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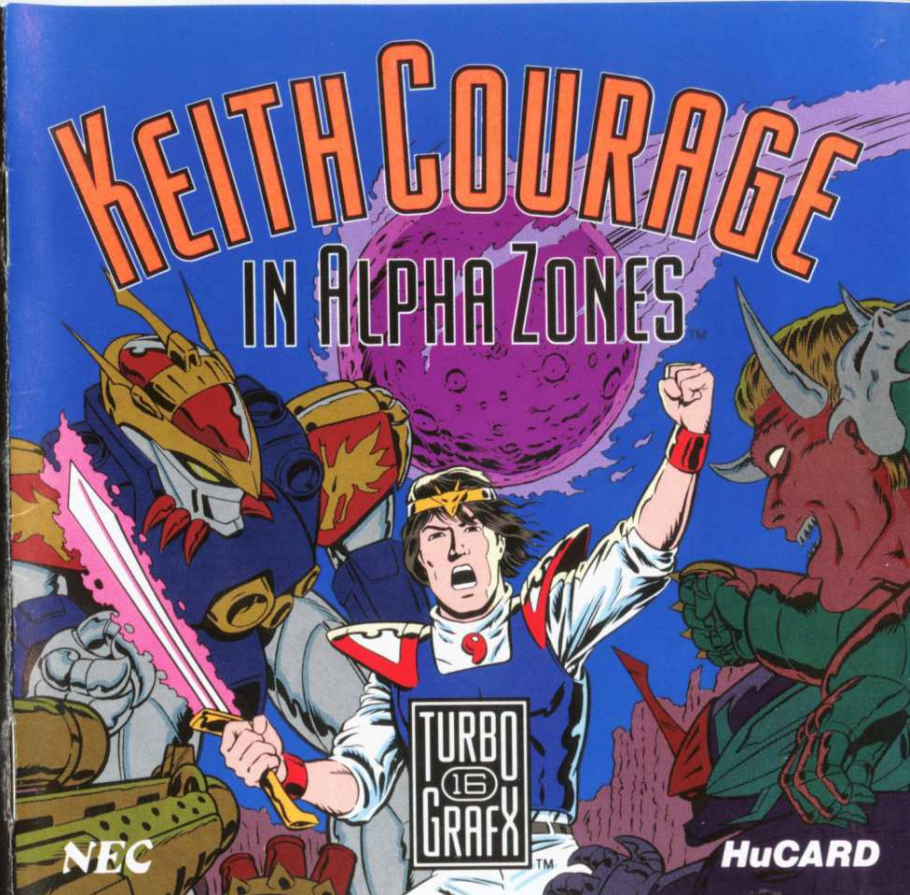
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U.S. PATENTS
#4,462,076, #4,442,486, #4,454,594
CANADA PATENT
#1,183,276

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KEITH COURAGE IN ALPHA ZONES™



Keith Courage in Alpha Zones™

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 SuperSystem and will not operate on other systems.

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

Keith Courage in Alpha Zones™—Now the Battle is in Your Hands

You are Keith Courage. Struck by a giant meteor, the world has been invaded by strange creatures from another planet. Burrowing deep within the earth's surface, the Planet of B.A.D. (Beastly Alien Dudes) seeks to take over the world. As a member of N.I.C.E. (Nations of International Citizens for Earth), your mission is to defeat B.A.D. and bring peace back to the world.

Armed only with a sword, you must first defeat the outpost guards. Then, enter the Underworld. Here you activate the awesome Nova Suit. A secret force left to you by your fallen father, you are half man, half mechanical monster. Nearly invincible, your sword cracks with the power of lightning, as you wreak havoc on the fearsome Dudes. Your goal is to reach the Robo Zone (the seventh Alpha Zone), headquarters of B.A.D. Succeed here and you will have won the game, recapturing the Earth and restoring humanity's place in the universe. You have help along the way. Four friends offer you advice, swords, bombs and extra lives. Collect the stolen riches left behind by the invaders and buy your way out of trouble with money.

