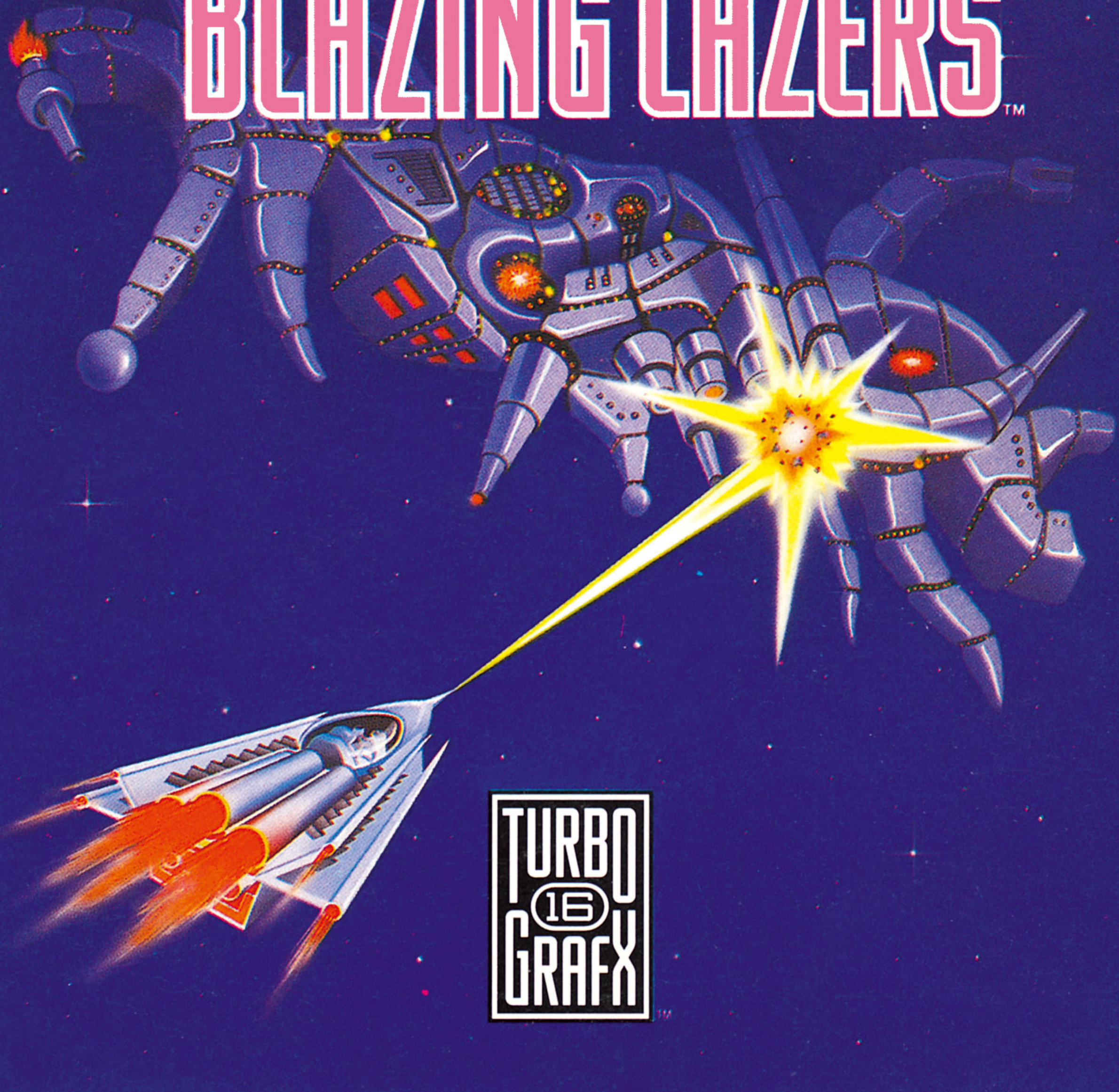
BLAZING LAZERS™



TURBO 16 GRAFX™

Thank You

...for Buying this Advanced TurboChip Game Card, "Blazing Lazers."

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 Be sure power is turned off when changing game cards.
2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3 Do not forcibly bend your TurboChip game cards.
4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5 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, copying or rental of this software is strictly prohibited.

