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90-day limited warranty (datails inside).

TGHC920001

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Neutopia™ II



HUDSON GROUP
HUDSON SOFT®

TURBO 16 GRAFX™

THANK YOU !

...For buying this advanced TurboChip game card, "Neutopia II™"



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.

Legend of new generation.

The Story

Neutopia II

According to ancient books, there exists a paradise without borders and without strife.

In the wonderful land of Neutopia, humans, fairies, and magical beasts live together in peace and equality, each where it wishes, in the forests and in the springs.

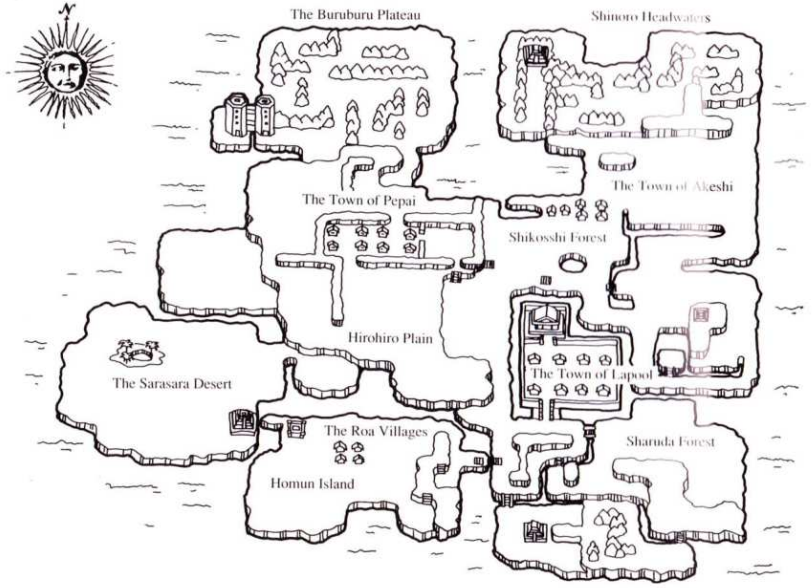
But all is not harmony in Neutopia. The brave Jazeta had defeated Dirth, the Emperor of Darkness, but he is secretly rising again. He has sniffed out the forces of darkness concealed beneath the Neutopian peace.

Fearing the evil spirits and the strange events occurring throughout their land, the Neutopians have hidden in caves and secret places deep inside the Earth.

Your quest is to search for your father, Jazeta, who is lost in a labyrinth in a foreign land. But since you share that legendary warrior's courage, you will set out to defeat Dirth, the Emperor of Darkness. You will save the Neutopians, who are now living in fear, bound by darkness.

Map of Neutopia II

Neutopia is a vast world. You'll be looking for people who have hidden themselves away. With the help of the information you've collected, the items, and the compass, you'll head for the labyrinth to confront the Boss Baddie who guards the treasure.



The Characters

The Neutopians are hiding in caves and other secret places far beneath the Earth in fear of evil spirits. You, the courageous son of a legendary warrior, will set out to save the world, now bound in fear and darkness.



• Jazeta

Jazeta is hero's father. In the previous edition of Neutopia. He was the hero who restored peace to Neutopia. He has disappeared into a labyrinth in a foreign land.

• The Hero

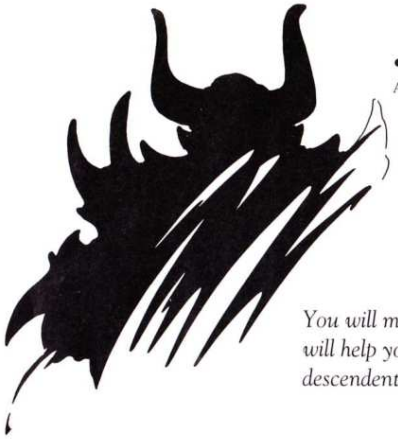
The blood of the legendary warrior Murdock flows in your veins. You are the courageous son of the brave Jazeta, the hero of the previous edition of this game. You are setting out in quest of your father, who is lost in a labyrinth in a foreign land. In the course of your quest, you will confront the Emperor of Darkness to save the Neutopians, who live in fear of him !





• Princess Keia

The princess is a descendent of Po Ramuel of the legendary Great Shrine. She has succeeded her mother, Princess Lily, as the ruler of Yurius Shrine.