Alpha Zones™ The Overworld of B.A.D. is divided into seven layers.



Rock Zone The entrance to B.A.D. This level is now a B.A.D. outpost filled with guards.

Fire Zone This zone is filled with the underground lava rivers that feed volcanos on the Earth's surface. Be careful where you jump!

Glacier Zone Far from the warmth of the sun, this zone is forever frozen and icy. Watch your step or you may find yourself sliding on the slippery rocks!

Robo Zone The headquarters of B.A.D. and the lair of the almighty Titan Warrior! This high-tech world was designed to help B.A.D. rule mankind.

Reverse Zone Keith will encounter a change in gravity that has made portions of this level directly opposite from the normal environment on the surface. Don't worry, this change won't affect Keith.

Toxic Zone Following the Earth's collision with the meteorite, large levels of radiation seeped into the Earth and settled in this region.

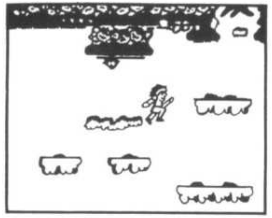
Magic Zone This is the last level above B.A.D.'s secret base. Use all of your skills to overcome the guardians and descend into the Underworld.

Moving Between Areas

Each of the seven zones is divided into an Overworld and Underworld. When the boss of the battle area is defeated, the level is cleared.

All of the areas scroll in both directions. Also, from the starting point in the Overworld, you can return to the previous level by pressing the direction key up.

Overworld



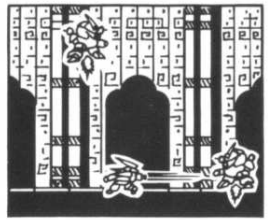
The goal is to accumulate money and pick up items and information. The transportation area at the far right is your goal.

Rainbow Transport



Transport yourself to the Underworld or the next area (if the Underworld has already been conquered) by pressing the direction key up when you reach the goal.

Underworld

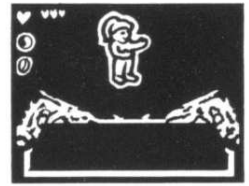


Do battle in the Alien Alpha Zones. These areas are action-packed—Keith appears in the powerful Nova Suit!

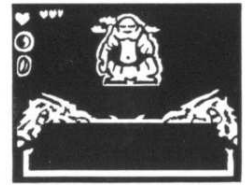
Moving Between Areas

Visit the Shops in the Overworld

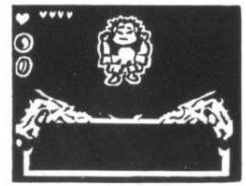
The Overworld has a hospital and shops. Keith's friends offer him renewed strength, weapons and advice. The Prophet gives Keith special advice that will help him in his quest.



Hospital Nurse Nancy has the power to heal and can provide Keith with extra life.



Wise Wizard He sells Bolt Bombs to Keith that enhance his weaponry in the Alpha Zones.



Weapons Shop The Weapons Master sells Keith a variety of swords. Each sword purchased will increase the range and power of Keith's attack in the Underworld. The sword power-up will not change Keith's fighting ability in the Overworld.

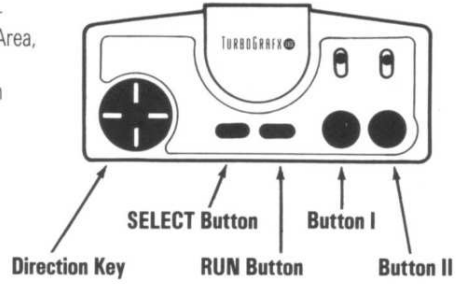
Purchasing Items in Shops

To buy items in the shops, you must use the money collected in the Overworld. Certain alien characters will leave coins behind, after they've been eliminated.

