
Illustration by YUJI KAIDA
Soldier Blade
V-92
HUDSON GROUP
HUDSON SOFT®
TURBO 16 GRAFX
™

THANK YOU !

...For buying this advanced Turbo-Chip game card, " Soldier Blade"



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

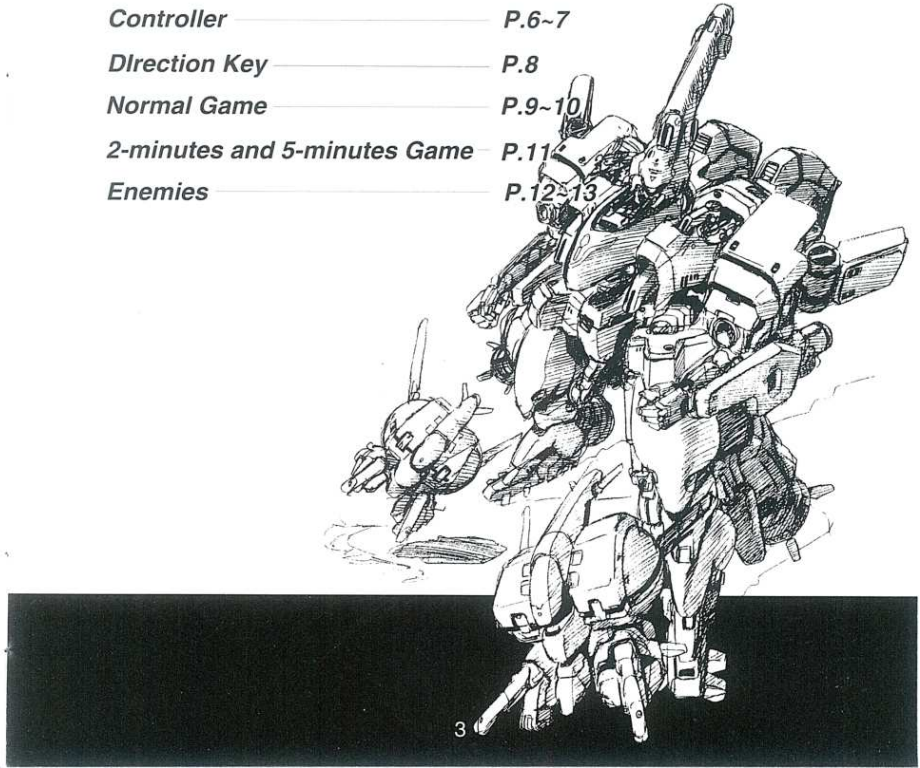
1 **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing 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.

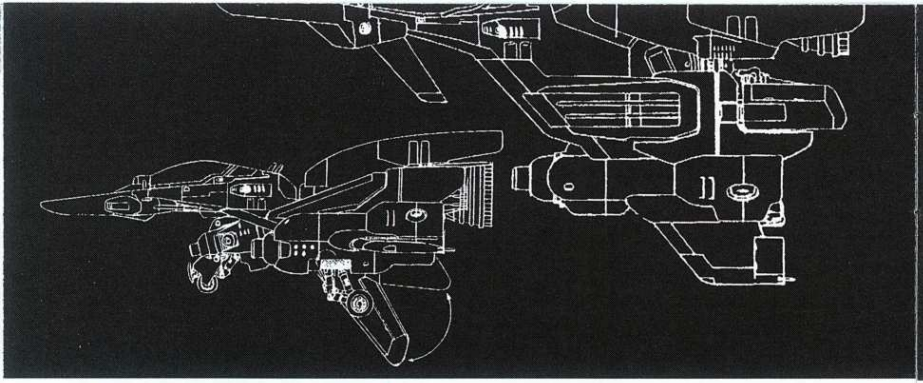
TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.

