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Thank You

...for Buying this Advanced TurboChip Game Card, "Neutopia."

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.

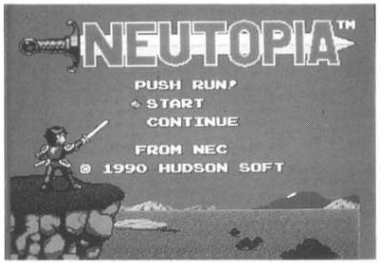
TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

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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 called it "Neutopia."

Long ago, in a place far away, there was a land called "Neutopia." It was a land of peace and prosperity where people worshipped at the Sacred Shrine. A beautiful Princess, Aurora, blessed the people with her wisdom and kindness. Until one day, the Evil Demon Dirth appeared. He kidnapped Princess Aurora and stole 8 precious Medallions. Now a brave young man named Jazeta sets out on a journey to save the Princess and recapture the stolen Medallions. It is a journey that will take him through the many strange and now dangerous worlds that make up the land of Neutopia. It is a journey of magic and wonder; of swords and armor. You must conquer the ultimate evil to return this once beautiful land to peace.

Object of the Game

Rescue Princess Aurora from the evil Boss Dirth. Complete the first four stages of the game by defeating Dirth's evil followers and collecting the 8 Medallions. There are 2 Medallions per stage hidden in separate Labyrinths. Each Medallion is watched over by an evil Boss Character. Use special items along the way to make your journey easier and be sure to look everywhere for information!

Note: Neutopia is a one-player game.

Game Play

Starting the Game
From the title screen, press the RUN Button.

Pausing the Game
During play, the game may be paused (returning you to the status screen) by pressing the RUN Button.

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.

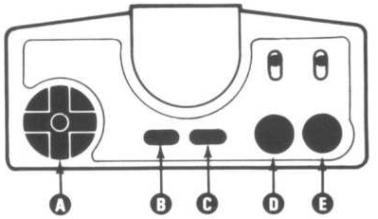
How to "Continue"
When the game is over, and the title screen appears, you may resume play by selecting "continue," entering the proper password and pressing the RUN Button. This returns you to the beginning of the last stage where you received a password. You may "continue" an unlimited number of times.

Passwords
When Jazeta dies (Life Gauge becomes entirely white), and you have the Book of Revival, you may "continue" (resume play) from the place you last received a password. You may also use the Password to continue (from the same level, with the same enhancements) at a later date. If you do not have the Book of Revival when your life gauge runs out, you must start over from the beginning of the game.

Note: TurboGrafx-CD and TurboBooster-Plus owners please see page 7.

Controlling the Movements of Jazeta
The movements of Jazeta are controlled using your TurboPad controller. Mastering its operation is critical to your success.

TurboPad Operation



A Direction Key (4-way controller)
Moves Jazeta left and right, up and down. Also used to select power-up items in the status screen.

B Select Button
Not used in this game.

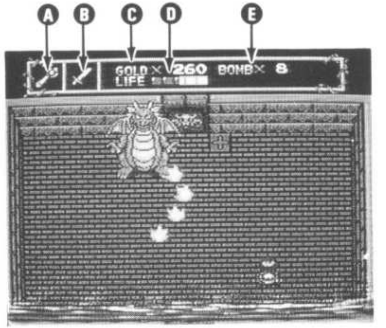
C RUN Button
Starts and pauses the game. Also used to switch from main to status screen.

D Button II
To use a selected power-up item, push this button. Also used to skip dialogue.

E Button I
Used to attack the enemy with your sword. Also used to scroll the message screens.

Screen Displays

MAIN SCREEN



A Current Power-Up Item In Use

B Sword in Use

C Gold
Total amount of gold available

D Life
Indicates the player's vitality level

E Bombs
Number of bombs available

STATUS SCREEN

Select Item
The Direction Key (4-way controller) is used to select the power-up item to be used.

Items in Use
Jazeta will automatically be equipped with the items shown as he obtains them.

Charmed Compass
The compass indicates the direction to the Labyrinths. Once inside the Labyrinths, the compass can be used to find the Medallions. It also sounds an alarm when Jazeta comes close to the entrance of a Labyrinth or a Medallion.

