
NEW ADVENTURE
ISLAND
HUDSON GROUP
HUDSON SOFT
TURBO
16
GRAFX

THANK YOU !

...For buying this advanced TurboChip game card, "New Adventure Island™"



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.

Story



The peaceful kingdom of Adventure Island is in an uproar. What's going on ? Today is the day that Master Higgins weds Tina, the new "Miss Island". Everyone is gathered at the church to celebrate their wedding when--the evil Baron Bronsky appears. For years he has secretly yearned to marry Tina, himself, and now he's furious. He barges in and carries Tina off to his domain, along with six children from the wedding. He hides the children on six islands occupied by his underlings and takes Tina to his own personal island, where he plans to hold his own wedding ceremony and make her his wife. But now it's Master Higgins who's mad. "Bronsky will never get away with this," he growls. He vows to rescue Tina. But before he can reach Bronsky's own island, he must first rescue the children hidden on the other six islands. And, naturally, every island is filled with obstacles to hinder his quest. Will he be able to rescue the children and save Tina before she's forced to marry the evil Bronsky ? You are Master Higgins and Tina's fate is up to you.

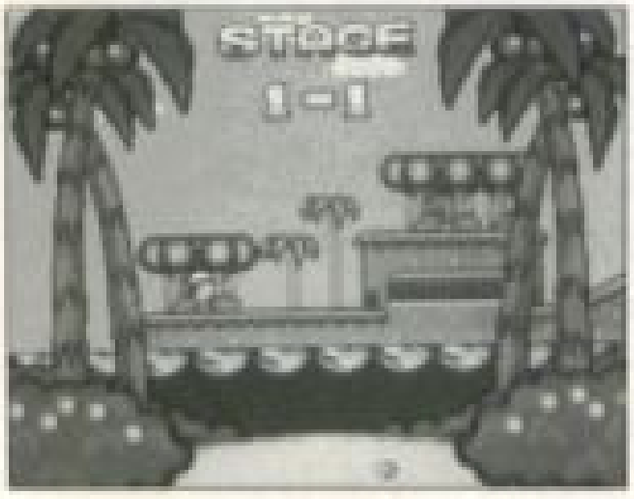


How to Get Started and

When you see the Title Display, press RUN to start the game.
When you see the Opening or Demo display, pressing RUN will take you back to the Title Display.



Title Display



Area Display

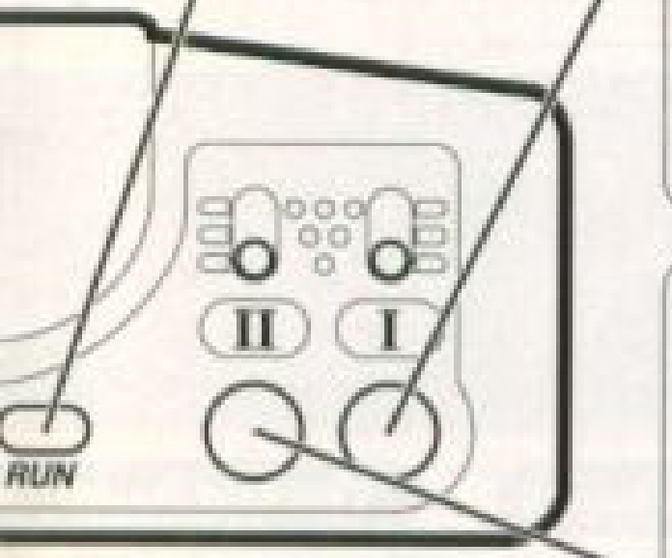
Select Button
Press to select Start or Continue.



Direction Key
Control Master Higgins movements. Also determines whether weapons are thrown forward or backward.

Use the Controller

RUN Button
Press to start the game or to pause it.