Gold Coins = 50 money units
Red Coins = 200 money units

Operations and Screen Displays

The diagram shows how the game is controlled. When you are in an Underworld Area, you can launch Bolt Bombs by holding down Button II and pressing the direction key up at the same time.



Direction Key Move Keith by pressing left and right. When you press down, Keith crouches down. When you press up, you enter the shops in the Overworld.

SELECT Button Use this together with the direction key to return to the previous area.

Button I Controls jumping. Jump higher by holding the button longer.

RUN Button Used to start the game and to pause.

Button II Attack button. When pressed, Keith uses his sword.

Operation and Screen Displays

Illustrated below are the screen display symbols. Bolt Bombs can be purchased at the Overworld shops. The pattern is determined by the power of items that come from the enemy in the Underworld. (There are 5 types of Bolt Bomb attacks. The higher the number, the more powerful the attack!).



Bolt Bomb The type and number of Bolt Bombs is displayed.



Life When Keith's life runs out, the game is over. You can increase Keith's Heart Containers using a secret technique. You can have a maximum of 8 hearts.



Coin The amount of money you have is displayed.

Continue Option

At any time Keith can resume battle on the same level he died by using the "continue" feature. The number of Bolt Bombs and items that Keith possesses, however, are divided in half. Also, Keith's Heart Containers are returned to 3. The swords stay the same.

B.A.D. Characters

The chief enemy characters are as follows:



Long Bones Flutters up and down. Strikes at Keith.



Possum This little character appears in the Overworld and gets in the way.



Cat Flies high in the air and drops on Keith when directly overhead.



Dakkon Flies through the air and attacks by jumping.



Titan Guard Has a gigantic pistol that fires bullets.



Dongoro Boss of the sixth level. Attacks with fireballs and his lion's head.



Devil Foot Hops about and hurls himself at Keith Courage in his Nova Suit. Watch out when jumping over pits.



Dr. Sting Flies through the air and attacks by injecting with syringes.

B.A.D. Characters



Crypt Creature Lurks about and hurls himself at Keith Courage in his Nova Suit.



Zakko This is a bothersome creature who roams around in the Overworld.



The Skulls These characters attack Keith Courage in formation, flying to the corners before dropping to Keith's level and attacking.



Big Face A bizarre creature who bounces about in the Overworld.



Baron Chairman Flies through the air. Attacks with cards. He is the boss of levels 3 and 5.



Stitch Attacks with a sickle and chain. He is the boss of levels 2 and 5.



Titan Warrior The ultimate boss of B.A.D. The Titan Warrior hovers above the ground, launching fireballs at Keith while a mini-boss on the ground runs back and forth striking at Keith.

Mr. Roboto The boss of level 4. Moves back and forth. Throws fireballs. (Not pictured.)

B.A.D. Characters

Tips
Don't be afraid to spend money to power up!
You need advanced weapons at later stages of play.

Remember that it's very important to accumulate money in the Overworld. When you have built up your money, don't hesitate to spend it on renewing your "life" when you are low, buying Bolt Bombs and powering up your sword.

Excluding the sword you have at the start, you have 6 swords altogether. The "Alpha Sword" is the most powerful weapon and absolutely vital to beating the Boss creatures in later rounds.

Collect money in areas that are easy to navigate and have a multitude of B.A.D. creatures coming at you on the same level as Keith.

Remember that the B.A.D. characters will continue to appear if you sit in the same position. Use this to your advantage when collecting money, but if Keith begins to get over-powered, move ahead quickly!

Always maintain the highest Bolt Bomb enhancement possible. The higher the number, the more powerful and effective the bombs will be.

Don't be afraid to fall in the Underworld sequences. Many times it is necessary and you'll often find the correct pathway to the Boss characters. Explore!

Be careful not to fall into the spiked pits that B.A.D. has placed throughout the Underworld. Contact with these deadly Electro Spikes puts an end to Keith's quest immediately.

