Have you tried these other TurboChip™ game cards?

- Bomberman™
- Military Madness™
- TV Sports Hockey™
- Camp California Yo' Bro!™

NEC

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

"TurboGrafx", "TurboChip" and "TurboExpress" are trademarks of NEC Technologies, Inc.
"TurboPad" is a registered trademark of NEC Technologies, Inc.
"Silent Debuggers" is a trademark of Data East Corp.

©1991 NEC Technologies, Inc.
Printed in U.S.A.

TGM080109113M

SILENT DEBUGGERS™



Thank You

...for Buying this Advanced TurboChip Game Card, Silent Debuggers.



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.

© 1991 Data East Corp.

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.

Enter the Evil Space Station "Gane!"

The Great War is over. Mankind is united into one peaceful world. Or is it?

While the Joint Government pursues a policy of "Advancement into Outer Space" it encounters pockets of resistance. These evil forces ("Bugs") must be destroyed before they threaten the peace of the Universe. Yet there are no armies; only small groups of highly paid soldiers left over from the Great War. The most famous of these groups is the "Silent Debuggers." Powerful and mysterious, now the government calls upon them again. As an aspiring Debugger with your sidekick Leon, you are assigned to enter the Evil Space Station Gane. While it is rumored that riches abound, no Debugger has ever returned from this fortress of evil.

Object of the Game

As a rookie Debugger, enter the Evil Space Station Gane and destroy the evil forces that threaten the world. Fight from "block" to "block" of the giant space station. Collect special weapons and items from your pal Leon and use them to travel through all 6 levels.

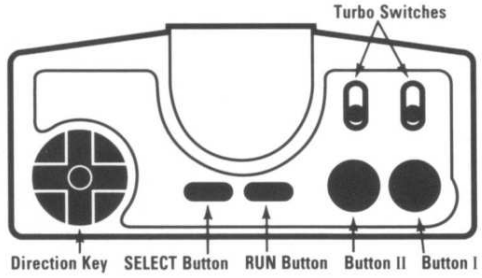
Note: Silent Debuggers is a one-player game.

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 "Silent Debuggers" should appear on your television.

Controlling the Movements of the Silent Debugger

The movements of the Silent Debugger are controlled using your TurboPad controller. Mastering its operation is critical to your success.



Direction Key
Moves the Silent Debugger left and right, up and down. Also used to select commands, weapons and other items.

Direction Key plus Button I
Moves the gun sight.

Button II
For attacking with your selected Rifle weapon.

Button I
For entering commands, letters, weapons and other items you have selected.

RUN Button
Operates the selected launcher weapon.

SELECT Button
For switching to "Command Mode Screen." Also for pausing the game.

Game Play

Starting the Game
From the title screen, press the RUN Button. Then use the Direction Key to highlight the NORMAL or HARD mode. Press the RUN Button again, and use the Direction Key with Button I to enter your name. Go to END, press Button I again, and the game storyline will begin.

Stages of the Game and How to Play
The interior of Gane consists of six different stages. Movement between the stages is controlled through the Core Block's elevators. The Core Block is made up of 8 separate blocks (A through H) which control the station's various functions. The Computer Room controls these blocks. Gane has been unmanned since the mysterious events of over a year ago, and now you must fight to control each individual block and stage of the space station. Certain blocks control important functions (such as recharging your weapons!), so losing a block to the enemy can affect your ability to win the game.

Pausing the Game
During play, the game may be paused by pressing the SELECT Button.

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, and the title screen appears, you may resume play by selecting "continue" and pressing the RUN Button. However, this results in a 5 minute time loss. Also "continue" cannot be used in the following situations:

- When you have lost all 8 blocks (A through H);
- When you are trapped inside a sealed block;
- When you go over the designated time limit for Stage 2 or beyond (100 minutes).

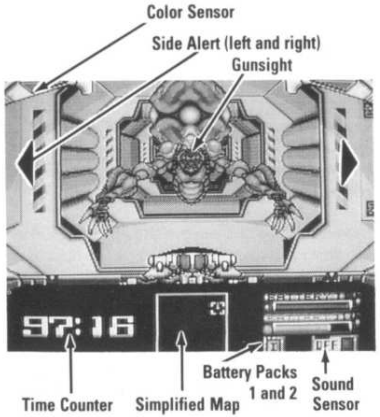
Defeating Enemies
You start the game with only a Hand Gun and a Sensor which tells you when an enemy is approaching. Use these weapons, and others you collect along the way to defeat the enemy.

Obtaining Ammunition and Recharging Your Batteries
Extra ammunition can be obtained from the Gun Room (G Block). To recharge your batteries you must visit the Battery Charging Room (C Block).

Game Over
The game is over when your batteries reach zero due to enemy attacks.

Screen Displays

Game screens consist of a Combat Screen, a Command Mode and The Computer Room (Weapon/Item Selection Screen). These screens are explained as follows:



Combat Screen This is the main screen that appears during the game. The screen displays the view you would see from inside the Silent Debugger's helmet.

Color Sensor Works in conjunction with the sound sensor to warn you of approaching enemies. As an enemy draws near, the blinking light changes color from green, to yellow, to red.

Side Alert (left and right) Lights up in the direction of enemies entering your range of vision.

Battery Packs 1 and 2 These are for use with energy-consuming weapons and their power is lowered by enemy attack. If your battery pack is running down, you should either switch to the other pack or head for a "Battery Room" to recharge. Be careful, because if the Battery Pack you're using runs out completely, you're dead!

Sound Sensor A stereo sound warns you of the closest approaching enemy. "I" indicates the standard equipment sound sensor. "II" indicates the sound sensor which becomes available when you collect it as an item.