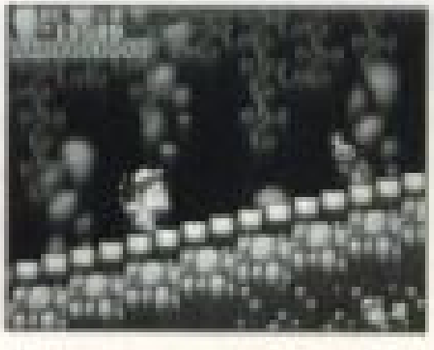
Button I
Press to make Master Higgins jump. The longer you hold it down, the farther he jumps.


When you press briefly.


When you press for a long time.

Button II
Press to attack when holding a weapon.

Speed Run
If you press Button II while holding down the left or right Direction Button, Master Higgins will dash in the direction indicated.



Here is what you have to do

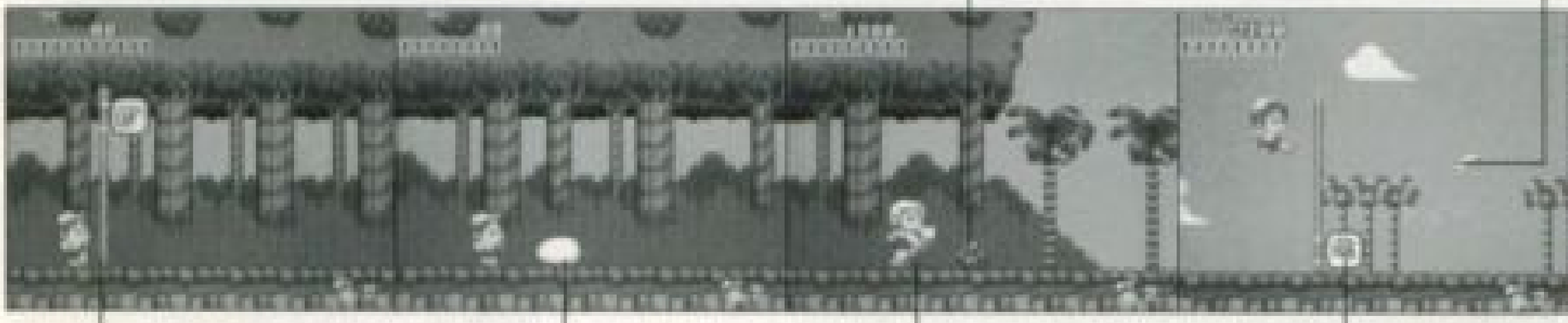
Master Higgins's New Adventure Island game works as you can see illustrated below. As Master Higgins, you must reach the goal in each separate area on each separate island before going on to the next. (The following shows selected screens only.)

Boomerangs

They are flying through the sky. Sometimes they're hidden in eggs. Each can only be thrown twice.

Tripping Stones

If Master Higgins trips on one of these stones, his energy level drops two points.



Start

Get started quickly. Moving slowly will only cost you energy.

The First Egg

There's a hatchet inside. If you kick the egg, it will fly out.

The Skateboard

When you ride the skateboard, you move faster, and if you reach the goal while riding it, you get a bonus. On the other hand, you can't go backwards or stop. If you run into an enemy, it vanishes.

The Mid Point

If you reach this point before you slip, the game will start over. (The game will then start over from the begining of the last area you reached.)

to win at New Adventure Island.

Vitality

As time goes on, Master Higgins' energy level decreases. Eating fruit restores it a little, but when his energy falls to zero, one Master Higgins is gone.

