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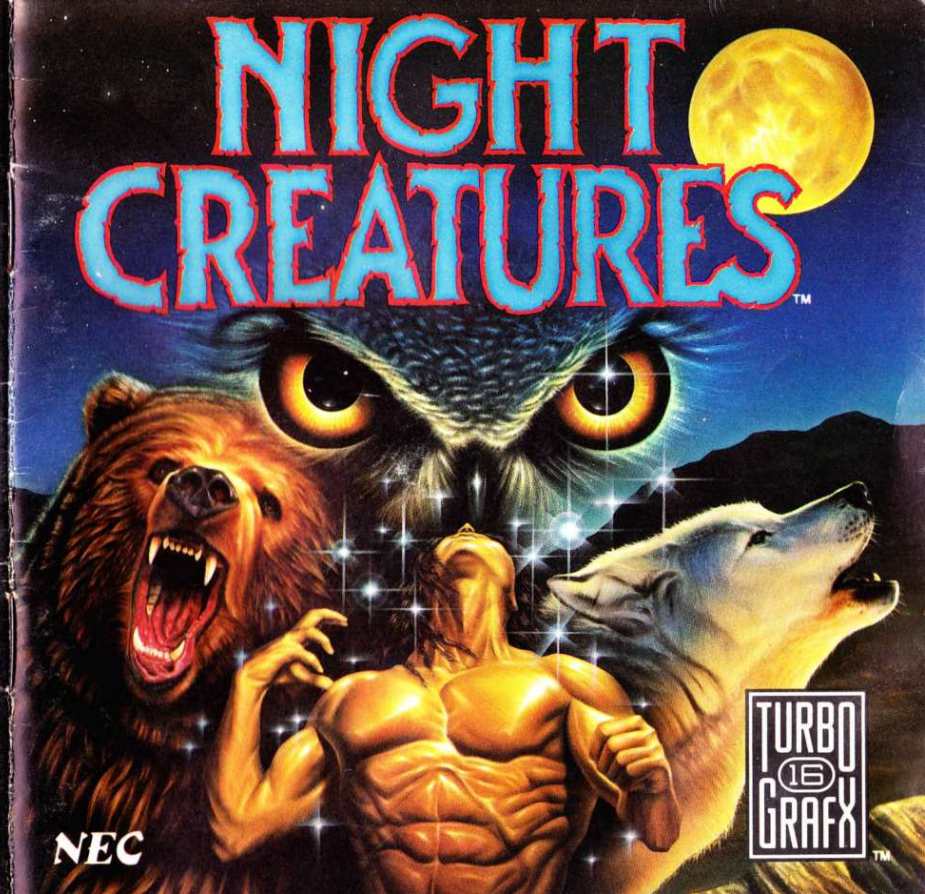
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NIGHT CREATURES™



NEC

TURBO 16 GRAFX™

Thank You

...for Buying this Advanced TurboChip Game Card, "Night Creatures."



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, etc., 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 will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Inserting the TurboChip Game Card and Object of the Game

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 Night Creatures should appear on your television.

Watch out, there is a bat! Too late... it's already bitten you!!

Now your troubles are really starting. That was not just a bat, that was Hecate, the Queen of Darkness. Now that you're bitten, you're doomed to live as a Creature of the Night — unless you can break the spell. But breaking the spell means destroying Hecate, herself. And to make matters worse, look in the mirror. You are changing... metamorphosing into some hideous creature. By dawn your transformation will be over. If you do not destroy Hecate by then, you will join the ranks of the Night Creatures forever.

Object of the Game

Fight your way through all 9 stages of the game to reach Hecate's Den and destroy her. Use your special powers to change your shape into that of a Bear, Badger, Owl or Wolf to help defeat your enemies. Collect special items and weapons along the way. But hurry... you only have until dawn or you will be lost forever.

Note: Night Creatures is a single-player game.

Meet Your Friends

In Night Creatures, you have three friends who provide information, advice and even offer you supplies.

Girl Friend

A loving, supporting beauty who is horrified by what you are becoming. She is dragged, kicking and screaming, by Ghouls into the Crypt. But beware — Hecate can assume her shape to fool you! Only in Wolf Shape can you see through this disguise and defeat Hecate.

Wise Woman

Living in the Village, she is the only person who knows what's going on. Unfortunately she often speaks in vague prophecies and statements. She appears and reappears to offer you advice.

Shop Keeper

Also living in the Village, the Shop Keeper offers you Lures to attract the Night Creatures and Oil Lamps to destroy them.