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Story The 21st century. Scientific progress has resulted in a highly advanced civilization. Unfortunately the Earth's natural resources have been depleted as a consequence. The search for resources turns to outer space. The Starlight Plan A fleet of six squadrons with 5,000 members will embark on a reconnaissance mission to search for resources vital to the Earth's existance. Due to the development of the "Bias Drive" , (mankind's first warp drive system), this fleet is able to explore deeper into space than has ever been done before. Just four months into the mission, however, all contact is suddenly lost. A desperate search by the Earth's government is unable to uncover the cause of the fleet's disappearance. Three years later.... Suddenly, the Fleet returns,but they have been consumed by alien life forms! Now they call themselves the "Zeograde Army" ,and they have come to attack the Earth! The Earth's army is unprepared for this sudden invasion by aliens. But, there is one scientist who has foreseen this apocolyptic event, and who has been preparing for it ever since contact was lost with the reconnaissance fleet. His name; John Howard. His invention; Soldier Blade, a heavy fighter craft equipped with a miniature Bias Drive, designed especially for alien attack. However, his work is rejected by the Association of Scientists, and he is expelled from the organization. Now he is working with the military-run SIA team.

The Special Interception Air force. Sounds nice, but look a little closer. Each team member is a maverick-- a dropout from society.

The crew:

Edward J Max; mechanic.
Amelia Air Heart; communications officer.
Raizo Fudo; SIA Chief.
Sho Kazamori; pilot.
John Howard; SIA science officer.

The SIA team is the Earth's last choice for a world defense, force, but all other forces have already been deployed for combat and the motley team is the Earth's only remaining alternative.



Edward J. Max



Sho Kazamori



John Howard



Amelia Air Heart



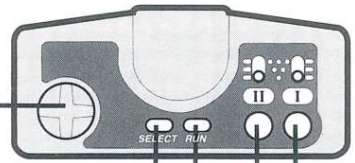
Raizo Fudo

Controller

Direction key
Moves your ship vertically, horizontally, or diagonally

Select Button
Selects the game mode when you are on the title screen. During the game, it changes the speed of your ship.

Run Button
Confirms your selected game mode (starts the game) when you are on the title screen. Pauses the game when you are playing a Normal Game.



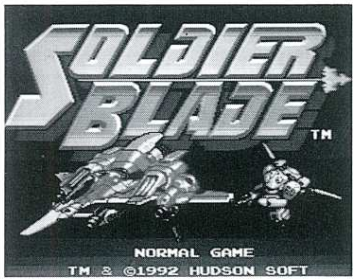
Button 1
Releases Super Shells.

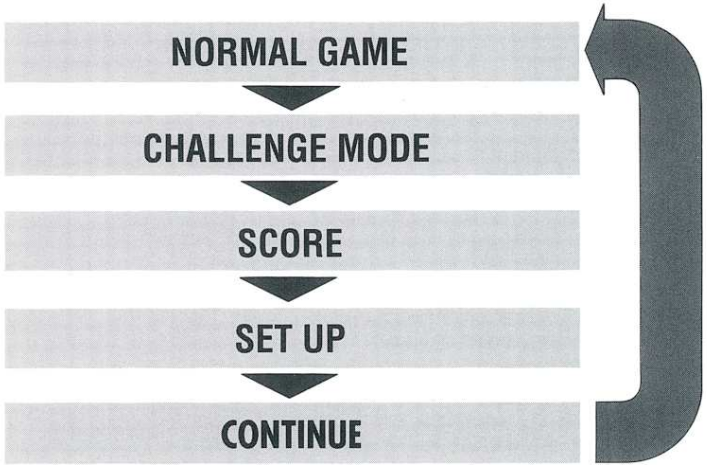
Button 2
Fires the standard weapons of your ship (cluster, laser, wave).

Controller

Select Screen

Lets you select the game mode. Use the Select Button to change modes as shown in the diagram on the right. Confirm your choice with the Run Button. Choose the game mode on this screen, then start with the Run Button.





Controller

Normal Game

The object is to exterminate the Zeograde Army, using the advanced-weaponry fighter, Soldier Blade. Terminate the enemy as you progress through each stage. Clear the stage by destroying the enemy leader. (see P. 9)

Challenge Mode

A race to see how high a score you can rack up in 2-minutes. or 5-minutes. In the Challenge Mode, the 2-minutes. mode is for preliminary matches.
The 5-minutes. Mode is for championships.

Set Up

The mode that lets you set options such as (level of difficulty).
Game level ---- Sets the level of difficulty. Choose normal or hard.
Sound effect ---- Sets game sound to mono or stereo.
Sound effects ---- Lets you listen to and choose game music and sound effects by moving the Direction key horizontally

Screen

Sets screen size to normal or arcade screen in arcade mode Score displays scores for the Normal Game, as well as 2-minutes and 5-minutes games

Continue

Appears at the end (game over) of a Normal Game, and lets you start from the beginning of the stage you were at when the game is over. If you turn off the power, you will have to start at the beginning again.