Call TurboTeam at (312) 860-3648 for game tips.

NEC TurboChip™ Game Card 90-Day Limited Warranty

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

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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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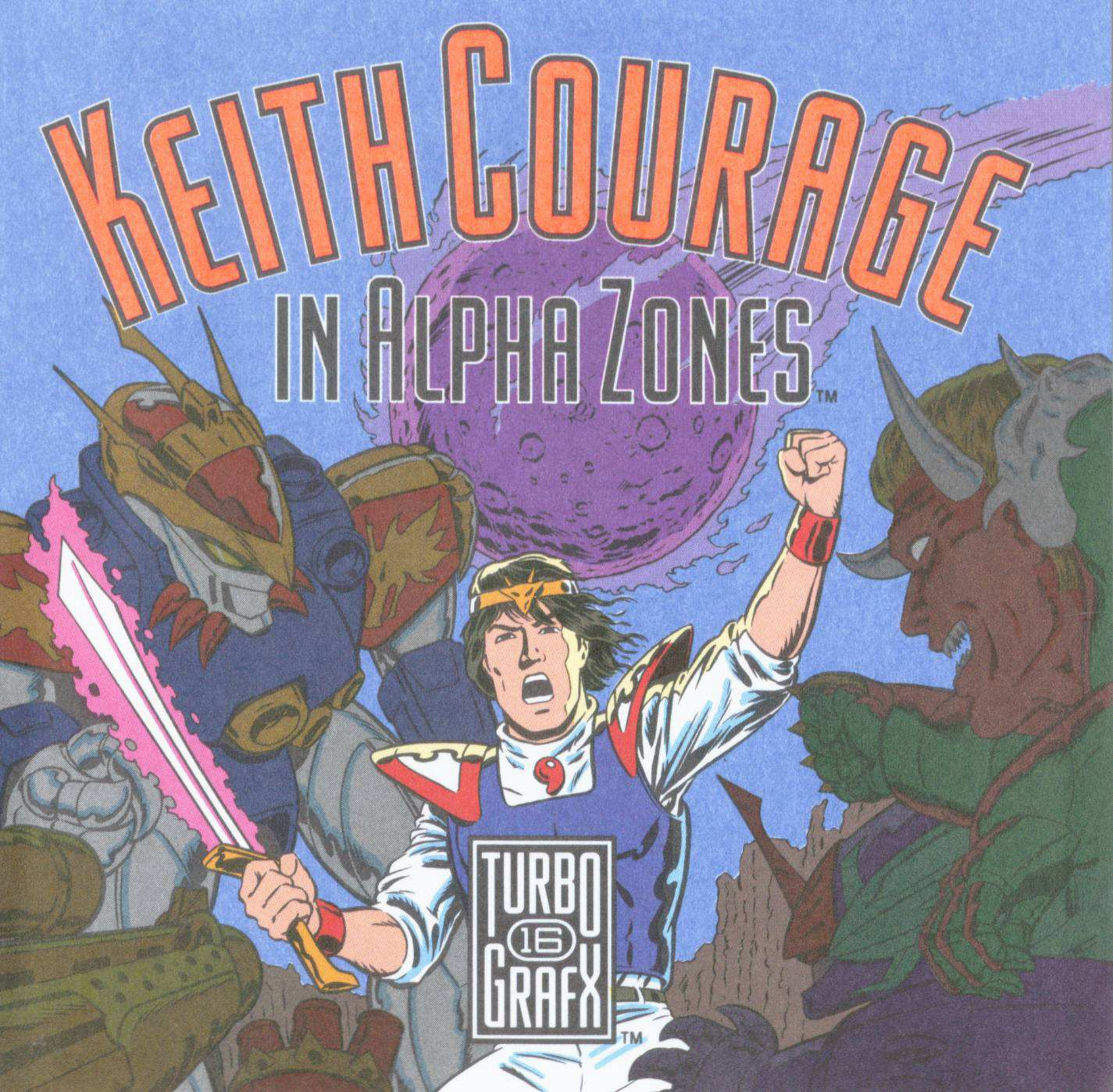
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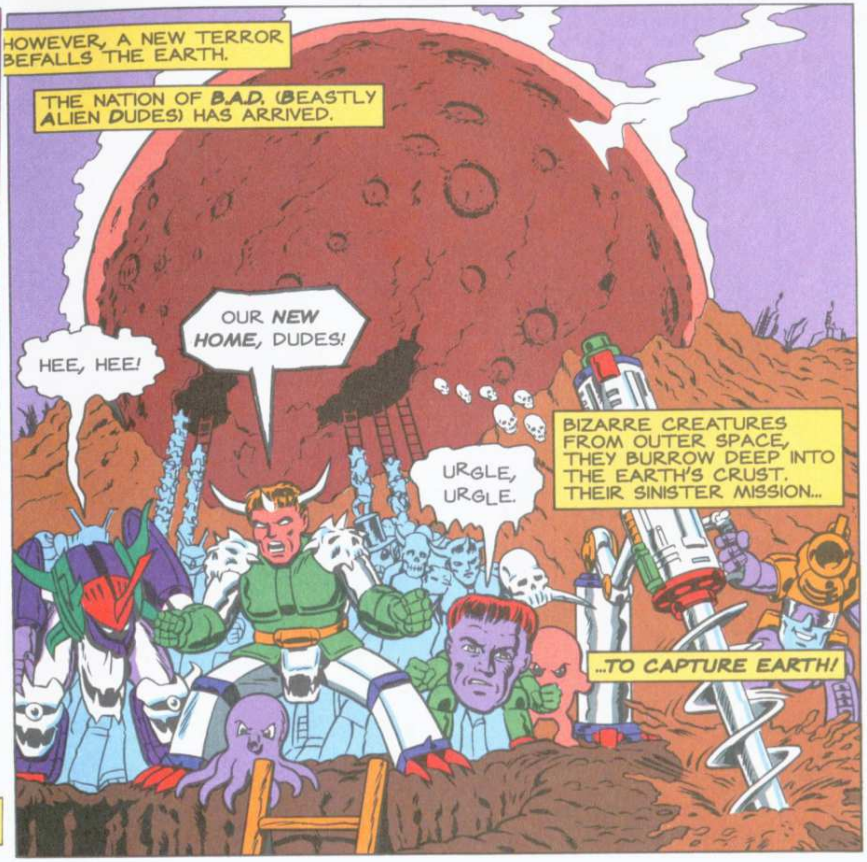