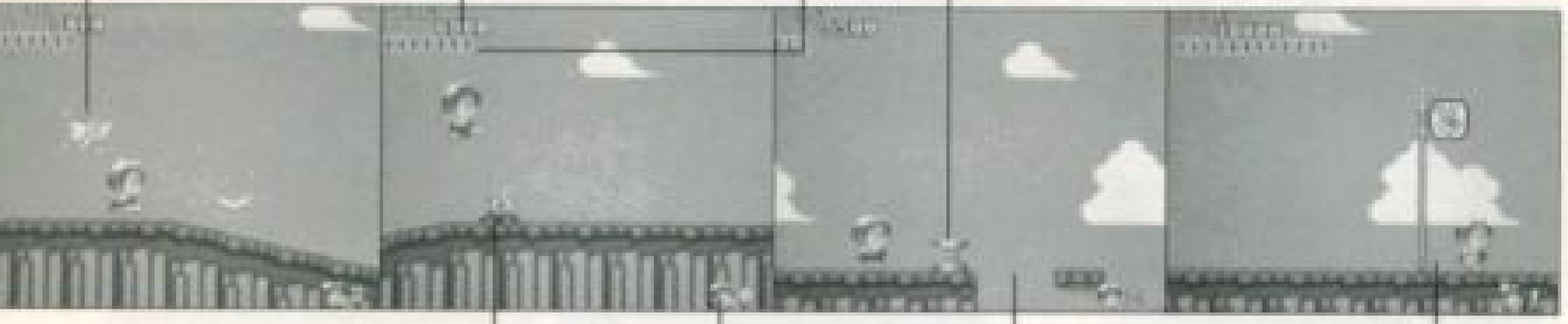
Honey Girl

She's invincible, but will stay with Master Higgins for only eight seconds.

Trampolines

Allow you to make a big jump.

CURRENT SCORE



NUMBER OF MASTER HIGGINS REMAINING

Goal

When you pass the flag with the V sign, you win this round. Your remaining energy points are added to your score as a bonus.

Fires

You have to be nimble and jump over them. Master Higgins touches the fire, he'll burn up.

Gulches

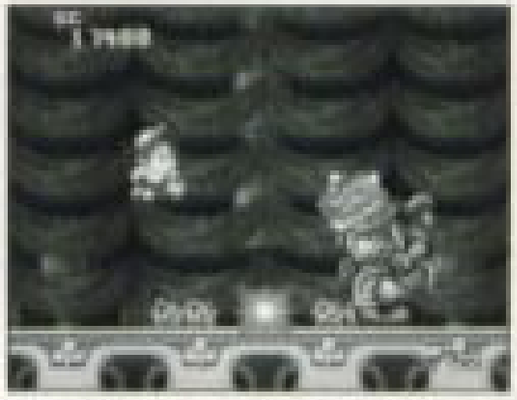
Fall in and Master Higgins is dead.

**There are, of course, some items and traps we haven't introduced.*

Stages and Showtimes

Seven Stages

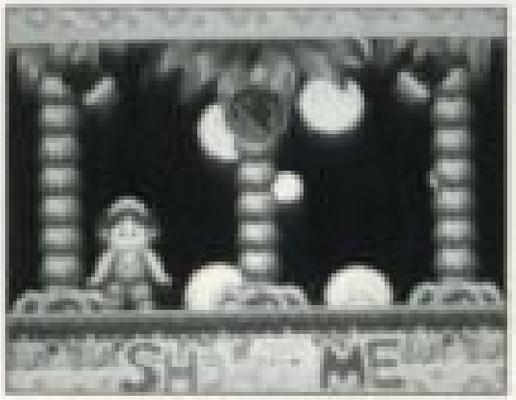
To win New Adventure Island you must pass through seven stages of play. Each stage is divided into four areas. In the last area of each stage, you'll encounter a Boss. To rescue a kidnapped child, the Boss must be defeated. The last stage is Bronsky's own castle. And do be warned--Bronsky is the hardest to beat.



The Boss called Tigress

Showtimes

When you finish each stage, Master Higgins and his Adventure Island friends will put on a show for your entertainment. Stop and enjoy it before you go on to the next stage.



Watch us dance !



Now watch us rap !

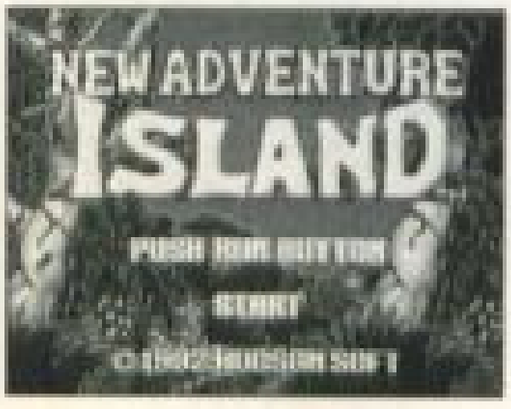
Game Over and Continue

When your score reaches 10,000, you'll get another Master Higgins. You'll get a second at 20,000, and then add one more each time you've scored another 20,000 points. But do be careful. In the following situations, you'll lose, not gain, one.