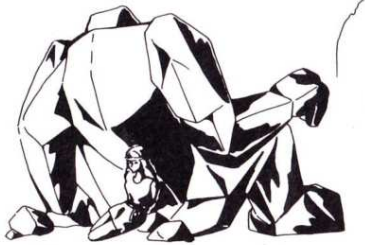
• Dirth, Emperor of Darkness

A legendary Evil King who will never be destroyed as long as fear and wickedness dwell in people's hearts. In the previous edition, he was defeated by the brave Jazeta. But he has risen again in the darkness concealed beneath the Neutopian peace and is sowing fear among the Neutopians.

You will meet brave people in the land of Neutopia. They will help you and guide you because you are the warrior descendent of the true Murdock. These brave souls include:



• Nanyo, the Great Scientist

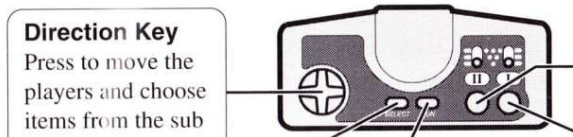


• The Ice Giant and Captive girl



• Regor, the Weapon Maker

The Controller



Direction Key
Press to move the players and choose items from the sub screen.

Button II
Use to execute the item you have selected.

RUN Button
Press to switch between main and sub screens.

Button I
Press to attack the enemy with your sword and to have conversations.

The select button is disabled.

The Screen

- **I** Displays the sword that you're using.
- **II** Displays the items you can use with Button II and the number of uses remaining.
- **Life** Displays the upper limit of the player's life force and how much life force you have left. Every time you're beaten, your store of hearts is reduced.
- **Gold** Shows how much gold you have.



The Sub Screen



- **Select Item**
  Select items with the direction key and use item with Button II.
- **Hold Item**
  After acquiring these items, you will automatically be equipped with them.
- **Charmed Compass**
  Indicates where the boss baddie is in the labyrinth. When you get close, you hear an alarm.
- **Crystal Ball and Crypt Key**
  When you pick up the Crystal Ball in the labyrinth, it will show you a map of the whole labyrinth. You'll need the key to open the door to the room where the Boss Baddie is.
- **Map**
  Automatically indicates in blue where you are in the labyrinth.

Save and Continue

Passwords

If the player dies (the life gauge pales to pure white), you may continue (resume play) from the place at which you last received a password. Watch for and write down the password. Then, even after the game has ended, you can select "Continue" from the title screen, enter the password, and press the Run button to start over at the place at which you received the password. Your password is important--write it down when you see it !

Note: If you own a TurboGrafx-CD™ or TurboBooster-Plus™, see page 10.

Items

Naturally, there are many items, powerful weapons, and defensive tools that you will need when you explore Neutopia. Learn how to use the items well and you will progress rapidly in the game. You can buy bombs and medicine at the store.

Sword



Every time you find a new sword, it will be more powerful than the one you had before. You will be automatically equipped with the new sword, but if later on you happen on a weaker sword, you won't be able to make use of it.

Armor



Every time you get a new set of armor you'll have more power to lessen the damage that the enemy can do to you. You will be equipped with the new armor automatically, just as you are with the swords.

Shield



You'll be receiving stronger and stronger shields to deflect the enemy's arrows, fire balls, and rocks.

Collect Gold



A silver coin equals 10G

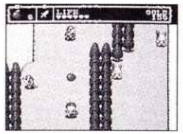


A gold coin equals 50G



A dollar bag equals 100G

Other Items



You can use Button II to select items on the sub screen. Some of the items can only be used once; others are good for any number of times.

Wings of Return



The wings will take you back to the place at which you last asked for the password. You can use them inside the labyrinth, too.

Boom Bombs



These are mainly for blasting through walls, but they are also very powerful weapons for defeating enemies.

Moonbeam Moss



Use to light your way through the dark labyrinths. You can use it any number of times.

Medicine



Use the medicine to restore your life force. You can carry two bottles at a time. The first one will be green and the second one red.

Boomerang



Throw this weapon and it will return to you. If you don't catch it on the return, though, you will lose it.

Magic Ring



Use the ring to change a strong enemy into a weak one. But watch out--it won't work with the Boss Baddies and some other villains !

