
SPACE MAN
TM
NCS
TURBO 16 GRAFX
TM

THANK YOU !

...For buying this advanced TurboChip game card, "Shockman™"



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.

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Once upon a time, two humans, Arnold and Sonya, were transformed into Shockman cyborgs by an ingenious scientist so that they could defend their city against an evil army. Thanks to them, the town is at peace. Two years after their transformation, the scientist contacts them to say that he will return them to their original human bodies. Elated, the two cyborgs head off to the scientist's laboratory. But along the way they are followed by a mysterious, veiled enemy. After defeating the enemy in an incredible fight, they hurry to the scientist's laboratory only to find that he has been captured. Now they must battle to find the scientist so he can return them to their original bodies.

2 Objective of the Game



You play the part of either of these two characters. Various enemies and obstacles will appear before you. You must destroy these enemies and obstacles to clear all the action stages and shooting stages. In the end you must save the scientist.
Various items will appear as the game progresses. These can help you. Red Batteries will add some life to your Life Gauge. Black Batteries will fill your Life Gauge. Picking up bits allows you to shoot more powerful weapons. Beware! Some enemies cannot be destroyed unless you have these weapons.
Even as you destroy enemies, more will appear. If your Life Gauge reaches zero before the enemy's does, the game is over. Pick up the various items and try to clear all the stages!



3 Preparation for Play



Inserting the TurboChip Game Card

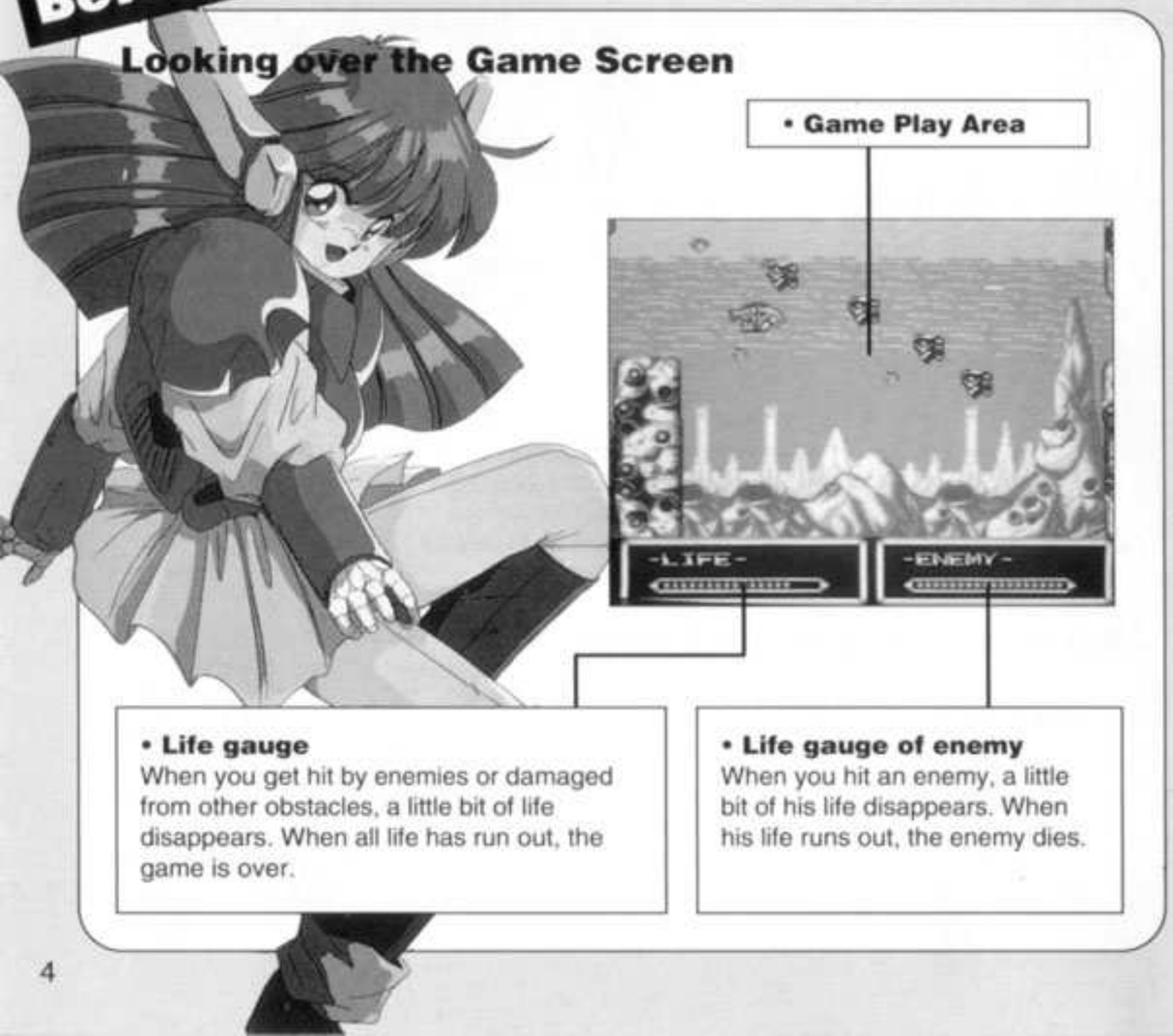
1. Be sure that the power is turned off.
2. Remove the TurboChip game card from its plastic case.
   Note: DON'T bend the game card or touch its metal parts. Doing so may damage the program.
3. Insert the card with the title side up into the Game Card Port .
4. Push the card in firmly until you feel a firm click.

