
TIME CRUISE™
FACE
TURBO 16 GRAFX™

THANK YOU !

...For buying this advanced TurboChip game card, "TIME CRUISE™"



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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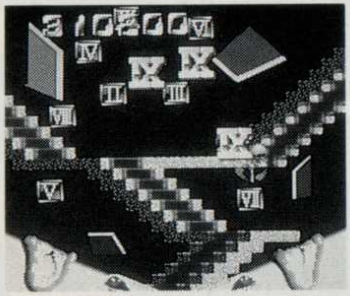
Story

Time Cruise . . . . Beyond the Bounds of Time and Space!

Eric, the young scientific genius, has learned the secret of time travel by channeling with an intelligent extraterrestrial life form. In 1991, after eight years of hard work, he perfects his time travel system (7 linked buildings with a time-travel pod moving through them at ultra-high speeds). On the day his system is completed, Eric hears the voice of the extraterrestrial a second time:

"When the darkness is covered by light, and the bright sun shines down on all, only then will the jewel cast aside its blue veil—and the time traveller, standing on the silent field,will know despair like never before."

What meaning is hidden in the extraterrestrial's message? Eric doesn't know. But everything is ready to go. He steps into the shining silver time-travel pod, and. . . .



Starting the Game

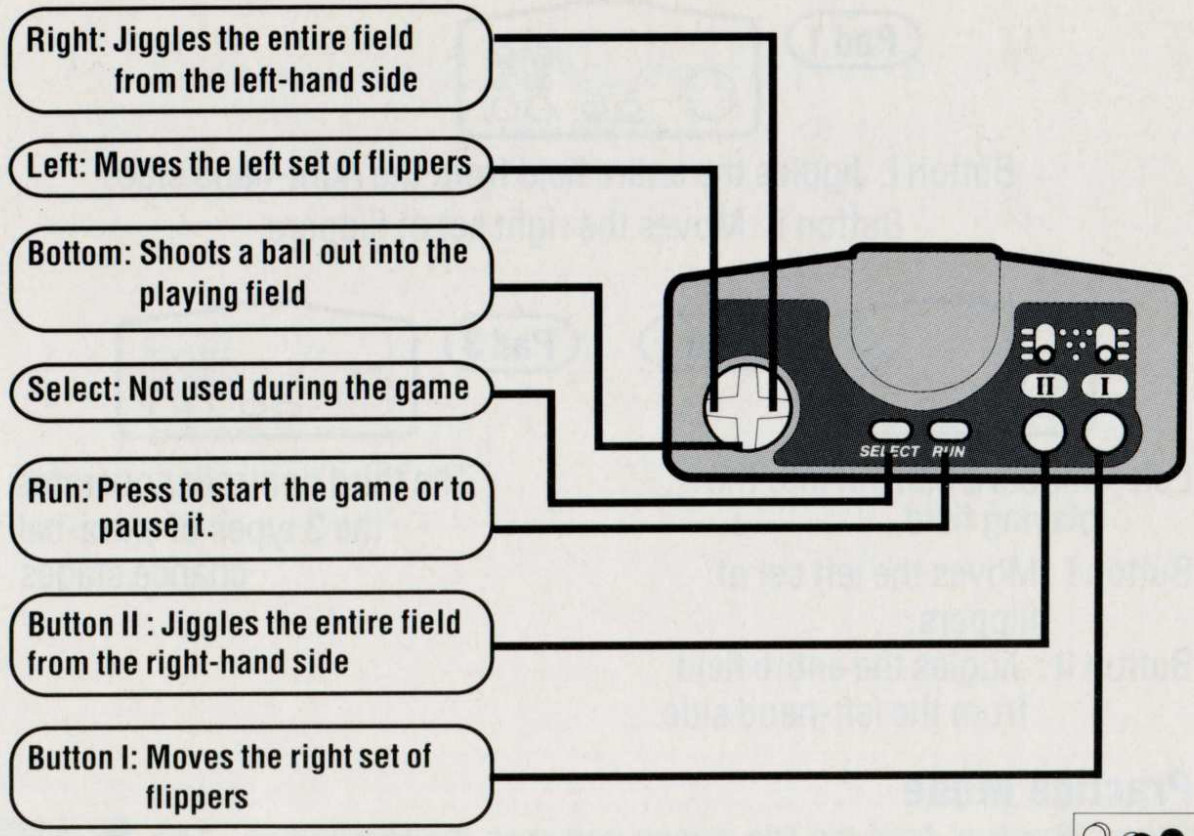
Choose "Play" from the title screen and push the Run Button. Press any button to confirm, and the game starts. As the scientist, Eric, you can use the time-travel system to travel to the ends of time and space!!

