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NEC

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Thank You

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

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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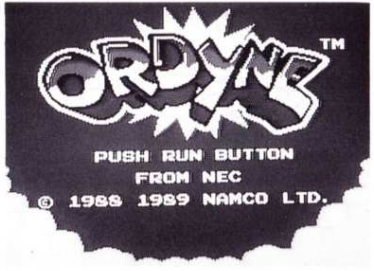
Inserting the TurboChip Game Card

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.

May Day! May Day! Is Anyone Out There?

Listen closely. There isn't much time. My name is Felix. Felix Mockle. I am the assistant to the famous Dr. Tomari, inventor of "Ordyne," the colossal Nuclear Reactor. Nobody knows this yet, but Dr. Tomari's fiancee, Miss Kana, has just been kidnapped by an outer-space gang of bad guys. Led by a creep named "Kubota," little do they know that hanging around Miss Kana's neck is the key to Ordyne! If they find this out, believe me, the whole universe could be in big trouble! Dr. Tomari and I are going after Kubota. We intend to rescue Miss Kana and get that key back. Well, what do you say? Are you a man or a smouse (a small space rodent)? If you're a man (or woman!) pick up that TurboPad Controller now, jump into your ship, and blast off as myself or Dr. Tomari. Better yet, find a friend and we'll take on Kubota together. First stop? A little air-to-air combat just to warm up for the really big stuff to follow!

Object of the Game



As Dr. Tomari, or his faithful assistant, Felix, blast off in search of Miss Kana. Journey through seven separate stages of the game, using laser beams and bombs to defeat Kubota's followers and evil Bosses. Pick up "crystals" along the way and turn them in for "power-up items" at the Space Inn. Take your chances in the "Space Lottery" and maybe win other power-up items. Finally, in "Kubota World," face the evil Kubota himself. Play alone or with a friend. Score as many points as possible. When an enemy or enemy's bomb touches you, or when you run into an obstacle (building, rock, iceberg, etc.), you lose one ship. The game is over when all of your ships are destroyed, or you manage to destroy Kubota.

Note: For two players, a TurboTap Accessory and an additional TurboPad Controller are required. These items should be available at the same location where your TurboGrafx-16 System was originally purchased.

Stages of the Game

Ordyne is divided into 7 separate stages. At the end of each stage you must defeat an enemy "Boss" before you move on to the next. Stages and bosses are as follows:

Stage 1: Air-to-Air Combat
You'll get just a taste of enemy here.

Boss: Airship
This ship has regular guns as well as a super gun emitted from the exhaust port. Aim for the exhaust port to defeat this bad guy!

Stage 2: Magma Cave
Watch out for hot lava rushing out of the cave. You'll face a fair number of enemy ruffians during this stage.

Boss: Giant Blue Turtle
This boss attacks in two ways! First, he uses forward missiles and heavy armor to wear you down. Next, he hides inside his shell and increases his laser fire! The Giant Turtle is vulnerable all over his body.

Stage 3: Water Castle
Get ready for underwater warfare! Enemy subs, mines and mechanical fish will attack. You move more slowly in the water, so be careful.

Boss: Hot Top
Watch our for this huge column that rises up and down, launching flaming particles from the top. Avoid these fireballs as they cascade down the screen and concentrate your shots on the spiraling power beads occupying the center of the column.

Stage 4: Overwater
You're over the water again, but you can still take a dip if you want to. More airships appear in this round.

Stages of the Game Continued

Boss: Hover Ship
This huge hover base bristles with forward gun turrets on the left side, and moves slowly up and down while an exhaust port fires an even more powerful weapon. Aim for this port to destroy the ship, but first shoot off the guns to keep the air free from alien bullets.

Stage 5: Crystal Caverns

Crystal forests appear everywhere. Shoot through some obstacles to reach valuable treasures. Face jumping robots, armored turtles with guns, bouncing rocks and other small and larger fighters.

Boss: Crystal Palace
A crystal ship waits for you at the end of level five! As it expands and contracts, small pods are released in all directions. Shoot the pods and aim for the crystal ship's center!

Stage 6: Gallery

You must face some of the Bosses again, only this time they're more powerful! Go against the Airship, a Blue Turtle, Hot Top (which now launches enemy ships), the Crystal Ship and a new Boss!

Boss: Mr. Roboto
A robot monster with a broken heart appears after the other bosses. Destroy the ring shield that circles the robot, and then concentrate on the machine itself. Watch out because it will change form and fire powerful lasers everywhere!