Turning on the SuperSystem

1. Be sure that your game card is inserted properly.
   Note: If your game card is not inserted properly, the Power Switch will not move all the way to the right.
2. Slide the Control Deck Power Switch to the "ON" position. The title screen appears.
   Note: If you want to turn off the SuperSystem during play, reset the game by holding RUN Button down while pressing SELECT Button at the same time, and then slide the switch to the "OFF" position.

4 Before You Begin

Looking over the Game Screen



• Game Play Area

• Life gauge
When you get hit by enemies or damaged from other obstacles, a little bit of life disappears. When all life has run out, the game is over.

• Life gauge of enemy
When you hit an enemy, a little bit of his life disappears. When his life runs out, the enemy dies.

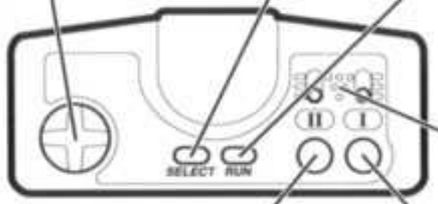
Familiarizing yourself with the TurboPad



• Direction Key
On the action stages, press left and right to move your body left and right, up to enter doors, and down to duck. On the shooting stages, press to move your body left, right, up and down.

• Select Button
Press while holding Run Button down to reset the game.

• Run Button
Press to start and to pause the game. Press again to release pause.



• TurboSwitches
Use at player's discretion.

• Button II
Press to fire weapons. Press and hold down to store weapon energy. Release when your body begins to glow in order to fire a "Shockbeam".

• Button I
Press to jump. The longer you press, the higher you jump.

5 Getting a One-player Game Started





Mode Selection

1. After turning on your SuperSystem, the title screen appears. Press RUN Button. The player selection screen appears.
2. Press Direction Key up or down to place the cursor next to "1 PLAYER".
3. Press Button I to make a selection.

Player Selection

1. The corresponding TurboPad number appears above the players once the playing mode has been selected. Press Direction Key left or right to place "I" above the player you want to play.
2. Press Button I to make a selection and to get the opening game started.

Opening Game

1. When the enemy in the opening game is destroyed, the title screen appears. Push RUN Button at this time. The game begins from Stage 1.
   Note: For details on playing a Two-Player Game, see "Two-Player Games" (page 8).

6 Game Over and Continuing Gameplay

Game Over

The game is over when your Life Gauge reaches zero.

Continuing Gameplay

1. After the Game Over screen, the title screen appears. Press RUN Button at this time to continue your game. The game begins from the last stage you were playing.

Note: You can continue any game from the last stage you were playing as long as the unit is not turned off or reset. After the unit is turned off or reset, the game can only be started from the first stage.



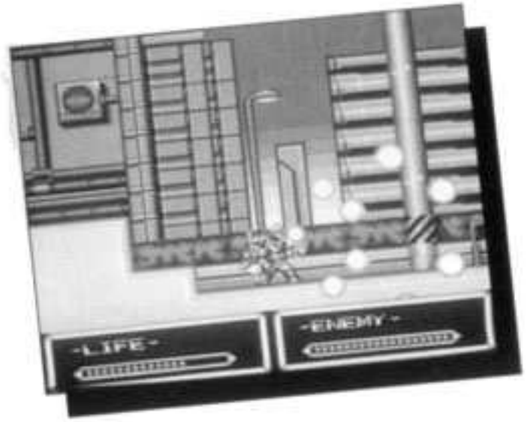
7 Two-Player Games



Getting Started

Two-player games are possible if you have a TurboTap and two TurboPads.

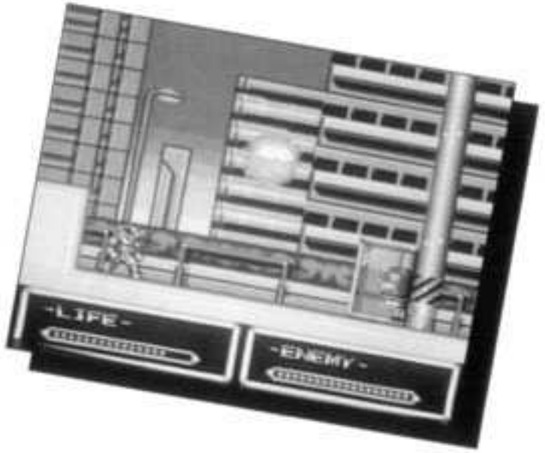
1. Press Direction Key up or down to place the cursor next to "2 PLAYERS" in the player selection screen.
2. Press Button I to make a selection. TurboPad number "I" and "II" are shown above the players.
3. Press Direction Key left or right to get the number of the TurboPad you are using shown above the players you want to play.
4. Press Button I to make a selection and to get the opening game started.



Firing a Team Shockbeam with Two-Players

During a two-player game, the players may combine their energy to produce a more powerful "Shockbeam".

1. Hold down Button II on both TurboPads until both players glow.
2. Have one player shoot the other player with a Shockbeam.
3. As soon as he/she is hit, the player receiving the first Shockbeam will fire in the direction he/she is facing. The team Shockbeam produced by this method is much more powerful than a Shockbeam produced by a single player.
   Note: The characteristics of the team Shockbeam differ depending on which character, Arnold or Sonya, fires it. Choose which character should fire the team Shockbeam based on the enemy you are fighting. But be very careful. If you make a mistake during this team play, the player hit by the first Shockbeam will turn into a ball of fire and fly away!



8 Appendix: Items



• Red Batteries
Red batteries sometimes appear when you destroy an enemy. Pick these up to slightly increase your Life Gauge.



• Black Batteries
Black batteries also appear sometimes when you destroy an enemy. Pick these up to fill your Life Gauge.



• Bits
Picking up bits allows you to shoot more powerful weapons. Some enemies cannot be destroyed unless you have these weapons.

Enemies



MEMO

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   d) Removal or installation of the product; and
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(details inside).

TGX040087

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