How to Play

Night Creatures is a horizontal scrolling action game. You control your character using the TurboPad Controller. Play is based on the "damage" system. Each time you destroy an enemy, you come closer to winning the game. Each time an enemy "damages" you, the closer you are to the end of the game. Remember, this is a time bound game.

Metamorphosis
Having been bitten by Hecate, you are slowly changing into a grotesque creature which is displayed on the screen. The more you change, the closer you are to losing the game!

Changing Shapes
After defeating certain enemies, you'll be able to change yourself into a number of different shapes (creatures). This will help you fight some enemies and escape others. However each shape lasts only a certain amount of time, and the stronger the shape, the less time it will last.
Note: Changing into a creature will lower your vitality.

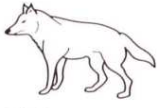
Defeating the Night Creatures
Different Night Creatures have to be defeated or avoided in different ways. For example, while the Bear may be able to defeat almost any enemy, the Owl may be better at avoiding the enemy altogether. Choose the Shape that is best-suited for a particular situation or enemy.



Badger
A fearsome fighter. Low to the ground. Cannot jump.



Owl
Can fly anywhere as long as this shape holds.



Wolf
Superior jumping ability and devastating to Rats and Cats. The only shape that allows you to see Hecate's true identity.



Bear
The best fighter. Effective against almost any enemy.



Man
This is the only shape that can use weapons. Fair jumping ability.

How To Play Continued

Vitality
You have only one life. Every time a Night Creature successfully attacks you, your Vitality is reduced. You can restore your Vitality by finding power-up items or destroying "warm-blooded" creatures — mammals, reptiles or humanoids.

Talismans
Talismans (Garlic, Cross, Wolf's Bane) are useful in repelling or slowing down certain enemies.

Weapons
Weapons may be used while in the Human Shape. Press the SELECT Button to display the Inventory Window. This will display your choices.

Lures
Lures may be used to bring Night Creatures into range.

STAGES OF THE GAME

Mire
A dismal swamp with savage creatures, deadly plants, and an array of obstacles.

Catacombs
A labyrinth of underground tunnels in which danger lurks at every turn.

Cave
The eerie playground of the Night Creatures. Bats are everywhere.

Sky
An open battlefield in which flying in the shape of the Owl is a good idea.

Moors
Spooky highlands where anything can happen.

Graveyard
Vampires abound in this land of the undead.

Village
Here you will encounter all sorts of monsters.

Darkwood
A mysterious forest full of Wolves and Werewolves.

Hecate's Den
The home of the Queen of Darkness, and the final battleground.

How to Play Continued

Starting the Game
From the Title Screen, press RUN at "New Game"

New Game
If you are using a backup system (TurboGrafx-CD or TurboBooster Plus), you can "save" your game. You can then turn off your system, and later start playing from the level you left off.

Pausing the Game
During play, the game can be paused by pressing the RUN Button. Press the RUN Button again to resume play.

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.

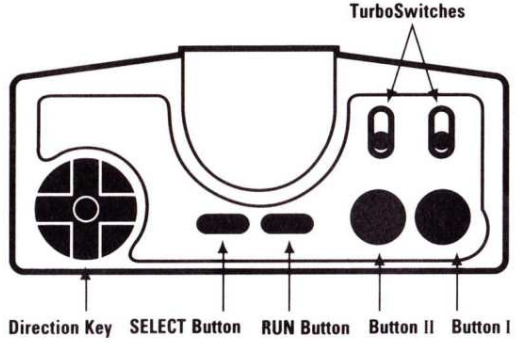
Game "Continue" Options
When the game is over, Continue, Quit, Save, Clear All or Restore will appear on the screen. If you highlight and press RUN on "continue", you can proceed with the game from the beginning of the last stage where you were playing. You can "continue" up to 3 times. If you highlight and press RUN on the "Quit" mode, your game is ended and you're returned to the title screen.

"Save", "Clear All" and "Restore" Modes
To use these different options, you must have a backup system (TurboGrafx-CD or TurboBooster Plus). When you highlight and press RUN on "Save", it will take you into a special mode showing NC1, NC2 and NC3. These are 3 "slots" where you can save your game. Use the thumbpad to highlight one of the slots and press RUN. Your level and game is now saved in that slot.

When you highlight and press RUN on "Clear All", a screen appears asking you "Erase all Games?" by pressing RUN on Yes, saved games in NC1, NC2 and NC3 will be deleted. By pressing RUN on No, you'll return to the title screen.