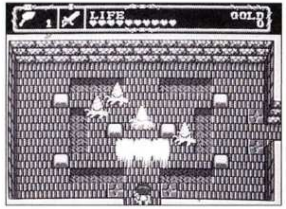
Flail



This weapon expands and contracts as you whip it, but you will lose 10 golds every time you use it.

Magic Staffs

If you get hold of the magic staffs, you'll be able to use three kinds of magic when you attack the enemy: fire, wind and lightning. You can use its magic any number of times as long as you're still alive but its power depends on your life force--the number of hearts you have left. Keep an eye on your life force when you use these weapons !



Fighting is fun if you can use magic !

The power changes with your life force.

	1 to 5 hearts: ♥ Level One	5.5 to 10.5 hearts: ♥ Level Two	11 to 16 hearts: ♥ Level Three
The Fire Staff 	You can shoot fireballs in the direction you're heading. This is the lowest level of power	You can shoot blazing columns of fire in the direction you're heading. That's very effective against enemies who are some distance off.	You will be able to pierce enemies who are fairly far away and burn them to a crisp close up.
The Wind Staff 	You'll be able to damage the enemy with whirlwinds in the direction you're heading.	You'll be able to raise storms in the direction you're heading. This is a very powerful weapon.	The winds will swirl around the player, and not one enemy will be left !
The Lightning Staff 	You can destroy the enemy in front of you by blasting him with lightning.	You'll be able to direct lightning blasts to your front and to your back.	Lightning will gush out towards your front, back, left, and the right. You will be knocking out every enemy in sight !

Note for TurboGrafx-CD and TurboBooster-Plus Owners

If you're playing Neutopia II 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 II will ask you if you want to "initialize" your backup memory. A backup memory that is not "initialized" (made operational) cannot save data. Please follow the screen instructions closely.

Note: If you are using the TurboGrafx-CD, you need to 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 II 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 II 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 II" cabinet, and always make sure your Turbo Switches are off when you respond questions. Memory 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

There is always a Boss Baddie in the middle of the labyrinth. If you don't have the key, you'll never make it into his room !!
Move the rock to find the stairs !
The gates will open when you kill the enemy.
You have got some new defensive equipment now . Your defense is stronger !
The strong shield will deflect enemy arrows.

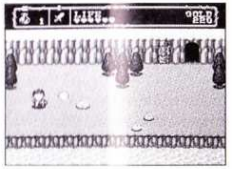
Some Advice
For a strategy that is very effective against enemies that come at you from the front, face the wall and slash the enemy. When he rebounds, attack again. You'll defeat them easily !

Game Progress



It's a good idea to carry the medicine with you at all times.

When the game starts, you will first visit your neighbors to be equipped for the journey. There are many doors nearby. Enter them one by one and gather the information you will need for your quest.



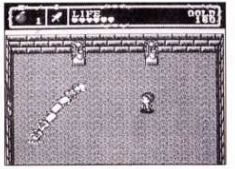
Blast the enemy to destroy and collect gold.

The moment you step out into the field, the monsters will start attacking. You'd better learn their movement patterns, fast !



The Monk of Life. If you meet him your life force will gain all hearts.

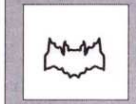
When you enter the labyrinth, your first task is to find the Crystal Ball. Remember, you can use the Boom Bombs to blast your way through walls. There are hidden rooms and corridors, so use the map to find the Crypt Key. Then you can enter the innermost room, where you'll confront the Boss Baddie !



The Boss Baddie of the first labyrinth. After you defeat him, retrieve the treasure...

The Monsters

The monsters obstruct the hero's path to launch their attacks. Be prepared for this fierce enemies with their dreaded arrows and magic.

Field		Underground	
	**Wood Demons** They look like trees, but when you come close they will attack from the behind.		**Bonny Benny** He will confront you equipped with a sword and a shield. Magic is no good here !
	**Peek-A-Bat** Usually they walk, but sometimes they will spread their wings and fly.		**Fire Bat** Flits about in the air; may change himself into fire balls.
	**Spear Lizard** Releases arrows when it moves. You'd better keep a sharp eye on this one !		**Sick Skull** Comes out of nowhere to attack you with a sickle. This one is pretty strong.
	**Fire Pharaoh** A monster that spews flames from its mouth as it walks.		**Morning Breath** Spews fire as he stomp about.

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