- **When you're hit by an enemy or an enemy's attack or when you run into an obstacle.**
- **When you fall into a gulch or into the sea or fall from a cloud.**
- **When your energy level reaches zero.**

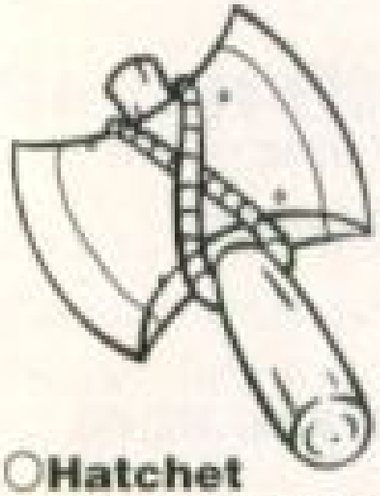


When you slip and there are no more Master Higgins left, the Game is Over. The display will show the message "CONTINUE." If you press the RUN button, you will start over from the last area you reached. If you want to start over from the beginning, use the SELECT button to choose "START" before you press the RUN button.



You can CONTINUE as often as you like !

Be Sure You Know How



○Hatchet
Use Button II to throw it at an enemy.



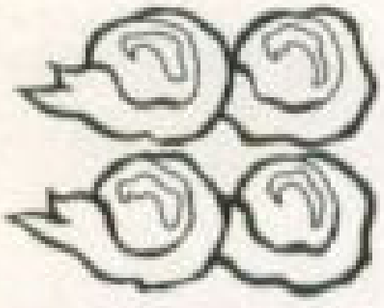
○Boomerang
Use Button II to throw it. (You can only throw it twice.)



○Arrow
Use Button II to shoot it at an enemy.



○Skateboard
Allows you to move faster. But you can't move backward or stop. Reaching the goal while riding it earns you a bonus point.



○Magical Fire
Use Button II to shoot it at an enemy. It's very powerful.



●Flower
Twice as many bonus points as fruit.



○Honey Girl
For the eight seconds it stays with Master Higgins, you are invincible.



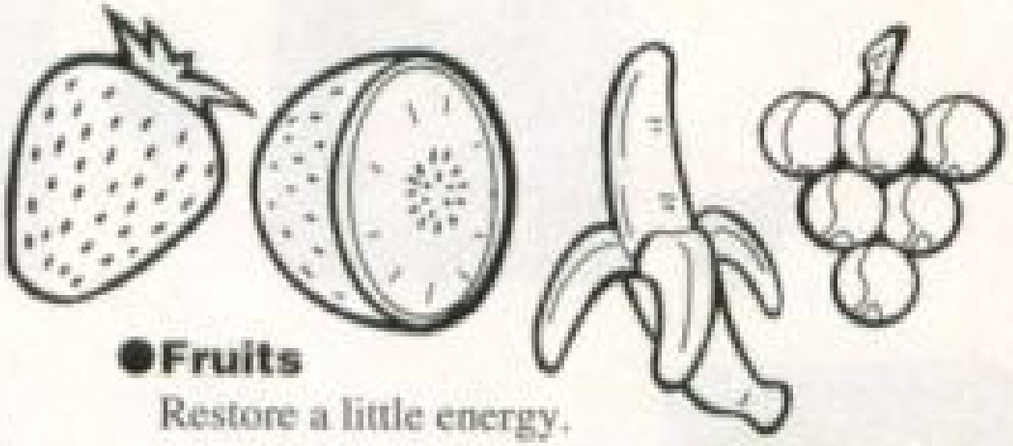
●Egg Plant
Increases speed of energy loss.

These Items.

