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NEC Technologies, Inc.
1255 Michael Drive
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RAIDEN™



Thank You

...For buying this advanced TurboChip game card, "Raiden."



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 the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Fasten Your Seatbelt, Commander. The Raiden Is About To Take Off!

The year is 2090. The world has been invaded by alien life forms, and now the fighting is getting worse. Using parts from destroyed enemy machines, the World Allied Forces are working feverishly on the development of the ultimate fighting machine. At last the craft is ready. The ultra-high altitude, combat bomber "Raiden" is born. Created by the world's top engineers, the Raiden's power exceeds all expectations. But there's a catch. Who will fly this awesome weapon? It must be someone of extraordinary skill and strength. And the only pilot on Earth with those skills is you!!

Object of the Game

Piloting the Raiden, defeat the alien invaders. Using guns, missiles and bombs, advance through all 8 stages of the game, scoring as many points as you can.

Note: Raiden is a single-player 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 Raiden should appear on your television.

How to Play & Starting the Game

Raiden is a vertical scrolling action game. You control the high-performance aircraft Raiden using your TurboPad Controller. Play is based on the "damage" system. Each time you destroy an enemy, you score points. Each time an enemy successfully attacks you, you lose one aircraft. When all your aircrafts are gone and you are successfully attacked (or you defeat the final Boss at the end of the game) the game is over.

Number of Aircrafts
You begin the game with 3 Aircrafts. Extra aircrafts may be obtained by collecting a "1-UP" icon.

Starting the Game
From the Title Screen, Press the RUN Button The game will now begin.

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.

How to Continue
When the game is over, a countdown from the number 9 will begin. You can continue playing by pressing the RUN Button before the countdown reaches zero (0). You can continue up to 6 times. Each time you continue, you begin with 3 aircrafts.

Stages of the Game

Raiden consists of 8 stages. At the end of each stage, there is a Boss who must be defeated before you can proceed to the next stage.

Stage 1 – The Battle Begins
The battle begins in a pasture area which has not yet come under enemy attack.

Stage 2 – The City of Wuz
A city utterly devastated by the enemy.

Stage 3 – Oceanus
The battle continues over ocean and land with ever-increasing enemy fire.

Stage 4 – The Alien Earth Base ZEN
Ancient ruins transformed into an enemy base.

Stage 5 – The Enemy Outpost
An unfinished enemy outpost which possesses astonishing destructive power.

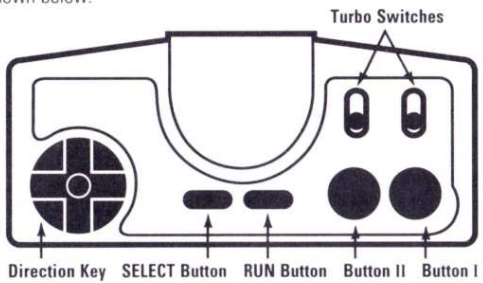
Stage 6 – Star Fighters
You chase the enemy into space. Heading toward a floating continent, you engage in fierce fighting.

Stage 7 – Space Station RIP
An enemy space station equipped with the latest scientific technology.

Stage 8 – Armageddon
Enemy Headquarters. Now the ultimate battle begins!!

Controlling the Raiden

Your TurboPad Controller is used to control the Raiden aircraft. Basic TurboPad components and operation are shown below.



Direction Key (8-Way Controller)
Moves the Raiden in 8 different directions.

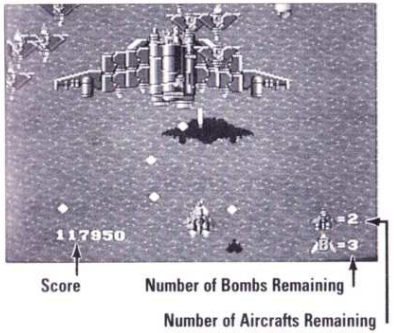
SELECT Button
When used with the RUN Button, resets the game from the beginning.

RUN Button
Starts and pauses the game.

Button II
Fires guns and missiles.

Button I
Drops bombs.

Screen Displays & Bonus Items



Score
Shows the player's score

Number of Bombs Remaining
Shows the number of bombs you have left.

Number of Aircrafts Remaining
Shows how many aircrafts you have left.

Bonus Items
The following items will help you defeat the enemy. Watch for them!


Yellow Bonus Medals


Gremlins



P Bonus Boxes


Fairy

Raiden Weapons

The Raiden uses bombs, 2 different types of guns and 2 different types of missiles. You begin the game with a Vulcan Gatling Gun. The other items must be collected as they appear on the screen. When you first collect a gun, its power is at its minimum. When you first collect a missile, its power is also at its minimum. The power of these weapons will increase each time you pick up identical power-ups (i.e. red vs. blue). Bombs always have the same amount of power.



Red Box

Vulcan Gatling Gun (Red Weapon)
The Raiden is equipped with this weapon from the start. As you acquire more Vulcan Guns, your power is increased and multi-directional attack becomes possible.



Blue Box

Laser Gun (Blue Weapon)
This weapon has more penetrating power than the Vulcan Gatling Gun. As you acquire more Laser Guns, the beam widens and is even more powerful.



Multi-directional Missiles
These missiles will spread out and destroy enemies in front of your aircraft.



Homing Missiles
These missiles will automatically seek out and destroy oncoming enemies, no matter which direction they are coming from.



Bombs
Bombs create huge explosions destroying everything within their range. The number of bombs remaining is shown on the screen, so be sure to keep an eye on it.

Some Enemy Weapons

Bantam Suicide Fighter
Grouped together in formation, these fighters charge at you like kamikaze planes, as the name implies.

Medium-size Gunships
If you fail to blow this enemy up, it disappears off the bottom of the screen and reappears when you least expect it.

Aerial Mine
These are easy to hit, but split open, change into shells and scatter in the shape of a fan.

Self-propelled Vulcan Anti-Aircraft Gun
When you approach, the 4 gun muzzles on top spin wildly. This gun sprays shells in every direction!

Canon
This weapon is fixed to the ground, but the muzzle follows your movements and attacks you wherever you fly.

Train Gun
Runs along the tracks, releasing a shower of shells from guns hidden in 2 freight cars.

King-size Heavy Tank
Detects your movements by radar and lets go a shower of homing-type shells.

Armored Transport Plane
When you hit this enemy character, an item that will increase your power pops out!

Enemy Bosses & Playing Tips

Enemy Bosses (for 4 of 8 stages)

Desert Spiders
Savage insects that can inflict a deadly wound.

Flying Fox
The left and right wings turn into fighter planes. Attacks by flitting down like a bat!

Phalanx MK III
Fires while opening and shutting its gun muzzle. After it's destroyed, a pipe gun appears and there's an even fiercer barrage of fire.

The Mothership
The left and right gun batteries separate from the main body and the 3 pieces attack from different positions.

Use your Skills to defeat the remaining four Enemy Bosses.

Playing Tips
The Desert Spiders attack separately, but the trick is to wait until they are both near each other. Then attack with a bomb and kill two birds with one stone (a bomb is also effective against the Mothership).

It is good to use the Homing Missiles during the general game screens, and the Multi-directional missiles for the end bosses.

A Powered up Vulcan Gatling Gun (RED) protects your ship better than a powered up Laser Gun (BLUE)

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 cents 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!

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.

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.

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Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

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

Some states do not allow limitations on how long an implied warranty lasts and/or do not allow the exclusions or limitation of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

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.

NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094