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Thank You

...for Buying this Advanced TurboChip Game Card, "Super Star Soldier."



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

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 will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Hurry Starbuck, You Are Our Only Hope!

In the beginning of this new era of time and space, the small fighter aircraft, "Caesar," was just beginning its fight against the evil "Brains" in an attempt to restore peace to the world. The mission was a success, and peace was restored.

Now, four years later, the evil Brains are planning their next attack. Lead by their evil leader, "Mother Brain," the peaceful existence of the world is once again in jeopardy.

However, do not despair, all hope is not lost! In anticipation of the Brains' expected counter-attack, an improved version of the original "Caesar" was designed and built and now sits quietly, ready for battle.

It is you, "Starbuck," that must pilot this new fighting aircraft "Neo Caesar" into combat! Go now! Hurry to your ship, you are the world's only hope of peace!

Object of the Game

In your quest to destroy the Brains and prevent them from re-capturing the world, you must clear eight stages while scoring as many points as you can along the way!

Note: Super Star Soldier 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 "Super Star Soldier" should appear on your television.

Choosing Your Options, Getting Started and Screen Displays

When the title screen appears, use the SELECT Button to choose either NORMAL GAME, 2 MINUTES GAME, 5 MINUTES GAME or SCORE. A brief description of each of these options is listed below.

Note: If you select either NORMAL GAME, 2 MINUTES GAME or 5 MINUTES GAME, the game will automatically begin. However, if you select SCORE, you will need to press the RUN Button in order to return to the title screen so that you can choose and begin your game.

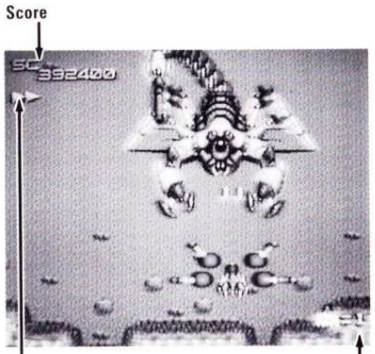
Normal Game
Play until you are defeated or until you conquer all eight stages!

2 Minutes Game
You have only two minutes to get as far and to score as many points as you can!

5 Minutes Game
You have only five minutes to get as far and to score as many points as you can!

Score
Allows you to see the highest score for each type of game.

Screen Displays

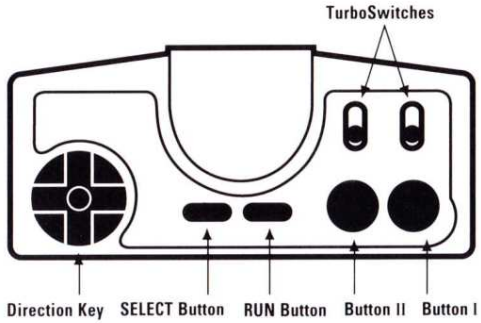


Time Remaining
(Displayed only for 2 or 5 minute games)

Controlling the Movements of Starbuck

Starbuck's movements are controlled using your TurboPad controller. Mastering its operation is critical to your success in defeating the enemy.

Basic TurboPad components and operation are shown below.



Direction Key (8-way controller)
Press to move Starbuck up, down, left, right or diagonally.

SELECT Button
Press to choose your options at the start of the game and to regulate your speed during the game. Also, press the SELECT Button while holding the RUN Button down to reset the game.

RUN Button
Press to enter your options at the start of the game, to begin gameplay, to pause the game, to "un-pause" the game or to "continue" the game. Also, hold the RUN Button down and then press the SELECT Button to reset the game.

Button II
Press to fire lasers and other weapons.

Button I
Press to "rotate" the Starbuck Defense System. (Please see page 4 of this instruction manual for more information on the Starbuck Defense System).

Power-Up Items

POWER-UP CRYSTALS

You can increase the power of your weapons by destroying enemy characters that are carrying "Crystals." You can collect these crystals and use them to power-up your weapons. A description of each type of crystal is listed below.