Operation

1 controller

Controller operation for the pinball game is covered below.

See P.6 for controller operation in the 3 types of chance stages.



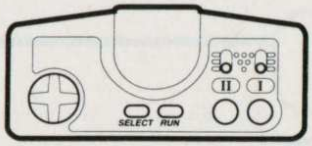
To rest the game, push the Run Button and the Select Button at the same time.

Operation

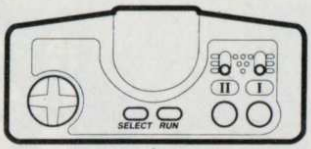
3 Controllers

Changing the controller select option lets you play with 3 controllers. This makes game operation more like that of a real pinball game.

Pad 1



Button I: Jiggles the entire field from the right-hand side
Button II :Moves the right set of flippers.



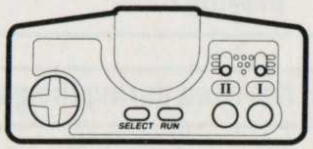
Pad 2

Left : Shoots a ball out into the playing field.

Button I : Moves the left set of flippers.

Button II : Jiggles the entire field from the left-hand side.

Pad 3



The third controller operates the 3 types of extra-ball chance stages.

Practice Mode

Select "Practice" from the title screen and push the Run Button. The practice mode allows you to play in either the prehistoric sea floor of 460 million years ago or the medieval dungeon of 940 years ago.

Option Mode

MAINBGM 1(2) : Lets you choose between two selections of background music.

BGMON(OFF): Lets you turn the background music on and off.

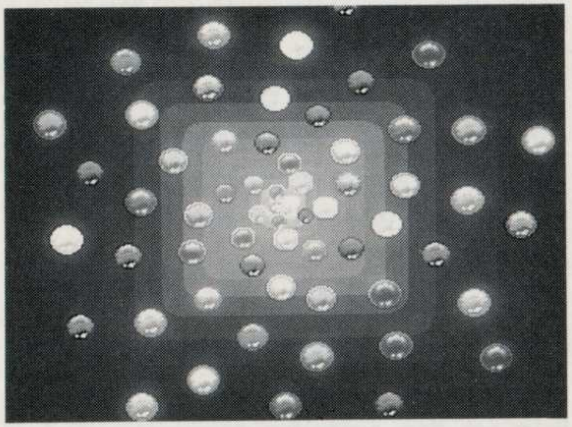
SE ON (OFF): Lets you turn sound effects on and off.

PAD SELECT: Lets you choose between two controller-operation modes.

MUSIC MODE: Lets you preview all the choices of background music and sound effects for the game.



DEMONSTRATION: And now, our graphics team proudly presents. . . .



BGV 1- DEEP SEA: Displays the mysterious beauty of the prehistoric sea floor, complete with cool, beautiful music to match the atmosphere.

BGV 2- WARP: Displays the tunnel that brings you to the "other dimension".

RANKING: Displays the top 5 scores since the power was last turned on.

Rules

What's Time Cruise ?

Time Cruise is a thrilling, fast-action pinball game with a huge 7-screen playing field. You get 3 balls to start off. When all the balls are lost, the game is over. With time travel, you can go to bonus games or sub-games that let you win extra balls.

Last Chance

Even after you lose all your balls, you get one last chance! Use Button I to line up the rotating number display with one of the digits of your score. Press again to stop the display at a number. If that number matches the number in your score, you get an extra ball! This option works only once per game.

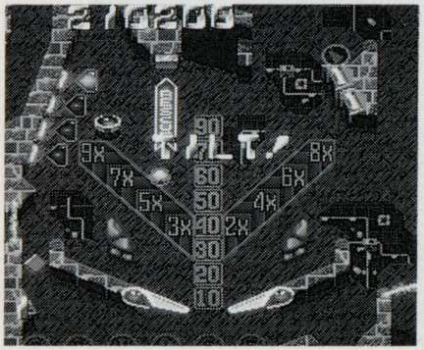


Free Ball!

If your score at the end of the game is less than 1 million points, you get one free ball (this option works only once per game).

Tilt

With Time Cruise , not only can you move the flippers but also the whole playing field (the pinball table). Alter the course of the ball slightly by jiggling the table from either the left or the right. If you jiggle too hard you get the "Tilt" penalty, and you lose one ball. So watch out!



Chance Stages

How do you go through a time warp?

You can activate a time-travel system by hitting its time-travel switch with the ball. Land the ball in the center of an activated time-travel mechanism to warp to the corresponding time period.

