

SPACE HARRIER™



TURBO
16
GRAFX

Thank You

...for Buying this Advanced TurboChip Game Card, "Space Harrier."

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.

They Called it "Dragon Land."

Greetings, magical adventurer. Long ago, beyond the Milky Way, there was a planet of great beauty and peace. It was called Dragon Land, after the strange and wondrous creatures that lived there. Today, however, invaders from another planet occupy this



world and have destroyed all that was once good. Evil creatures rule the land. Danger waits at every turn. But now, one man will challenge these evil forces. It is you!

Armed only with an autolock energy launcher, you must save this beautiful land. Endowed with magical super powers, you face the enemy alone. But, ah, this is not the first time you have faced the impossible, is it? Your reputation precedes you, adventurer. For you are no common man, you are—the Space Harrier!

Object of the Game

Defeat the enemy forces and save Dragon Land. Score as many points as you can along the way. You start the game with three Harriers. An extra Harrier is awarded when you reach 5,000,000 points. When you lose all your Harriers, the game is over!

Note: Space Harrier is a one-player game.

Starting the Game

From the title screen, press the RUN Button. The mode selection screen will appear.

Selecting a Mode

Using the Select Button, choose one of the following modes:

Normal Mode Push the Direction Key up, and the Harrier will move up. Push the Direction Key down, and the Harrier will move down.

Reverse Mode Push the Direction Key up, and the Harrier will move down. Push the Direction Key down, and the Harrier will move up.

Pausing the Game

During any race, the game may be paused by pressing the RUN Button.

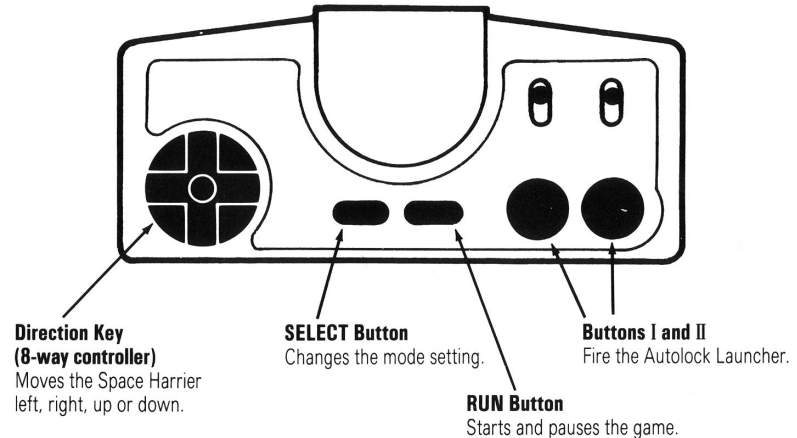
Resetting the Game

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.

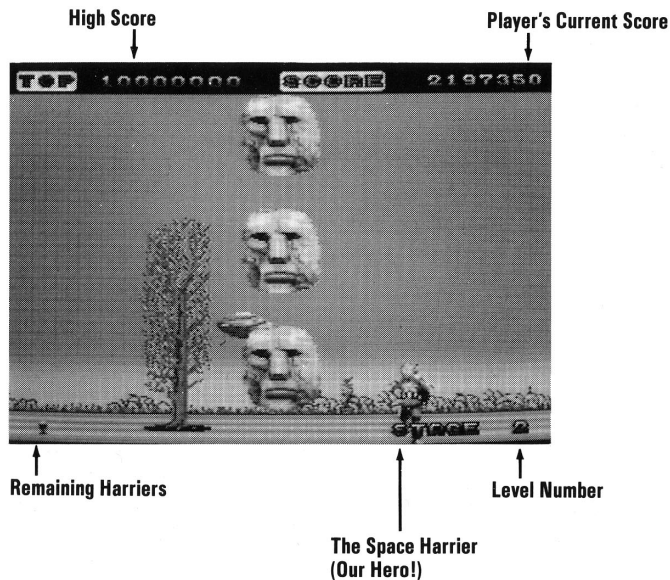
Moving the Space Harrier

The movements of the Space Harrier are controlled using your TurboPad controller. Mastering its operation is critical to your success.

Pad Operation



Screen Displays



Levels

Space Harrier features 18 different levels. At the end of each level, you must face an awesome "Boss" monster. Levels 5 and 12 are bonus point screens. During levels 5 and 12, a White Dragon will appear which Harrier can ride. Destroy objects by running into them for bonus points.

Level 1 Moot	Level 10 Minia
Level 2 Geeza	Level 11 Parms
Level 3 Amar	Level 12 Bonus
Level 4 Ceiciel	Level 13 Drail
Level 5 Bonus	Level 14 Asuite
Level 6 Olisis	Level 15 Vicel
Level 7 Lucasia	Level 16 Natura
Level 8 Ida	Level 17 Nark
Level 9 Revi	Level 18 Absymbel

Enemy Forces

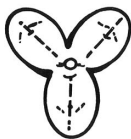
These are just a few of the monsters that attack the Space Harrier.



Mukadenss



Aidar



Tomoth



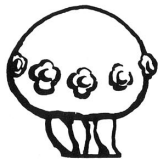
Jet 1



Venzveen



Mammoth



Roopar



Varel



Skeg

Enemy Forces

Here are six of the most-evil enemy bosses you must conquer.



Skayra



Oui Oui Jumbo



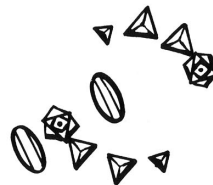
Godarni



Barda



Stanrry



Tetrahedron

Playing Tips

When fighting the Boss Dragons, take a defensive approach. Let them fire at you before you move into position to take a shot at them. Also, move the second that the Dragons or any other enemy fires since they are shooting at the location you currently occupy, not the one you are moving to.

When you hop on the White Dragon in levels 5 and 12, try to demolish as many of the trees and other items on the landscape that you can. These are always counted as bonus points and they can spell the difference between victory and defeat!

Don't worry if you run into any of the brush or other small surface items. They won't damage you in any way, but you will trip and not be able to fight or maneuver for a couple of seconds, so watch out!

There is a secret way to continue up to three times in Space Harrier! Clear 5 stages, then, when you see the high score registration screen, enter 123456 and the initials "CNT!"

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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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