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 your particular TurboChip game card should appear on your television.

Dark Squadron—Dead Ahead!

Get to your battle station, space jockey! You're in for the fight of your life in this, the ultimate outer-space shoot 'em up—Blazing Lazers!

Seated at the helm of 80 tons of awesome firepower—a Gunhed Star Fighter—you've just run into the ruthless Dark Squadron. Dangerously close to the Earth, they threaten to destroy the world with 8 Super Weapons. Only you and your Star Fighter's blazing lazers and bombs stand between them and certain destruction. Plan your strategy and power up with the 8 different enhancements that appear—you'll need more than straight shooting to fight your way out of this one!

Starting the Game

Object of the Game
Use your Gunhed Star Fighter's lazer cannon and bombs to defeat the Dark Squadron. Advance through nine separate game levels by destroying the enemy and the Boss Super-ships. Increase your ship's fighting power by acquiring weapons and power-gels as you battle your way to the aliens' supreme leader.

Press the RUN button
This starts the game from the title screen.

Pausing the Game
During play, press the RUN button to pause.

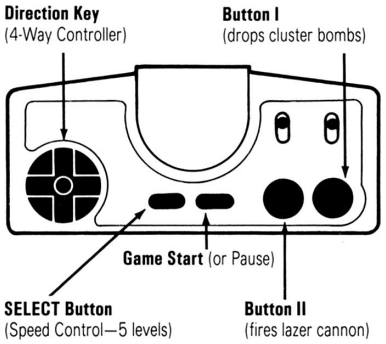
Resetting the Game
During play, the game can be reset to the title screen by holding down the RUN button and pressing the SELECT button at the same time.

How to Continue
When the game is over and the Continue Screen appears, press the SELECT Button to select the "Continue" option, then press the RUN Button. You can "continue" up to 4 times.

Turbo Switches
Play with Turbo Switches up for maximum fire power.

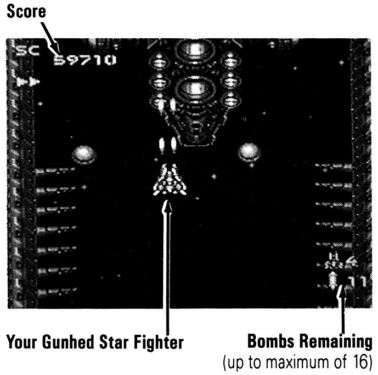
Controlling Your Star Fighter

Your Gunhed Star Fighter is controlled by using your TurboPad controller as shown in the diagram. Five different speeds are possible



using the SELECT Button (speeds are shown on the screen by the triangular mark(s) under the score).

Firing Your Weapons
Your Star Fighter carries two types of weapons: a powerful lazer cannon (Button II) and cluster bombs (Button I). The power of the lazer cannon can be changed and enhanced by acquiring certain "power up" items and



gel capsules along the way. The cluster bombs produce powerful explosions which inflict substantial damage on all surrounding aliens. The number of bombs remaining is displayed in the lower right-hand corner of the screen, and only this number of bombs can be used!

Increasing Firepower

As you move to higher levels, the power of your lazer cannon can also be increased by capturing gel capsules that are dropped by certain enemies.

Photon Blaster
Each lazer blast produces up to three explosions.

Field Thunder
A powerful lazer stream. As your level increases, the lazer will change its field of attack and pattern.

Power Wave
This is a lazer beam for wide-range attacks. As your power level increases, the beam increases its width.

Ring Blaster
Forms a protective barrier around your Star Fighter. The number of rings increases as your power level goes up.

Characters Possessing Power Up "Gels"
When you destroy certain members of the Dark Squadron, "gels" appear which can be retrieved to increase your ship's firepower. The enemy characters possessing these "gels" have distinctive characteristics, so try to remember them as you play. As the level progresses, 2, 3 or more items may appear in succession. To maximize your firepower, capture them all!

Power Up Items

Homing Missile
Enhances your Star Fighter by adding guided missiles which fire in many directions and seek out alien ships.

Shield
Strengthens your Star Fighter's shields for additional protection.

Multi-Body
Dopple-ship that follows the movements of your Star Fighter for additional firepower.

Full Fire
This item strengthens the power of your weapons.