TurboBooster Plus

Attaching the TurboBooster Plus will automatically record high scores from the 2-minutes, 5-minutes and Normal games. However, scores will not be recorded when the back-up RAM in TurboBooster Plus is full.

Normal Game

Your goal is to clear each stage and to destroy the enemy leader. The game is over when you have no more ships. Selecting "Continue" lets you start again from the beginning of the stage you were at when the game ended.



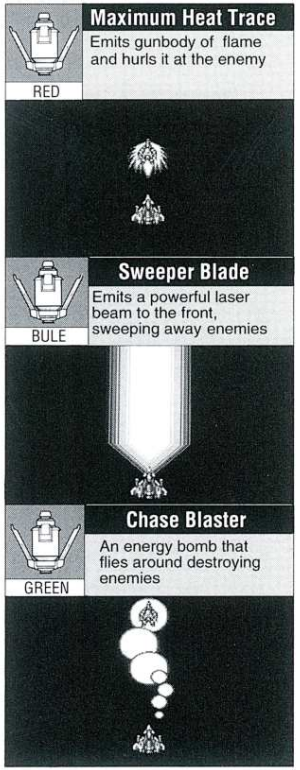
Power-up Items

Consecutive capture of power-up items that are the same color increases the resistance level of your ship and the power level of your weapons. Capture of items with different colors will change your method of attack, but your resistance and power levels will remain the same. Destroy an enemy and capture a power-up unit

Super Shells

Capturing a power-up unit will give you Super Shells. Each Super Shell lasts for a set amount of time, during which, your ship will be invulnerable. This is the unit right after you get it. You have 3 shells.





Normal Game

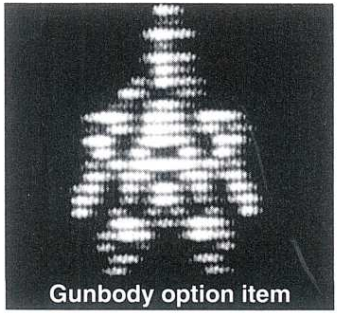
Power Level

Consecutive capture of power-up units of the same kind increases the power level of the corresponding weapons. Power levels increase in 3 stages, as shown below.

Power-up Item	Level 1	Level 2	Level 3
Cluster RED			
Laser BULE			
Wave GREEN			

Option

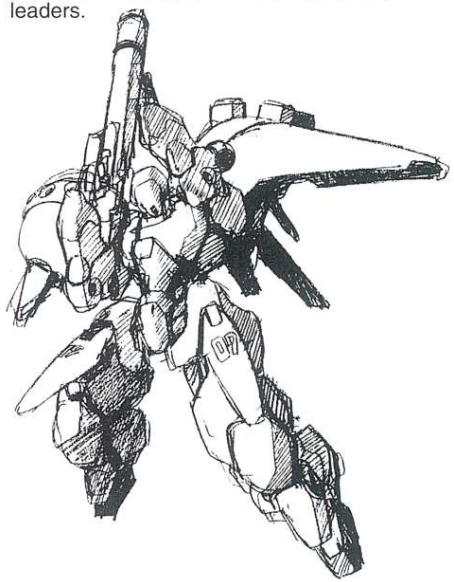
While your Super Shell stock remains, you have the Gunbody option unit. This will also destroy enemy missiles.



Gunbody option item

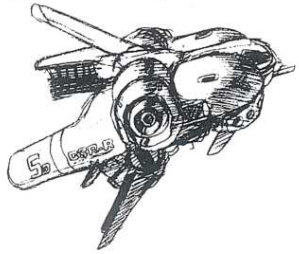
Alert

An alert light flashes to warn you when your ship is being approached by enemy leaders.



Burst Out

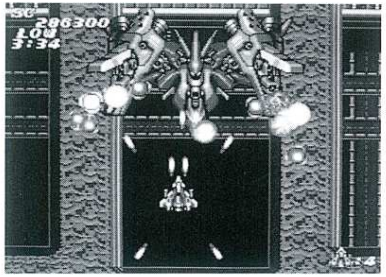
Capture of power-up item when you are already at power level 3 of the corresponding weapon will result in damage to the enemy.



