

Hint Screen

This will tell you about hidden items and give you other helpful information.

Drum Screen

You're home free with the drum. You are invincible for a limited amount of time.

Bonus Screen

Obtain coins and food!

Slot Machine Screen

Use your coins to play the slot machine and you could win extra bonuses!

How to Play the Slot Machine

To indicate the number of coins you wish to play, push the top and bottom end of the Direction Key. To pull the handle of the slot machine, press Button I. Stop the drums from turning with Button I. Just like a real slot machine, you can win different types of bonus prizes depending upon how the pictures match up. To exit the Slot Machine and return to the game, press Button II.

Playing Tips

Use the early rounds to master the running, jumping and attacking abilities of J.J. or Jeff. Determining how to jump over hazards and how to stop are important techniques that you will use throughout the game.

Most of the items that you encounter can be kicked to produce some type of object. Remember the locations of the objects as they will always be in the same place. Whenever you uncover a dangerous item, try kicking the object that produced it from the opposite direction the next time you play, and you'll find a reward instead.

Whenever you reach a point in the game where it appears that you can travel no further, concentrate kicking around the immediate area prior to the impass. This will often reveal hidden platforms or doorways that are necessary to progress.

Only use the spray can on those enemies that cannot otherwise be kicked. The spray attack requires several seconds to perform and is not very effective. It is necessary, however, on certain enemies (like the dragons) and must be used.

Never jump on a green spring unless you have failed to get the key that will allow you to fight the Boss Kara. Otherwise you will have to duplicate your actions by playing through earlier rounds again.

When you are playing the slots, you should remember that the more coins you bet at one time (from one to five), the more reward you will receive if you match drums for some type of power-up. Always bet the maximum!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!
Monday-Friday 8:00 A.M.-11:00 P.M.
Saturday 8:00 A.M.-5:00 P.M. Central Time.

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:

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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 or game support, call (708) 860-3648, Monday-Friday 8:00 A.M. to 11:00 P.M.
Saturday 8:00 A.M. to 5:00 P.M. Central Time.

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

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.