When you highlight and press RUN on "Restore", you'll be asked to restore a previously saved game. Highlight and press RUN on the NC1, NC2 or NC3 game you wish to continue playing.

Controlling the Movements of Your Character



Controlling the Movements of Your Character
Your TurboPad Controller is used to control your character. Basic TurboPad components and operations are shown below.

Direction Key
Moves the character left, right, up and down. Press down to crouch. Also used to select Weapons, Shapes, Items and Lures.

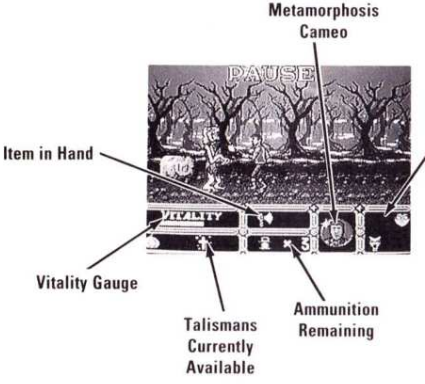
SELECT Button
Pauses the game and places weapons onto the screen.

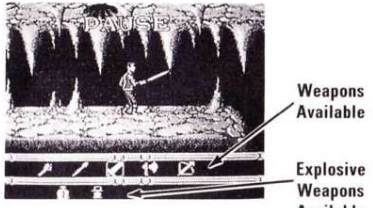
RUN Button
Starts and pauses the game. Used to place Items (Power-ups, Talismans and Lures) onto the screen.

Button II
Makes the character attack and activates weapons.

Button I
Makes the character jump and activates weapons. When pressed at the same time as Button II, you throw explosive weapons.

Screen Displays





Status Window
The Status Window is on during gameplay. It displays your current Vitality, Item, Talismans and Shapes. The Metamorphosis Cameo shows you your worsening appearance as time goes by. The Cameo will become brighter and brighter, and then blink when you must hurry to complete the game.

Inventory Window
To make the Inventory Window appear, either press the SELECT Button or RUN Button (after you have picked up at least one item). This window will show you all the items you can use. Only one item can be used at a time. To select an item, use the Direction Key. To bring the item onto the screen, press Button I or Button II. Press the RUN or SELECT Button to return to the game.

Monsters and Enchanted Enemies

MONSTERS
Here are the Night Creatures and the Stages in which they appear. Each monster has specific strengths and weaknesses. They are listed here from weakest monster to strongest.

EVERYDAY CREATURES

Witches (Sky, Moors)
Ride on broomsticks and cast spells at you.

Bats (Sky, Graveyard, Cave)
Although these creatures are annoying and flutter about erratically, they cannot do much damage.

Rats (Village, Crypt)
Rats scurry in and out, and if you're not careful, can injure you.

Spiders (Cave, Crypt)
Looking like oversized tarantulas, Spiders will suddenly jump out and attack you.

Snakes (Mire, Cave)
These creatures are highly venomous. They stay low and strike at your legs. They will pursue you until they are destroyed!

ENCHANTED ANIMALS

Black Cats (Moors)
A cross between a housecat and a panther, Black cats can inflict fairly heavy injury by clawing and spitting.

Demon Owls (Sky, Darkwood, Graveyard)
Swooping down on you with outstretched talons, Demon Owls are certain death if they catch you in your Owl Shape.

Hellhounds (Moors, Hecate's Den)
Hecate's favorite pets, these monsters spit fire and explode like bombs when destroyed

Dire Wolf (Darkwood)
Beware of the Wolf! He lurks behind trees, ready to pounce on you.

Bog Monsters (Mire)
These swamp creatures will swat at you. They are slow, but very strong and hard to destroy.

Werewolf (Darkwood)
A humanoid creature right out of a '50s movie — and just as dangerous!

ENCHANTED PLANTS

Haunted Cattails (Mire)
Cattails appear throughout the Mire and you can never be sure if they are innocent or dangerous. They can lash out at you unexpectedly.

Strangling Vine (Darkwood)
These ordinary-appearing vines can snag you if you run into them. If they do, they will attempt to strangle you!

Monsters Continued

Carnivorous Ferns (Darkwood)
These ferns are scattered about Darkwood and reach out and bite you as you pass by.

ENCHANTED OBJECTS

Muck Geyser (Mire)
Some of the quicksand pits that dot the Mire can erupt in geysers of muck. While it's bad enough to be caught in quicksand, a Muck Geyser can make it almost impossible for you to escape!

