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NEC

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

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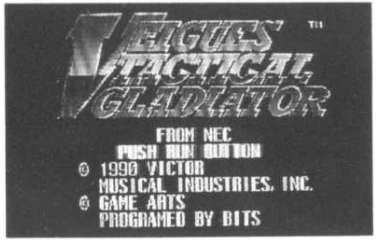
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VEIGUES TACTICAL GLADIATOR™



Thank You

...for Buying this Advanced TurboChip Game Card, "Veigues Tactical Gladiator."



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.

©1990 Victor Musical Industries, Inc.
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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.

You are the Last Hope of Mankind... You are "Veigues," the Tactical Gladiator!

Mysterious alien invaders have attacked all of the cities along the Pacific coast. Their fighting strength surpasses anything the world has ever seen before. Counterattacks by the Federation Army have been useless. Now they retreat, defeated and demoralized. But perhaps there is a ray of hope!

Analysis of a captured enemy weapon has lead to an understanding of the invaders' incredible technology. Now, in the year 2324 AD, the High Command of the Federation Army prepares to launch its final counterattack – "Operation Last Rally." The awesome fighting machine "Veigues" is ready for action!

Object of the Game

Defeat the alien invaders in all ten stages of the game in your quest to reach enemy headquarters. Score as many points as you can along the way!

Note: Veigues Tactical Gladiator is a one-player game.

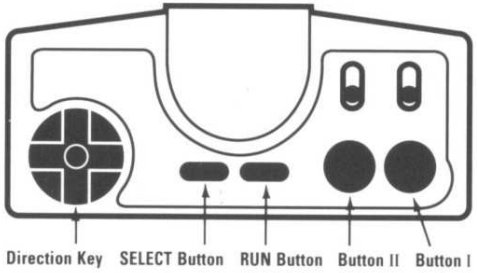
Inserting the TurboChip Game Card

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 "Veigues Tactical Gladiator" should appear on your television.

Getting Started and Controlling the Movements of Veigues

Getting Started
When the Title Screen appears, press the RUN Button. The game will now begin! Good Luck!

Controlling the Movements of Veigues
The movements of Veigues are controlled using your TurboPad Controller. Mastering its operation is critical to your success in defeating the alien invaders. Basic TurboPad components and operation are shown below.



Direction Key (8-way controller)
Press UP to jump, press DOWN to turn around, press RIGHT to move towards the right and press LEFT to move towards the left. Also, by using combinations of UP or DOWN and LEFT or RIGHT, you can move Veigues on a diagonal!

SELECT Button
Press while holding the RUN Button down to reset the game.

RUN Button
Press to start, to pause and to "un-pause" the game. Also, hold the RUN Button down and then press the SELECT Button to reset the game.

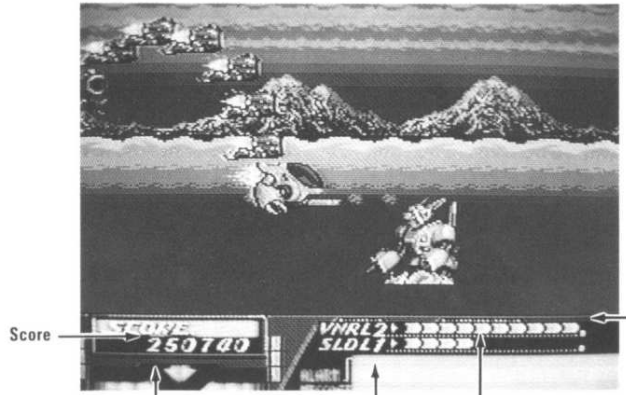
Button II
Press to control the weapon carried in Veigues' left arm.

Button I
Press to control the weapon carried in Veigues' right arm.

Note: Press Button I and Button II simultaneously to activate the weapon in Veigues' chest. Then, while holding Button I and Button II down, press the Direction Key UP and DOWN to control the angle of the weapon.

Combat Screen Displays

The Combat Screen



Combat Screen Displays Continued

Score
Shows the current score.

3-D Searching Radar Window
Catches the reflection of an enemy's energy and informs you of the enemy's direction of approach. Stops functioning if Veigues' head is destroyed.

Alarm Message Window
Displays information such as the name of the area where Veigues is operating, reflections of enemy energy from sources other than the 3-D searching radar, status of Veigues' injuries, etc.

Vernier (Energy) Gauge Window
Shows how much jumping energy Veigues has left. Veigues can jump until this gauge reaches "zero." However, when Veigues is on the ground, this energy recharges.

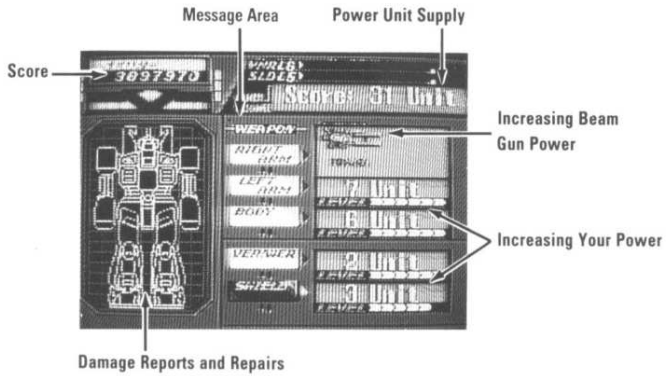
Shield Gauge Window
Veigues begins his quest with one shield energy pack which fills the Shield Gauge to the maximum. However, shield power diminishes when Veigues is attacked by enemies. When Veigues' shield value reaches zero, his head, his right hand or his left hand is destroyed.