Items marked with a ○ increase your power. Those marked with a ● affect your energy level. A ● indicates bonus points.



●Milk
Restores all your energy.



●Fruits
Restore a little energy.



●Watermelon
Appears if you've captured the same fruit five times in a row. Restores all your energy.



●Jewel
Wins you bonus points.



●Controller
Appears when you defeat the Coyote by attacking it from behind. Wins bonus points.

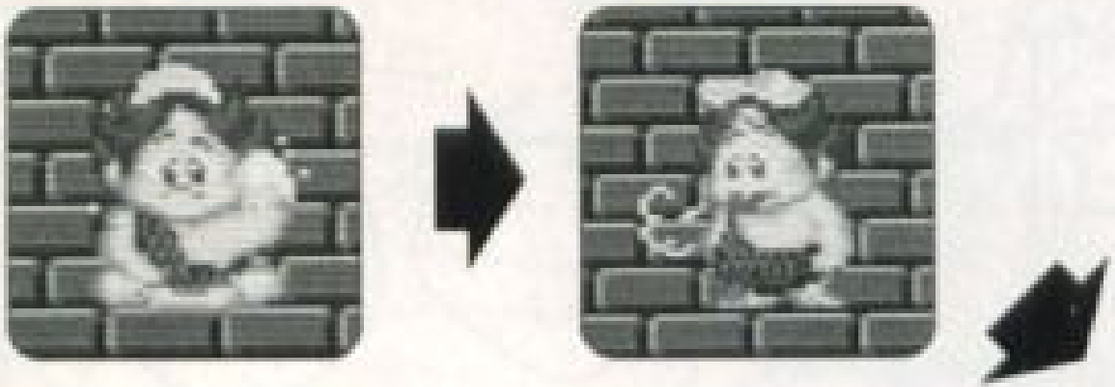


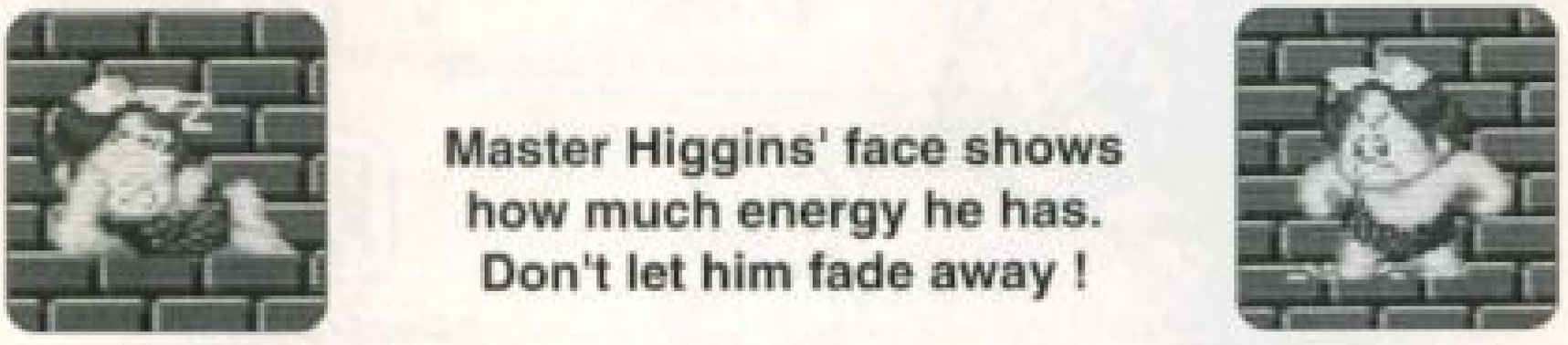
●Pudding Parfait
Increases your energy up to 16 times. (No higher than the original level.)



●1 UP
Gives you another Master Higgins.

Master Higgins





Master Higgins' face shows
how much energy he has.
Don't let him fade away !







Have you tried these other TurboChip™ game cards ?

- Falcon™
- Bonk's Revenge™
- Night Creatures™
- Gunboat™

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