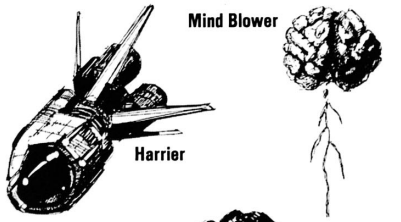
Completing Each Level—Collecting "Gels"
When an enemy is destroyed, a purple ball may appear. By collecting the following number of power-up balls, you can increase your Star Fighter's weapon level accordingly:

Level 0 to level 1 — 1 ball
Level 1 to level 2 — 2 balls
Level 2 to level 3 — 4 balls
Level 3 to level 4 — 8 balls
Level 4 to level 5 — 12 balls
Level 5 to level 6 — 16 balls

Enemy Characters of the Dark Squadron

The Dark Squadron's war machines are divided into two groups: characters which shoot from fixed positions, and flying characters that shoot from anywhere on the screen.

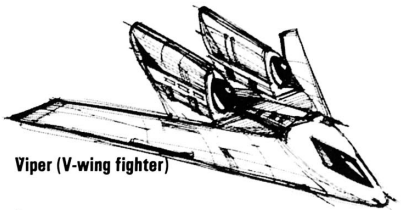
Each enemy character has its own particular attack pattern. Remembering these patterns will help you overcome your opponents!



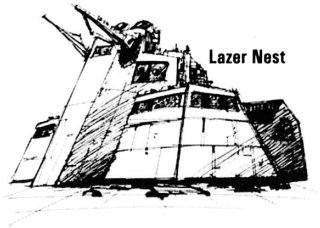
Mind Blower

Harrier

Bungo Box



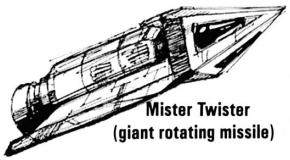
Viper (V-wing fighter)



Lazer Nest

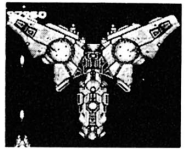
C-4

Shrapnoid (looks like a rock)

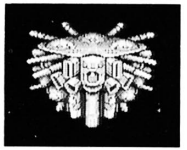


Mister Twister
(giant rotating missile)

Bosses of the Dark Squadron



TriClops
Giant attack craft that splits into three separate pieces.

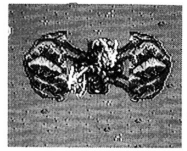


Gatling Gun
A giant cannon that fires multiple lazer bursts downward at your Star Fighter.

Big Borg
Armored space craft that expands to launch powerful plasma lazer blasts.

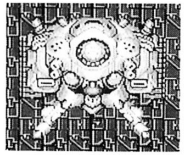
Tarax the Great
A spider-like creature that spits out bugs at you when attacking.

Space Prowler
A space creature that bubbles with green parasites.



Demon Rock
An indestructable rock that breaks open to reveal a two-headed dragon.

Space Parasite
The internal organs of an alien beast! They separate and use the floating rib cage as a shield from your fire.



Battle Tank
A massive machine that's fully armored and is only vulnerable when firing.

Bosses of the Dark Squadron

Skulldor
A giant skull that explodes to reveal another, more-powerful creature!

Space Siren
Beautiful, but deadly! This creature takes the shape of a human, but it really...

Master Computer
The final Boss in the game! You must blow its armor away to reveal...

The Dark Emperor
The most powerful of all enemies. This is the final attacker you must confront!

Playing Tips

Your Gunhed Star Fighter uses a variety of weapons and gel enhancements. The first step toward stopping the enemy and their leader is to increase your ship's power by efficiently using the available weapons in the proper areas where they are needed. In particular, you should base your decision about whether or not to take a power-up gel upon its suitability for the attack pattern of each enemy character and boss.

Printed in U.S.A.

TGM022989120M

This instruction manual is a digitalized version of the one included with the game's original release. It may contain content that is considered inappropriate by today's standards, but we have kept editing to a minimum in order to preserve the atmosphere of the original.
It may also contain features and controls that cannot be used with this product, or contact information that is no longer valid.

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現在では不適切と思われる表現が含まれることがありますが、当時の表現を尊重し最低限の編集にとどめています。また、本品では使用できない操作や機能、利用できない問い合わせ先が含まれることがありますのでご注意ください。