Red Crystal — Multi-Shot Starbuck has limited Multi-Shot capability from the start. However, each time you collect a Red Crystal, your power increases and you can shoot in up to five directions at one time!

Blue Crystal — Ring Laser The Ring Laser is activated when you collect a Blue Crystal. You still fire single shots, but it is easier to hit your target because the ring-shaped beams are larger than ordinary beams.

Green Crystal — Spread Laser The Spread Laser is activated when you collect a Green Crystal. When your power is increased, the beam gets longer and will eventually split into three beams — allowing you to defeat enemies in a wider range.

Yellow Crystal — Swing Fire The Swing Fire is activated when you collect a Yellow Crystal and is the most powerful weapon you can have!

SPECIAL POWER-UP ITEMS

Starbuck Defense System
Collecting this item will give you the Starbuck Defense System — which will immediately destroy all enemy fire that comes in contact with it! Use Button I to "rotate" the System to the right and left hand sides of Starbuck or to the top and bottom of Starbuck. If you are able to collect this power-up item a second time, the pods will rotate automatically, giving you even better coverage!

Homing Missiles
These missiles are extremely valuable because, even if you do not aim before firing, they will automatically seek out your enemy! Starbuck normally shoots two homing missiles at once. However, when you have Multi-Shot capability, Starbuck can shoot four homing missiles at once. In addition, if you have collected two or more homing missiles, the speed of the missiles will increase!

The Super Bomb!
If you already have the maximum number of a particular item and you collect one more of the same item, that item becomes a Super Bomb. When this happens, all enemies on the screen are destroyed! Sometimes, even Middle Bosses and End Bosses will be damaged!

Another way of getting a Super Bomb is by collecting a Blinking Crystal. When you collect this item, it automatically becomes a Super Bomb and you get an extra 5,000 points! In addition, you can restart from the same place where you were last destroyed in proportion to the number of Blinking Crystals you collect!

Meet the Enemy!



No Brainer
This brain-shaped being floats around in space. Although it looks harmless, its cells will divide and come crashing into you!



Ant Lion
This strange creature appears in Stage 3. The upper half of his body sticks out of the ground, so you can hit it when he peeks his head out!



Spider Fighter
This silver six-legged Middle Boss can only move right and left. But look out! It can fire from three different directions!



Noose
This enemy surrounds Starbuck and rotates as it attacks. Prepare to fight your way out of captivity!

Meet the Enemy Continued



Flying Wings
These gigantic vehicles slowly appear from the bottom of the screen and shoot from their tail sections. However, be careful because their attack patterns may vary according to what color they are!



Tank
Look out because this tank only has one target, and it's you! Keep your guard up and prepare to be fired upon!



Zap Shot
This enemy suddenly dives down at high speed and shoots at you! But, be careful — the shots will fly back up!



Pin Wheel
This enemy does not carry any weapons, but do not let your guard down. Keep a close watch on it because it moves quickly and will come spinning at you from nowhere!

Meet the Enemy Bosses!

At the end of every stage, except for Stage 7, you must face and enemy Boss. They are a formidable bunch of rascals, so watch out!

Stage 1 — Star Brain MK-II

Stage 2 — Big Hilder

Stage 3 — Death Scorpio

Stage 4 — Jumbo Machinder

Stage 5 — Altai 1, Altai 2

Stage 6 — Kanransha

Stage 7 — No Boss Character

Stage 8 — "Bosses On Parade"

1. Death Scorpio
2. Star Brain MK-II
3. Jumbo Machinder
4. Kanransha
5. Altai 1, Altai 2
6. Death Seazer
7. Mother Brain

Playing Tips

Every boss can be defeated using different weapons. However, some weapons work better than others on certain bosses. Remember which weapon works best with each boss!

Be strategic in picking up weapons and power-ups because what might work well in one level might not necessarily work well in another!

When you find a weapon that works well, try to pick it up a second time in order to power it up.

Be sure to use your speed to your advantage! If you need more control, slow down. If you need to make some daring maneuvers, speed up.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game tips!

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   d) removal or installation of the product;
   e) any other cause that does not relate to a product defect.

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