Simplified Map This gives you a rough idea of your position and direction.

Time Counter For Stage 2 and beyond, this shows a countdown from the time of 100 minutes. You must clear all the remaining stages before it reaches zero.

Alert Signal This lights up when a message is received from the "Computer Room." The Simplified Map and Time Counter reappear when the message is finished.

Back Alert Blinks and makes noise to warn you that an enemy is entering your range of vision from the rear.

Gun Sight Use the gun sight to aim your weapons, except for homing and acoustic (noise-making) weapons.

Command Mode Screen and The Computer Room

Command Mode Screen

(Press SELECT Button from Combat Screen)
Use the Direction Key to select each option and press Button I to enter.

MAP COMMAND
Shows your present position in the station and damage to each block.

JUMP COMMAND
This uses up a large amount of battery energy, but it moves you to a designated point. This command can only be used when you possess the appropriate item ("Jump Unit").

TOOL EXCHANGE COMMAND
Shows the condition of your equipment. It is also possible to change weapons here.

BATTERY SELECT
Switches battery packs.

SENSOR SELECT
Switches sound sensor.

EXIT COMMAND
Returns you to the Combat Screen.

The Computer Room

Weapon/Item Selection Screen Mode
When you are fighting an enemy, you can change weapons and items by returning to the Computer Room. Select commands in accordance with Leon's instructions.

Weapon Select
You may equip yourself with 1 of 3 possible assault rifles (left side of screen) and one launcher (right side of screen).

Item Select
Your partner Leon prepares items which are useful in your current situation. He will prepare up to 5 types of items, but you may select no more than 2. They will be selected for you automatically when you execute "ITEM SELECT."

Monster
This tells you roughly how many monsters remain in your current stage.

Block Descriptions

A Block: **General Room**
No special equipment

B Block: **Ohme's Light Control Room**
This room controls the station's lighting. If you lose this block, you must fight in the dark.

C Block: **Gane's Battery Room**
Contains equipment for recharging batteries. If you lose this block, you won't be able to recharge your batteries. (Unless you get the Auto-Charger in a later level).

D Block: **General Room**
No special equipment.

E Block: **General Room**
No special equipment.

F Block: **Ohme's Control Room**
This room controls the sound sensor. If you lose this block, sensor operation will be gone.

G Block: **Ohme's Bullet Room**
This is where your ammunition is stored. If you lose this block, you cannot resupply yourself with ammunition.

H Block: **General Room**
No special equipment.

Space Station Gane
Yellow block shows which of the six stages you are on.

Computer Room
(located in the center of the blocks)
Your partner "Leon" controls the station's computer. In addition to switching weapons and items, he also sends you important information.

Green Arrow
Shows the current direction your headed.

Battery 1, 2
Show the current energy level of both your Battery Packs.

Silent Debugger's Weapons

Your weapons consist of those which fire live ammunition and those powered by batteries. Don't forget to replenish your ammunition and recharge your batteries!

ASSAULT RIFLES

Hand Gun
This is actually a beam gun. You begin the game with this gun. Uses batteries.

Motor Cannon
General-purpose machine gun. Fires explosives at high speeds. Uses live ammunition. Comes with 90 shots.

Mega Beamer
Shoots grenade launcher-like beam after charging for approximately 2 seconds with energy from the batteries. Uses batteries.

Lipp Shot
Multi-purpose homing gun which shoots very small missiles. Uses live ammunition. Comes with 60 shots.

LAUNCHERS

Grenade Launcher
Although extremely slow, this weapon can wipe out nearly all the enemies at once if you hit your mark. Uses live ammunition. Comes with 5 shots.

Sonic Launcher
This weapon emits loud noises that scare the enemy. Your ears are protected by your helmet. Uses batteries.

Sleep Launcher
Puts enemies to sleep for a set time. But if you get too close, the time might run out and the enemy might wake up! Uses live ammunition. Comes with 10 shots.

Power-Up Items and Playing Tips

Power-Up Items

You begin the game with only one item – the Sound Sensor Version I which is built into your helmet. However when trouble arrives, remember that your pal Leon will give you what you need to deal with it in the Computer Room. Remember you can take only two items out of the room at once!

Sound Sensor Version 2 (Multi-sensor)

Senses only those enemies not detected by the standard sensor.

Jump Unit

Uses a large amount of battery energy, but moves you instantly to a remote point.

Night Vision

Allows you to see enemies even in the dark.

Auto-Charger

Restores energy to each unused battery.

Muzzle Adapter

Doubles the attack strength of a weapon when attached to its muzzle.

Playing Tips

Check back with Leon in the Computer Room once or twice a level. He'll give you helpful Power-up Items!

The most important blocks to protect are: C, G, B and F.

Go back to Block C often. It's important to keep your batteries charged.

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!

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:

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 by the warranty:

1. Any product that is not distributed in the U.S.A. by NECT or which is not purchased in the U.S.A. from an authorized NECT dealer.
2. Damage, deterioration or malfunction resulting from:
   a. Accident, misuse, abuse, neglect, impact, fire, liquid damage, lightning or other acts of nature, commercial or industrial use, unauthorized product modification or failure to follow instructions supplied with the product;
   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.

LIMITATION OF IMPLIED WARRANTIES

All implied warranties, including warranties of merchantability and fitness for a particular purpose, are limited in duration to the length of this warranty.

EXCLUSION OF DAMAGES

NECT's liability for any defective product is limited to the repair or replacement of the product at our option. NECT shall not be liable for:

1. Damage to other property caused by any defects in this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
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