Stage 7: Kubota Palace

The lair of your arch-nemesis is near! First you must negotiate a path through spinning discs, blocks, and past all types of enemy ships. Can you make it?

Boss: Kubota
The final Boss appears in a specially built Mega-Jumper! As smaller jumpers are released, the machine will jump high into the air to defeat you! Shoot for the head—it's the only way to win!

Starting the Game

For one player, press the RUN Button at the title screen. For two players, connect a second TurboPad Controller to your TurboGrafx-16 unit, and press the RUN Button on TurboPad 2 (pressing the RUN Button on TurboPad 2 during the play allows a second player to be added at that point).

Pausing the Game

During play, press the RUN Button to pause the game.

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.

Extend

When your score reaches 50,000 points, you are awarded an extra ship ("MYSHIP"). You can also purchase extra ships at the "Space Inn" or get them for free when a "1 UP" item appears during the game.

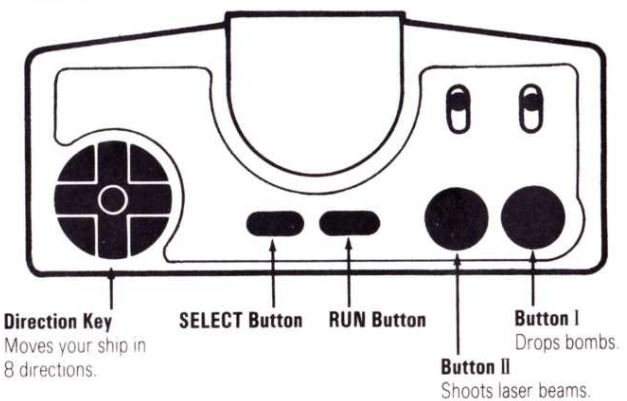
Continuing the Game

With one player, "GAME OVER" will be displayed on the screen when all of the ships have been lost. Holding down the RUN Button will then restart the game from the beginning of the last round. With two players, pressing the RUN Button allows the player who has lost all of his or her ships to re-enter the game. You may continue up to five times during the game (with two players up to four times).

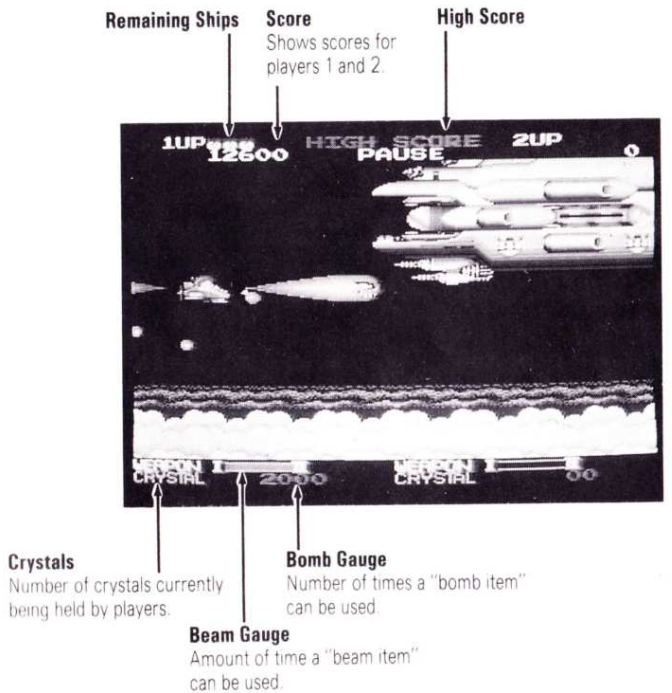
Operating Controls

The movement and firing of your ship are controlled with your TurboPad Controller. You have two types of weapons—a laser beam which shoots forward, and bombs which drop. Both of these weapons can be made more powerful by collecting crystals and purchasing "power-up items" at the Space Inn (see next section). When one person is playing, TurboPad 1 is used to control the red ship in which Dr. Tomari is riding. When TurboPad 2 is connected, it is used to control the green ship, in which his assistant, Felix, is riding.

TurboPad Operation



Screen Displays

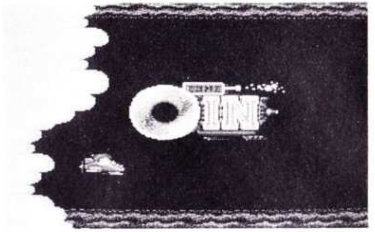


Collecting Crystals

Certain enemies will produce "crystals" when they are destroyed. While one enemy may produce many crystals, in other cases an entire formation must be defeated before a crystal appears. Collecting these crystals allows you to shop at the Space Inn. Here you can buy "power-up" items to increase your speed, add firepower to your weapons and even buy extra ships!