If Veigues' head is destroyed, the 3-D Searching Radar at the lower left side of the screen ceases to function. If his right or left hand is destroyed, the beam cannon or "field punch" weapon will not work. If Veigues' head and both hands have been destroyed, his Shield Gauge reads "zero," and there are no spare energy packs left, Veigues is destroyed and the game is over.

Remaining Shield Packs
In addition to the shield energy pack that Veigues has at the start, there are five other spare packs that are available, giving him a total of six shield packs in all. When the Shield Gauge reaches "zero," it is automatically refilled with a spare shield energy pack. Each time a shield pack is used, the number on the gauge decreases by one.

Supply Screen Displays

The Supply Screen
Veigues is one of a kind. If he is destroyed, the game is over. However, you have the opportunity to repair Veigues and increase his power by using the Supply Screen which will automatically appear at the end of each stage.



Supply Screen Displays Continued

Bonus Score
When you clear a stage, you will receive 100 bonus points for each remaining shield and 25,600 bonus points for each remaining shield pack. Also, you will receive 1,000 bonus points for each enemy that you destroyed.

Damage Report and Repairs
Damaged parts are shown in red on the diagram that appears on the left hand side of the screen. All damaged parts will automatically be repaired.

Increasing Beam Gun Power
After all damage has been repaired, you will automatically switch to a more powerful beam gun.

Power Unit Supply
The Supply Corps supplies you with the power units they have on hand. The number of power units you get is proportional to the number of enemies you defeat.

Increasing Your Power
There are four systems which use power units. These four systems are LEFT ARM, BODY, VERNIER and SHIELD. The number of units required to increase you power varies from system to system.

If you do not have enough power units to increase the power for a particular system, you cannot strengthen that system. However, if you do have enough power, use the Direction Key to move the arrow UP or DOWN to select the system you want to strengthen, then press Button I to increase its power by one level.

Press Button II to decrease a system's power. Please note that you cannot decrease the power for Veigues' systems below their original settings. Unused power units are transferred to the next Supply Screen session.

Moving on to the Next Stage
Use the Direction Key to move the arrow all the way to the top of the screen and select "WEAPON." When the message "POWER ADDED" appears, press Button I to move on to the next stage.

Weapons

Veigues' chest area is equipped with two optical guns. His right arm is equipped with one beam gun, while a "Field Punch System" is built into his left arm.

CHEST WEAPONS

Optical Defense Gun
The Optical Defense Gun uses very little energy and shoots a continuous stream of charged particles.

Optical Vulcan Gun
The Optical Vulcan Gun has six converging energy tubes which can shoot a stream of energy balls at an extremely high rate of speed.

Optical Laser Blaster
The Optical Laser Blaster is a powerful semiconductor laser made possible by state of the art technology. This weapon is the most powerful of Veigues' chest weapons.

ARM WEAPONS

Gause Gun–GG 10
The Gause Gun is the earliest electromagnetic field beam gun. This gun is an improvement over the tank-mounted variety, though weak output is sometimes a problem.

Pulse Laser Cannon–PLC 2
The Pulse Laser Cannon is a powerful beam gun with a solid state laser which works through pulse amplification, allowing for steady output and compact size. This weapon is about twice as powerful as the Gause Gun.

Assault Gause Gun–AGG 5
The Assault Gause Gun has an improved version of the power unit used in the original Gause Gun, making it a more powerful electromagnetic field gun. Though this gun's output is not that great, its destructive power is over three times that of the original Gause Gun due to the tremendous strengthening of the amplification factor.

Plasma Rifle–PR 2G
The Plasma Rifle is an electron-beam gun which shoots plasma-state electrons. This rifle is four times as powerful as the Pulse Laser Cannon and is capable of quadruple-shooting.

Twin Laser Gun–TLG 3
The Twin Laser Gun has a miniaturized laser generator, making it eight times more powerful than the Pulse Laser Cannon.

Weapons Continued and Playing Tips

Plasma Cannon - PC X

The Plasma Cannon is a beam gun which is capable of firing plasma-state electrons without diffusion while held in magnetic flux. This weapon is extremely powerful and is second to no other weapon in the Galaxy. It is even possible to shoot the cannon's powerful beams five times consecutively in a straight line! This is by far Veigues' most powerful weapon!

Field Punch System

The Field Punch System is made up of layers of "skin" which are wrapped around Veigues' left arm and is capable of thrusting out from two to ten yards in front of the arm. The thrusting range of the Field Punch System makes it much more powerful than the skin amplifier that Veigues is equipped with from the start – which thrusts out only three yards and is not very powerful. Depending on the place where Veigues is located, the skin continues to develop up to six different types of amplifiers. If Veigues gets these from the Supply Corps, he can assume an unimaginable attack strength!

Playing Tips

Since you cannot be damaged while you are changing directions, you should learn to change directions quickly and skillfully as a method of dodging attacks. This is your best move, so learn to use it wisely!

Watch the radar closely in order to help you figure out where your enemies will be coming from.

Memorize patterns.

Homing missiles inflict more damage than they look like they would, so do your best to avoid and attack them!

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

NEC TurboChip™ 90-Day Limited Warranty

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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:

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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

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1255 Michael Drive
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