Crystal Ball and Key
There is a Crystal Ball and Key hidden in each Labyrinth. Each Crystal Ball shows you a map of the Labyrinth. The Key is a necessary item to open the door to the crypt where the Boss Character is guarding the Medallion.

Note: The Crystal Ball might not show all of the hidden rooms in a Labyrinth. Use Boom Bombs to find hidden rooms.

Map
The rooms you go through in the Labyrinths will automatically be tracked on the map. Once Jazeta leaves the Labyrinth, however, these rooms will no longer be highlighted.

Powering Up!

You can increase Jazeta's life gauge and increase his attack power in three different ways:

Obtain Medallions

When a Medallion is returned to the beginning Shrine, your Life Gauge is increased by 1.

Get Help from the Monks

Every time a monk is found, you are either rewarded with an item, or your Life Gauge is increased by 1.

Obtain Essential Items

Depending upon which stage of the game you've reached, these items increase your attack strength and ability to move. All enhancements should be obtained before advancing in the game.

Essential Items

Swords Increase attack power. The main weapon of Jazeta. There are bronze, silver and "strongest" swords.

Armor Decreases damage from the enemies. There are bronze, silver and "strongest" coats of armor.

Shields Increase your defense against enemy fire. There are bronze, silver and "strongest" shields. You must face the enemy to block shots with your shield.

Chests Contain valuable items. To open, move Jazeta toward the chest.

Fire Wand Gives you the magic of fire. The power of the fire, however, depends upon your vitality.

Falcon Shoes Allow you to walk faster and to enter one of the Labyrinths.

Book of Revival Allows you to obtain a password to continue your game at a later time. You will return to life in the shrine where you last received a password.

Charmed Compass Helps to show the direction to the Labyrinths. Also helps you find your way through the maze of chambers in the Labyrinths.

Moonbeam Moss Allows you to light up the darkness for a limited amount of time. Its use is unlimited.

Bell of Heaven Opens many doors, including the passage to the shrine in the sky (can also open some hidden stairways).

Rainbow Drop Allows you to cross water hazards and other obstacles one block wide by creating a rainbow bridge over them.

Other Items

These items are not essential to advance from stage to stage, but make it easier for you to defeat your enemies and play the game.

Medicine Can be used to cure Jazeta's wounds (returns Life Gauge to maximum vitality). Jazeta can carry a maximum of 2 vials at a time.

Magic Ring Can change certain powerful demons into weaker creatures. Each ring can be used only once. No effect on Boss Characters.

Boom Bombs Destroy walls and damage enemies. Allow you to find hidden doors to other rooms.

Wings of Return Enable you to return to the place where you received the last password.

Berries Increase your Life Gauge by 1.

Sandglass Stops enemies' movement for a certain amount of time.

Silver Coin Gets you 10 extra pieces of gold. Allows you to buy extra items.

Gold Coin Gets you 50 extra pieces of gold. Allows you to buy even more extra items.

Levels

Neutopia contains five different levels or stages. Each stage takes place at a different location in Neutopia.

Land Sphere Here, while visiting the shrine, Jazeta learns about the Princess.

Helpful items: Magic Compass, Book of Revival, Fire Wand, Bronze Sword, Bronze Armor.

Subterranean Sphere A dark and mysterious land where anything might happen.

Helpful items: Moonbeam Moss, Rainbow Drop, Bronze Shield, Silver Armor.

Sea Sphere Journey around the ocean in a world filled with danger.

Helpful items: Falcon Shoes, Strongest Armor, Silver Sword, Silver Shield.

Sky Sphere A floating palace filled with dangers and puzzles. Trouble lurks at every turn!

Helpful items: Bell of Heaven, Strongest Shield, Strongest Sword.

North Pole Here, in a frozen wasteland, the final battle takes place against the evil Boss Dirth.

Helpful items: All the skill and items you can muster!

Jazeta's Enemies

These are just a few of the monsters that attack Jazeta.

Monsters Living Above Ground



Blue Fighter
A valiant knight equipped with blue armor but no weapon!



SOJO Fly
Flies in the air with deadly wings.



Mad Dog
Attacks by throwing spears.



Frogger
A monster fang-toothed frog with lethal jumps!