Gargoyle (Graveyard)
Grotesque stone carvings that snap at you as you attempt to climb the tombs. They cannot be destroyed and they are very powerful!

THE UNDEAD

Grasping Limb (Graveyard)
These are arms that reach out of graves and grab your legs. While inflicting no damage, they leave you vulnerable to attack for a few seconds.

Zombie (Village, Catacombs)
Reanimated bodies who wander aimlessly about. They seek to destroy anything in their path and can do a fair amount of damage.

Skeletons (Crypt, Catacombs)
Emerging from piles of bones, the Skeletons appear unarmed, but are dangerous punchers. They can also break off bones and throw them at you.

Ghost (Catacombs)
Ghosts may appear out of portraits, tapestries or the very walls of the Catacombs. At the same time, an object on the other side of you may begin to glow. When the glowing object reaches a certain intensity, the ghost will fly into it. If you're standing in the way, you could be seriously injured.

Ghoul (Graveyard, Catacombs)
These are hideous grave robbers who attack with long arms and outstretched talons. Standing toe-to-toe with them can be a losing battle.

Wraith (Graveyard, Catacombs)
Attacking with long chains and padlocks, Wraiths are graveyard ghosts who appear out of nowhere. Their attacks can be highly effective.

Banshee (Catacombs)
These withered old hags are especially nasty. Their only weapon is a scream which bounces around the room and can be quite deadly.

Mummy (Crypt, Catacombs)
Popping out of coffins, Mummies are practically indestructible. Only fire can destroy them, but if you have a cross, the Mummies will turn around and run.

Monsters Continued

Vampire (Graveyard)
These are the Rulers of the Undead. Vampires are constantly changing their form — from Human to Bat, to Killer Mist. Vampires are very dangerous and extremely hard to kill.

SPECIAL MONSTERS

Killer Mists (Sky, Graveyard, Catacombs)
These creatures come in two, three and four-eyed varieties. All of the eyes must be destroyed before the Mist will clear. Contact with the Mist will slowly drain your Vitality.

Will O' Wisp (Mire)
Appearing as small, glowing balls, Will O' Wisps materialize at the screen's edge and then dart directly at you. They will chase you anywhere, explode upon contact, and can do a significant amount of damage.

Winged Skull (Graveyard, Manor)
Looking more like Hell's Angels, Skulls will explode on contact if they hit you.

MINI-BOSSES (Hecate's Followers)

While not true bosses, the following monsters are extremely tough. Once they appear, the screen is sealed off until one of you wins or loses!

Cerberus (Hecate's Den)
This is a three-headed hound with a tail like a snake. Anything more than a single bite from his savage jaws will destroy you.

Harpy (Hecate's Den)
Harpies are hideous bird-women. Their heads are human but their bodies are those of a bird of prey. These creatures are very strong and will pursue you until they (or you) are destroyed.

Medusa (Hecate's Den)
A snake-haired woman with the body of a serpent. Beams of light shoot from her eyes and she can destroy you in seconds.

Furies (Hecate's Den)
These are very tall, dark women, also with snake hair. They hold a torch in one hand, and a whip full of snakes in the other. Their whips are effective (and can reach) any shape you assume.

Hydra (Hecate's Den)
A five-headed monster with the trunk of a dinosaur. Each head breathes a single fireball.

Bosses, Weapons, Items and Lures

Bosses
There are 4 true Bosses in Night Creatures, not counting Hecate, the Queen of Darkness. Once a Boss appears, the screen is sealed off until one of you is destroyed. If you defeat a Boss, you will receive a new shape as a reward!

Pumpkinhead (Boss of the Moors)
A scarecrow with a Jack O'Lantern head. Pumpkinhead will remove his head and attempt to hit you with it as if he were bowling. If the head hits you, you could be destroyed. If it misses, it may break open into many little Jack O'Lanterns that are less powerful, but still deadly. Only a direct hit with an Oil Lamp can destroy this Boss.
REWARD: Owl Shape.

Elm the Impaler (Boss of Darkwood)
This is a gnarled tree that attempts to stab you with its roots. It is impervious to fire and can only be destroyed by chopping it down with a sword/axe or punching it.
REWARD: Wolf Shape.