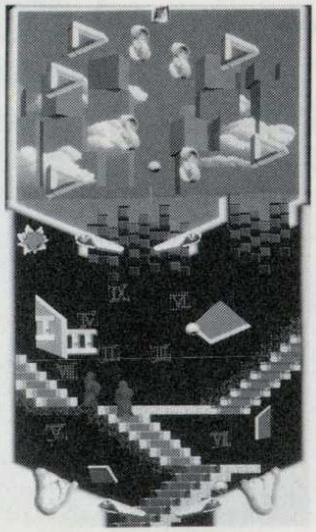
Due to flaws in the time travel system, a time warp occasionally brings you to this "other dimension."

Knocking out all 5 in a set of flying roman numerals gives you that number as your bonus factor. (For example, III will give you a factor of 3x.) You can also increase your bonus factor by knocking out all the targets of the same type in the upper level.

Chance Stages

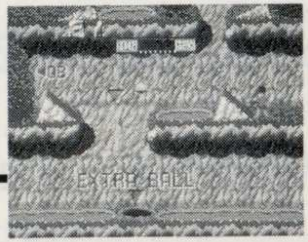
In a bonus chance stage, you can increase your bonus factor to as much as 9x. After that, every factor-increase chance earns you 30,000 points. Each stage allows you to earn up to 9 million points. A score of 8 million or more gives you an extra ball.

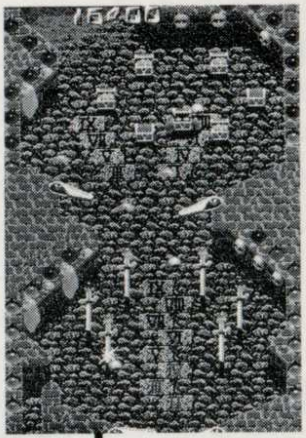
If you complete an extra ball chance stage without losing any balls, you receive 500,000 extra points.



45,000 Years Ago—Neanderthal golf

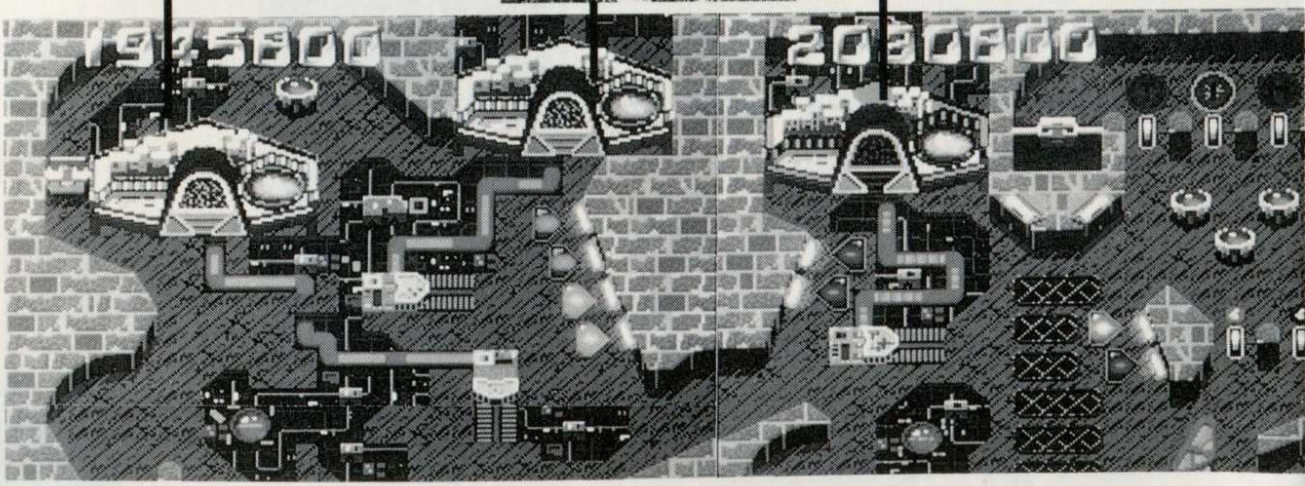
Hitting the ball into the goal within the time limit gets you an extra ball. Hit the ball by pressing Button I. The red gauge at the top of the screen shows how hard the ball will be hit.