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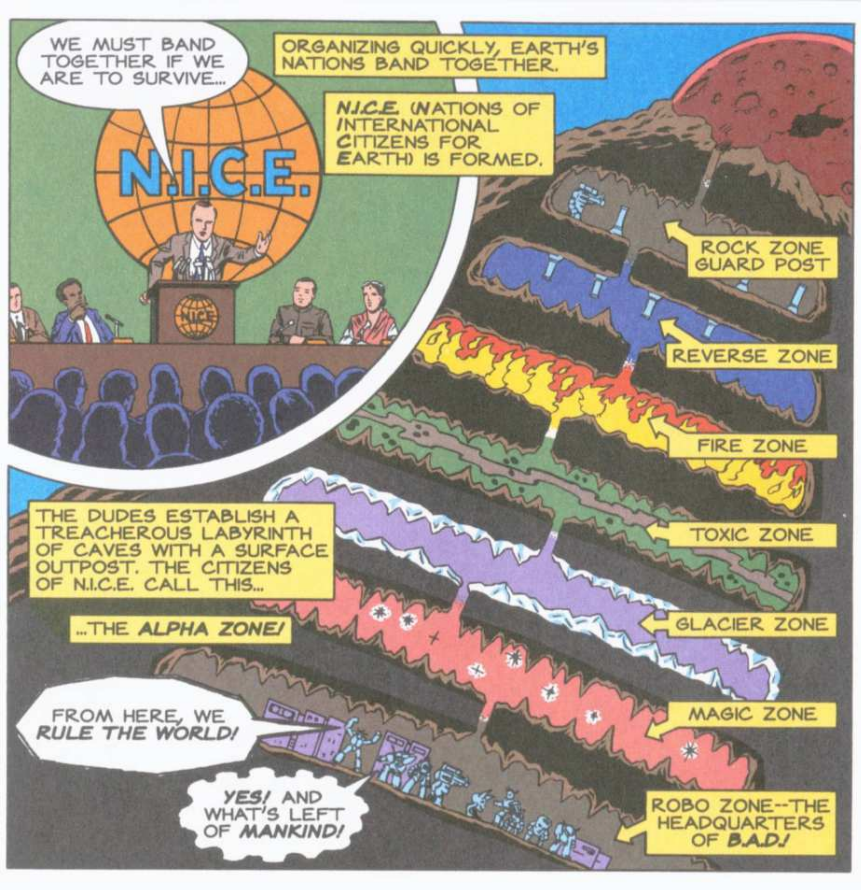
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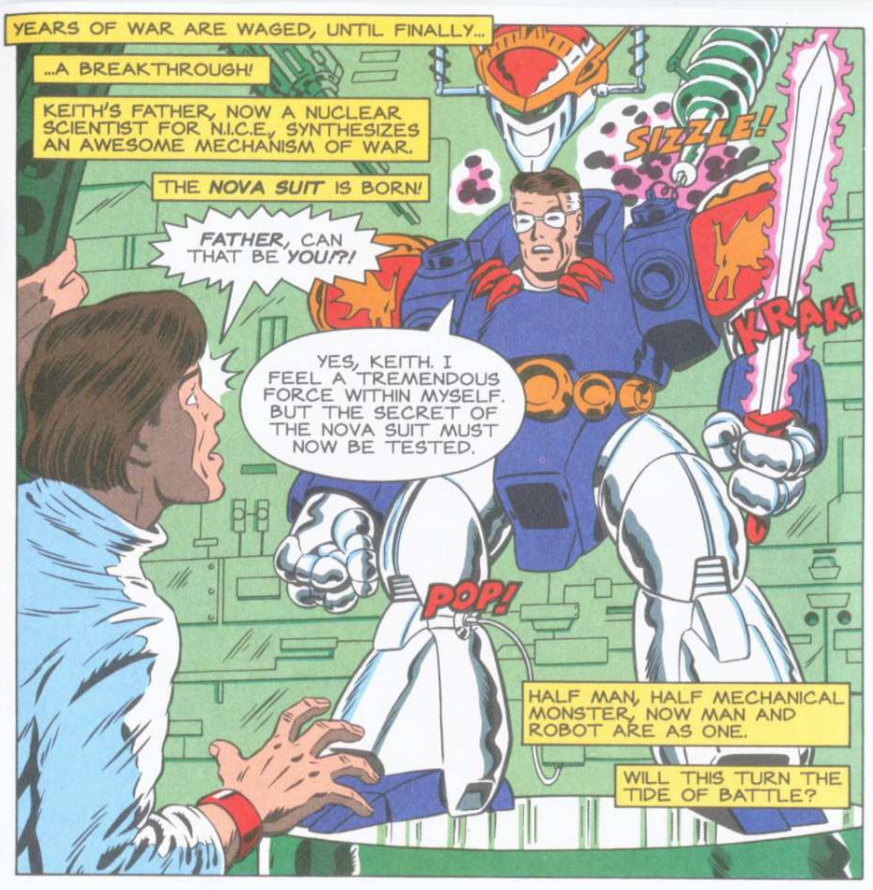
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Wood Dale, Illinois 60191-1094