Drop Slime
Crawls on his belly like a reptile.



Scorpit
Can only face left or right but has a deadly sting.

Sea Balloon
Appears out of the ocean and throws blue fireballs.

Sandy
Dives into sand and comes out again.

Monsters Living Below Ground



Ghostcloth
Shifts its position in an instant. Your Fire Wand will have no effect on this monster.



Konid
Watch this monster's colorful flames. They're deadly!



Ropes
Uses its three feelers to attack our hero, Jazeta



Patara
Flies slowly through the Labyrinth, but beware.



Anto
Has a sword and a shield. Attempts to bump into Jazeta.



Gyudes
Bull skeleton that stands on its hind legs.

NU
Jumps diagonally with lethal force.

Dormer
An evil insectoid with 6 legs.

Note for TurboGrafx-CD and TurboBooster-Plus Owners

If you're playing Neutopia on the TurboGrafx-CD or the TurboBooster-Plus, you can save your game in backup memory ("RAM") indefinitely—as long as you turn your unit on at least once every two weeks!

"Initializing" Your Backup Memory
If you are using your backup memory for the *first* time, Neutopia will ask you if you want to "initialize" your backup memory. A backup memory that is not "initialized" (made operational) cannot save data, so you should follow the screen instructions closely.

Note: If you are using the TurboGrafx-CD, you need only initialize/format once.

How to Save Your Game—Using the "File Cabinet" Feature
Your game will be saved in what has been termed a "File Cabinet." There are 4 files, and you may use any or all of the files that are available.

To save your game, when Neutopia asks if you want to see a password, respond "yes." The password will then appear in the upper half of the screen. The lower half of the screen will ask you if you wish to use the File Cabinet. You should again respond "yes." You can then choose which File Cabinet you would like to use.

What to Do if a File Cabinet is Full
If a File Cabinet is full, Neutopia will ask you if you wish to erase the contents. If you answer "yes," the old file will be erased (gone forever!) and the new file will take its place.

Note: It's easy to accidentally erase a file when your Turbo Switches are in the "on" position. For that reason, try not to save your most important file in the "Neutopia 1" cabinet, and always make sure your Turbo Switches are off when responding to questions relating to the File Cabinet. Game information may also be lost if your backup memory unit is dropped or exposed to heavy shock. Do not touch the connection between the TurboGrafx-16 and the TurboGrafx-CD or TurboBooster-Plus.

Remember, you can only save a game in the backup memory if you have either the TurboGrafx-CD or the TurboBooster-Plus and follow the procedures as outlined above!

Playing Tips

Collecting information is vital to your success. Information is hidden in many places throughout the game. Try using bombs and fire to find the hidden rooms.

There is always a place near the Labyrinth where you can obtain a password. Look for this place before you go into the Labyrinth so that you can start from that place if you are killed.

There are rooms where you can buy medicine or have your vitality renewed, so use them to your advantage.

When you defeat one of the Boss Characters, you capture one of the Medallions and go back to the beginning shrine. Go out of the shrine and then go back in to receive a password or use the File Cabinet feature. If you have backup memory, please see page 7. Otherwise, you'll have to start from where you received the last password if you shut your system off.

In Stage 1, you can increase your Vitality Gauge by talking to the monk. You also increase your gauge by clearing each dungeon.

In Stage 2, the monk can increase your bomb carrying capability.

In Stage 3, the monks can increase both your bomb carrying capability and your Life Gauge.

In Stage 4, the Boss Dirth is an illusion! Follow it to the North Pole to destroy the real thing.

When trying to locate hidden rooms within the Labyrinths, drop bombs in the place where doors normally appear.

Try to find hidden passageways within the Labyrinths to reveal hidden surprises.

The Falcon Shoes can be obtained near the Fountain/Pond.

Learn the patterns of the Bosses for greater success. Use the Fire Wand for extra distance when attacking.

Use your Charmed Compass constantly. It is your only guaranteed source of information.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

NEC TurboChip™ 90-Day Limited Warranty

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HOW LONG IS THE WARRANTY
This product is warranted for 90 days from the date of the first consumer purchase.

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   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. Central Time, or Saturday 10:00 A.M. to 6:00 P.M. Central Time.

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

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