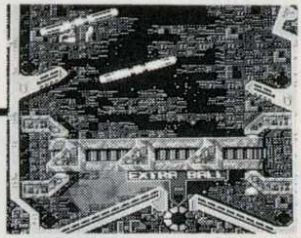
940 Years Ago—medieval dungeon

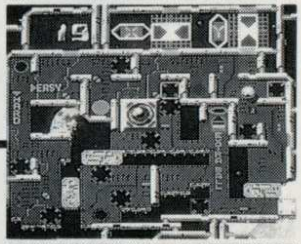
Increase your bonus factor by hitting all the targets of the same type. Hitting any target besides the fake treasure chest and the blue slime four times will light one of the lamps at the sides of the screen. When all of the lamps are lit, you receive 40,000 points.

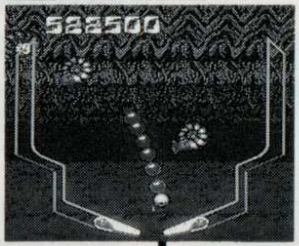


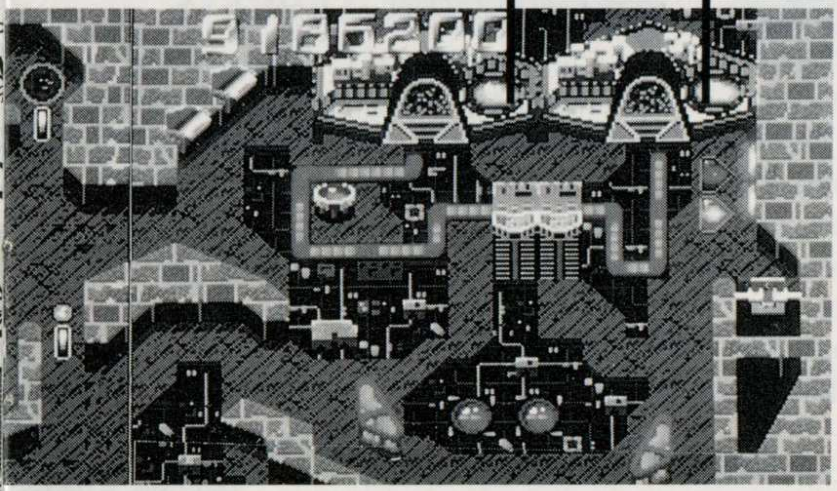
63 Years Later–orbiting colony under construction at Mars

Pressing the direction key on the right or left tilts the beams. Button I returns the beams to a horizontal position. Steer your ball into the goal on the bottom, and get an extra ball.









37 Years Later–lunar-space construction site

Pressing the direction key on the left, right, top, or bottom tilts the platform that the ball is rolling on. Button I returns the platform to a horizontal position. Steer the ball into the goal and get an extra ball.

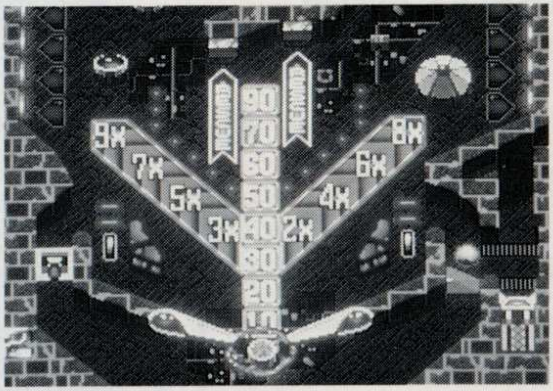
460 Million Years Ago–the prehistoric sea floor

Land the ball into one of the prehistoric shellfish crossing the top of the screen and increase your bonus factor. When you eliminate all the amonoids, a crinoid appears. Every time you hit a crinoid your ball multiplies.

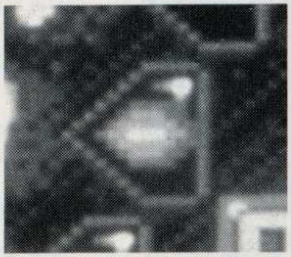
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BONUS POINTS

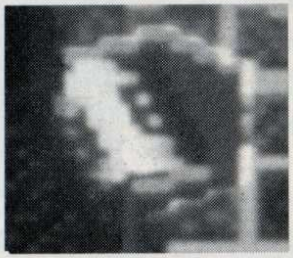
Increase your bonus points, bonus factor, and bonus chips by hitting the spot and drop targets. Your bonus is calculated at the end of the game, or when the ball drops into the G or H holes. Increasing bonus points, bonus factor, and bonus chips to their highest levels wins you 9 million points.