KEITH COURAGE
IN ALPHA ZONES™
TURBO 16 GRAFX™


THE YEAR IS 2004. THE PLACE IS PLANET EARTH. BUT TODAY THE FACE OF THE PLANET MAY CHANGE FOREVER.
A GIANT METEOR STRIKES THE EARTH'S SURFACE. DEATH AND DESTRUCTION ARE EVERYWHERE. A FATHER HIDES HIS SON...
LOOK, IT'S COMING!
NO! NO!
HURRY, KEITH!
FEW CAN ENVISION THAT ANYTHING MORE TERRIBLE MIGHT LIE AHEAD...


HOWEVER, A NEW TERROR BEFALLS THE EARTH.
THE NATION OF B.A.D. (BEASTLY ALIEN DUDES) HAS ARRIVED.
HEE, HEE!
OUR NEW HOME, DUDES!
URGLE, URGLE.
BIZARRE CREATURES FROM OUTER SPACE, THEY BURROW DEEP INTO THE EARTH'S CRUST. THEIR SINISTER MISSION...
...TO CAPTURE EARTH!


WE MUST BAND TOGETHER IF WE ARE TO SURVIVE...
ORGANIZING QUICKLY, EARTH'S NATIONS BAND TOGETHER.
N.I.C.E.
N.I.C.E. (NATIONS OF INTERNATIONAL CITIZENS FOR EARTH) IS FORMED.
ROCK ZONE GUARD POST
REVERSE ZONE
FIRE ZONE
TOXIC ZONE
GLACIER ZONE
MAGIC ZONE
ROBO ZONE--THE HEADQUARTERS OF B.A.D.!
THE DUDES ESTABLISH A TREACHEROUS LABYRINTH OF CAVES WITH A SURFACE OUTPOST. THE CITIZENS OF N.I.C.E. CALL THIS...
...THE ALPHA ZONE!
FROM HERE, WE RULE THE WORLD!
YES! AND WHAT'S LEFT OF MANKIND!


YEARS OF WAR ARE WAGED, UNTIL FINALLY...
...A BREAKTHROUGH!
KEITH'S FATHER, NOW A NUCLEAR SCIENTIST FOR N.I.C.E., SYNTHESIZES AN AWESOME MECHANISM OF WAR.
THE NOVA SUIT IS BORN!
FATHER, CAN THAT BE YOU!?!
YES, KEITH. I FEEL A TREMENDOUS FORCE WITHIN MYSELF. BUT THE SECRET OF THE NOVA SUIT MUST NOW BE TESTED.
SIZZLE!
KRAK!
POP!
HALF MAN, HALF MECHANICAL MONSTER, NOW MAN AND ROBOT ARE AS ONE.
WILL THIS TURN THE TIDE OF BATTLE?


EASILY DEFEATING THE B.A.D. OUTPOST GUARDS, KEITH'S FATHER DESCENDS INTO THE UNDERWORLD.
CONFRONTED BY EVER MORE FEARSOME DUDES, HE ENERGIZES THE NOVA SUIT!
KZAK!
AIYEEEEAH!
RUN!
NOW DUDES FALL BEFORE HIM.
HIS TERRIBLE SWIFT SWORD "CRACKS" WITH THE SOUND OF LIGHTNING.
STAND AND FIGHT, YOU FOOLS!
HIS MARCH TO THE ROBO ZONE SEEMS UNSTOPPABLE UNTIL...


..HE IS SUDDENLY CAUGHT OFF GUARD!
ARRRGH!
ZZZIIKK
SURPRISE, EARTHLING!
INVINCIBLE, EH?
PAINFULLY WOUNDED, HE ASCENDS INTO THE UPPERWORLD.
FATHER!
NOW YOU MUST CARRY ON, MY SON.
HE REVEALS THE SECRET OF THE NOVA SUIT AND ITS AWESOME NOVA FORCE TO KEITH.



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