The 2-minutes Mode and the 5-minutes Mode

When you select "Challenge Mode" from the select screen, you will get the Challenge select screen on the right. Use the Select Button again to choose the 2-minutes mode, 5-minutes mode, score mode, or exit. Confirm with the Run Button.





2-minutes and 5-minutes modes

You can use the Challenge Tournament for preliminary matches (2-min.) or championships (5-min.). The goal is to get the greatest number of points within the 2 or 5-minutes time limit.
In the 5-minutes mode, after you kill the last leader, the remaining time and number of ships are added to your score as bonus points.

Score

Displays the high scores for each game mode, as well as the top 5 scores in the 2-minutes and 5-minutes modes.

Exit

Exits into the normal select screen when you want to leave the Challenge mode.

Power-up Items

In the 2-minutes and 5-minutes modes, only cluster weapons can increase in power level. There are no Super Shells, options, or Burst Outs. Any items captured after you reach Level 3 are added to your score as bonus points. Devise your own methods of finding hidden items and defeating enemies who are worth a lot of points in order to become the champion !

Enemies

Now to introduce you to the powerful enemies that Soldier Blade will be facing in its fight against the Zeograde Army. All of them are formidable foes, but a careful study of their movements will lead you to certain victory !



Missile Ship

A large-sized, high-speed fighter. It materializes suddenly in front of your ship and fires 4 big missiles from its missile pods.

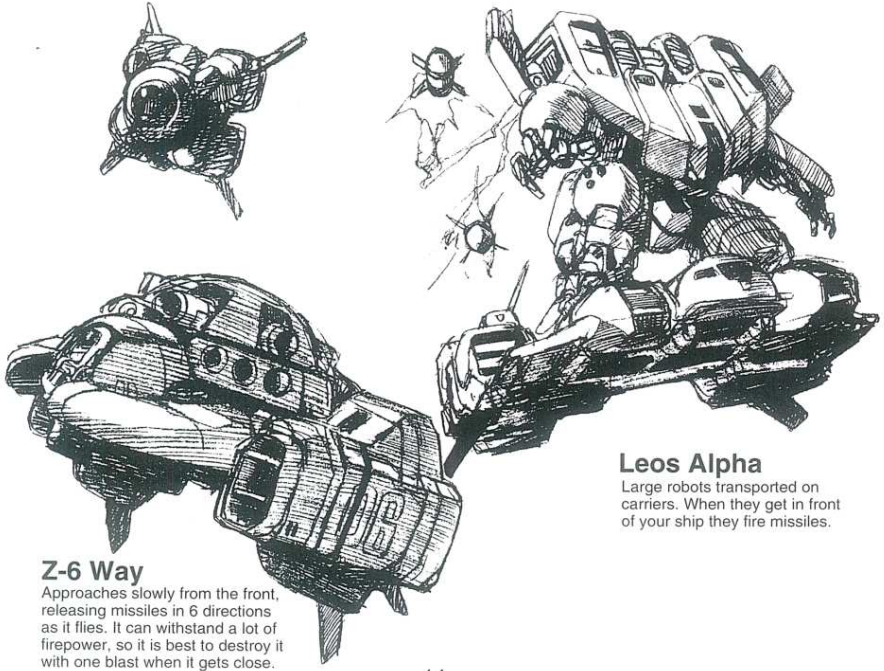
Bay Wolf

The Zeograde Army's main large-sized robot. Not particulary powerful alone, but it attacks in groups that come in waves.

Enemies

Multi-Warhead Missile Stinger

A mid-sized fighter that appears in groups. It attacks suddenly, and when destroyed it releases missiles in 5 directions.



Leos Alpha

Large robots transported on carriers. When they get in front of your ship they fire missiles.

Z-6 Way

Approaches slowly from the front, releasing missiles in 6 directions as it flies. It can withstand a lot of firepower, so it is best to destroy it with one blast when it gets close.

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Turbo Technologies, Inc.("TTI") warrants to the original consumer purchaser that this product shall be free from defects in material and workmanship under the following terms:

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   d) Removal or installation of the product; and
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3. Any product as to which the TTI serial number has been altered, defected, or removed.

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