Witch (Boss of the Cave)
A horrible old woman who crouches behind a huge iron cauldron. Poisonous vapors rising from the cauldron take the shape of monsters and attack. The only way to defeat the Witch is to throw a vial of Holy Water into the cauldron.
REWARD: Bear Shape

Headless Lady (Catacombs)
This beautiful woman pulls off her head and throws it at you! If the head hits you, it begins to chew you to pieces, decreasing your Vitality. Watch out! Only an iron weapon can defeat her.
REWARD: Badger Shape

Hecate, Queen of Darkness (Hecate's Den)
The final Boss, Hecate, has two shapes. Her true shape has three faces, visible only to Wolves. Her other shape is that of your Girl Friend, so beware! If you are in Owl, Badger or Bear Shape, she will cower in a corner when you approach. She will be protected by a mysterious force. If you are in the Wolf Shape, Hecate will appear in her true form and can be attacked. If you are in your human form, Hecate will appear as your Girl Friend. While hugging and kissing you, she will suddenly hurl you across the floor! Staying in the Wolf Shape is your only hope of defeating this wicked woman.
REWARD: You win the game and no longer have to be one of Hecate's grotesque creatures!

WEAPONS, ITEMS AND LURES
The following Weapons, Items and Lures are found throughout the game. Collecting these items can greatly increase your chances of defeating the Night Creatures. Remember that weapons may be used only while you are in human form, and that some weapons are more effective than others in fighting different types of creatures.

POWER-UP ITEMS
Golden Power Stars — This power-up item will appear after destroying certain creatures and will boost your vitality.

Weapons, Items and Lures Continued

Talismans
These items can help protect you from the Night Creatures.


Cross
Repels Vampires.


Garlic
Repels Wolves.


Wolfsbane
Repels Werewolves.

Hand Held Weapons
Each of the following weapons can be found throughout the game, but can only be used when you are in the shape of a man.


Club


Iron Sword


Silver Axe

Projectile Weapons
These weapons can be thrown/fired repeatedly, but they only have a limited supply.


Wood Spear


Crossbow


Rifle

Explosive Weapons
Explosive weapons may also be found throughout the game. When thrown, they explode, doing widespread damage to all Night Creatures appearing on the screen.


Oil Lamp
Works like a Molotov Cocktail


Holy Water
Shoots a vertical lightning bolt

Lures
Lures can be used to attract enemies into position. Once there, they are momentarily "frozen" and can be destroyed.


Fish Skeleton
Lures Cats.


Piece of Meat
Lures Wolves.


Cheese
Lures Rats.

Note: Certain types of weapons and items are easier to find in some areas. For example, iron weapons appear mostly in the Graveyard, and wooden weapons appear mostly in the Darkwood.

How to Save Data and Playing Tips

HOW TO SAVE DATA
Your TurboGrafx-CD system or TurboBooster-Plus will automatically save the "data" (remember where you were in the game) when the game is over.

What to do if your Memory Unit is at Full Capacity
If your Memory Unit is at full capacity, eliminate the "data" (other stored game information) you do not need by following the instructions that will appear on the screen.

"Initialization" of the Backup Unit
Your Backup Unit is "Initialized" (made operational) the minute the system is turned on. However please note that if the battery runs out, or if the unit becomes defective, it may lose data that you wanted to keep.

To Avoid Losing "Data"
Game information may be lost if the 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, turn your system on at least once every two weeks!

Playing tips
Since there is a time limit to the game, don't stay in any one area too long.

Each enemy and Boss has a particular weapon they are most vulnerable to. Experiment with different weapons to discover which item works best for each enemy.

Wait awhile before you change from human to animal form (it will drain your energy).

You can only defeat Hecate when you are in the Wolf Shape. To do any damage at all, you must bite her from behind!

It's important to listen to everything the humans have to tell you. They provide very valuable information on what weapons are needed to defeat particular characters.

Call the TurboTeam at 1-900-FUN-TG16 for additional game tips!

Please note: The first 30 seconds of this call are free, but you will be charged 99¢ for each minute after that (up to 5 minutes). The charge for this call will appear on your next phone bill.

Please be sure to ask your parents' permission before you call!

Note: For TurboGrafx-CD and TurboBooster-Plus Owners
Your TurboGrafx-CD or TurboBooster-Plus features backup memory. In Night Creatures this means you can stop playing anywhere in the game and start again from the same level — even if your system has been turned off!

Note: You must "Recharge" your system by turning it on at least once every two weeks or your Data will be LOST.

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.

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
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2. Damage, deterioration or malfunction resulting from:
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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, call 1-800-366-0136
Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time.

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HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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