Shopping at the Space Inn

At the Space Inn, you may select one power-up item from the three that will be shown (enter the Space Inn through the trumpet-shaped entrance). Use the Direction Key to move the arrow above the item you want, then press Button I. Check the price, then select "YES"



or "NO" with the Direction Key and Press Button I again (if you select "NO," you begin your selection process once more from the front of the store). You can use your new power-up item the moment you leave the store.

If you don't want any of the power-up items that are shown (or, if you have no crystals to buy them with), select "EXIT" to leave the store.

Dream Company Space Lottery



"Pay Your Crystals, Take Your Chances!"

You can also use your crystals to enter the Dream Company Space Lottery! Here you can win power-up items and even additional crystals.

To enter the lottery, simply pay your fee and a 3-second countdown begins. At the end of the 3 seconds, a "PUSH" light at the lower right-hand corner of the screen lights up. You should then press Button I, which will determine your lottery number. If you're lucky, you win the corresponding item. If you're unlucky, you lose and win nothing!

Please note: If you win a weapon, you will be asked if you want to use it immediately. If you do, select "YES" and press Button I. If you do not, select "NO." You may then use the weapon at a later time (if you select "NO," and then lose your ship, your lottery weapon will be carried over to your next ship).

Power-Up Items

The following power-up items can improve your ship's firepower and performance. When you lose a ship, the effect of the weapon items (beams and bombs) disappears. Also, while you can use a beam item and a bomb item at the same time, you cannot use two beam items or two bomb items at the same time. Got that?

Beam Items
Effective only when time remains on the WEAPON Gauge.

Vulcan Gun
Fires normal laser beams in rapid succession.

Triple Gun
Fires a normal beam ahead in 3 different directions.

Blaster
Fires a powerful laser beam over a wide range.

Ship Items

Fore and After Burners
Fires penetrating blasts ahead and behind your ship.

Stock Bomber
This item forms a protective barrier around your ship. Enemy blasts are absorbed and used to create a powerful, wide-ranging laser beam. This laser operates independent of the weapons' gauge and is effective against all enemies and anything else you may come into contact with. When your shields turn red, they are at their most powerful (time to attack!).

Power-Up Items

Bomb Items
All of the following items are good for 5 shots only!

Homing Missile
Automatically "homes in" on the enemy.

Subrock
Fires a missile upward.

Fire Bomb
Extremely powerful. Allows you to attack enemies over a wide range. You are given a limited number of fire bombs, so be precise!

Other Items

Extra Ship
Increases your reserve ships by one.

Speedy
Increases your speed.

Sea Motor
Increases your speed in the water.

Playing Tips

When playing with two players, carefully coordinate your actions. For example, if one player buys a laser beam power-up item, the other should buy a bomb item. This strategy is particularly effective when attacking an enemy Boss.

Also, two players can get behind the "Shields." This is particularly useful when you're in a tight spot, with blasts coming at you from many directions.

Always enter the Dream Co. Casino. It isn't very difficult to win big if you can anticipate when the "Push" signal will light. Take your chances, the rewards far outweigh the cost to play!

Always enter the Space Inn or Dream Co. Casino if they appear and things are getting frantic. It will give you a chance to take a break and re-evaluate your strategy without the threat of enemy ships around you.

Don't worry about powering-up the stock bomber. It doesn't get that much more powerful than normal and you can risk getting hit by another ship if you try to collect bullets.

Whenever you destroy a squadron of ships, immediately retrieve the money award that appears. If you wait too long, it will float away off the top of the screen.

There is a secret mode in Ordyne that lets you play Kana! To initiate the trick, press the "A" Button while holding the "Select" Button during the title screen and the word "Kana" will appear on top of the Ordyne title screen. Press "RUN" and you will be treated to a new character as well as a new ending...if you're good enough!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips! Monday-Friday 8:00 A.M.-11:00 P.M. Saturday 8:00 A.M.-5:00 P.M. Central Time.

NEC TurboChip™ 90-Day Limited Warranty

NEC TECHNOLOGIES, INC. ("NECT") warrants this product to be free from defects in material and workmanship under the following terms:

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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.
Saturday 8:00 A.M. to 5:00 P.M. Central Time.

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

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