SPOT TARGETS



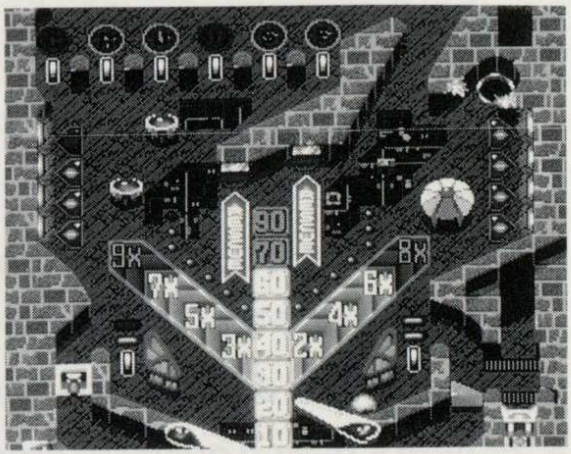
Spot targets come in purple, blue, red, and green. If you can light up 8 targets of the same color, your bonus factor increases. You can also increase your bonus factor by lighting up the same number of each color (for example, 3 of each color). If you get a bonus-factor increase when your bonus factor is already at its highest level, you receive 1 million extra points. You can also increase bonus chips by hitting any one spot target 8 times.



DROP TARGETS

You can increase your bonus points by hitting all 4 of the same-color drop target-- red, blue, or green. Or, just as with spot targets, if you hit the same number of each color, your bonus points increase. If you get a bonus point increase when your bonus points are already at their highest level, you receive 700,000 extra points.

Bonus Chance



TIME SLOTS

Light up all of the letters in the word TIME and receive 2 million points and an increase in both bonus factor and bonus points. If your bonus factor, bonus points, and bonus chips are already at their highest levels, you receive an extra 1 million points.

CRUISE SLOTS

Light up all of the letters in the word CRUISE and receive 40,000 points and an increase in bonus points. If your bonus factor, bonus points, and bonus chips are already at their highest levels, you receive an extra 5 million points.

CENTER STOPPER

If you light up all of the lamps at both E and F by passing through their slots, a center stopper will appear at D. Like other stoppers, this stopper will disappear if you lose the ball, or if the ball returns to the chute.

COLOR SLOTS

Every time a ball passes through a color slot, the lamp above the slot changes color: blue A→orange A→ purple A→ green A→ blue (and then back to the beginning again). If you can get all of the lamps the same color, you receive extra points, according to the color.

blue: 600,000 points

orange: 800,000 points and an increase in bonus points

purple: 1 million points and an increase in bonus factor

green: an extra ball

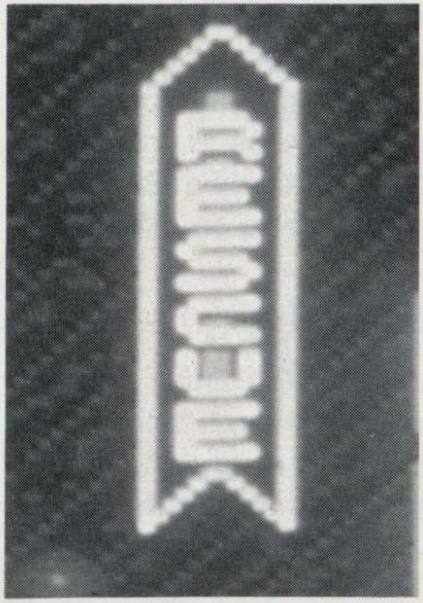
Extra Ball

You can stock up to 9 balls. There are 4 ways to get extra balls:

1. making all of the color slots green
2. having your bonus factor, bonus points, and bonus chips at their highest levels when your bonus is calculated
3. steering the ball into the goal in an extra ball chance stage
4. getting 8 million points or more in a bonus chance stage

RESCUE TARGET

When you hit a RESCUE target with the ball, a stopper will appear. The stopper will rebound your ball once. All of the stoppers will disappear if you lose the ball, or if the ball returns to the chute.



TurboChip® 90-Day Limited Warranty

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:

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 purchaser. You should save your proof of purchase, and be prepared to present it 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 TTI, or that is not purchased in the U.S.A. from an authorized TTI dealer, or that is sent for warranty service from outside the U.S.A.
2. Damage, deterioration or malfunction resulting from:
   a) Accident, negligence, misuse, abuse, neglect, impact, fire, liquid, lightning or other acts of nature, commercial or industrial use, product modification or tampering, failure to follow instructions supplied with the product;
   b) Repair or attempted repair by anyone not authorized by TTI;
   c) Any shipment of the product (claims must be submitted to the carrier);
   d) Removal or installation of the product; and
   e) Any other cause that does not relate to a defect in material or workmanship.
3. Any product as to which the TTI serial number has been altered, defected, or removed.

HOW TO OBTAIN WARRANTY SERVICE
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