

Dungeon Explorer II™

SEETHING PITS OF HORROR AWAIT THE UNWARY IN
THE ULTIMATE ACTION RPG... DUNGEON EXPLORER II



©1989, 1993 HUDSON SOFT
Illustration TAKUHITO KUSANAGI

COMPACT
disc

Shooting

SUPER
CD-ROM² SYSTEM



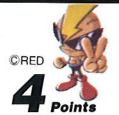
PS
RIGHT STUFF CORPORATION

HE
system

DUO™
T.T.I.

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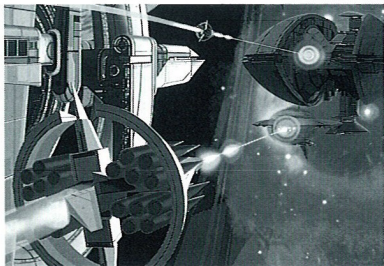
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6701 Center Drive West, Suite 500
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Thank You

...for Buying this Super CD Game.



Before using your new Super CD game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your hardware, and the precautions concerning the proper use of this Super CD game. Always operate your hardware and this Super CD game according to instructions. Please keep this manual in a safe place for future reference.

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WARNINGS

1. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2. Do not use this Super CD game with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3. Never open the CD player's cover while the Super CD is spinning. This may damage both the disc and the system.
4. Never pull the Super System Card out while the TurboGrafx-16 switch is in the "on" positions, as this may damage both the SuperSystem and the CD Interface Unit.
5. Do not wipe your Turbo Duo, TurboGrafx-CD player or Super CD with volatile liquids such as paint thinner or benzene.
6. Read this instruction manual carefully and keep it in a safe place for future reference.

Super CD's are made especially for use with the TurboGrafx-CD player with the Super System Card, or the TurboDuo™. They will not operate on other systems.

Any duplication of this software is strictly prohibited.

Care of Your Super CD Game and Getting Started

Care of your Super CD Game

1. Keep your Super CD game clean !
2. Make sure the shiny, "signal reading" side of your Super CD is clean at all times.
3. If your Super CD does become dirty, wipe it clean with a soft cloth.
4. Make sure that the surface of your Super CD does not get scratched.
5. Take the Super CD carefully in and out of its case.
6. Never write on your Super CD. Writing on it may damage its surface or interfere with its operation.
7. Never bend your Super CD.
8. Do not try to make the hole in your Super CD larger !
9. Place your Super CD back in its case when you have finished playing.
10. Avoid high temperature and humidity.

Getting Stated

<When you use TurboGrafx™ -CD Player with Super System Card>

1. Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your TurboGrafx™-CD Player's instruction manual).
2. Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game Interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3. Carefully insert the TurboGrafx *Super System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).

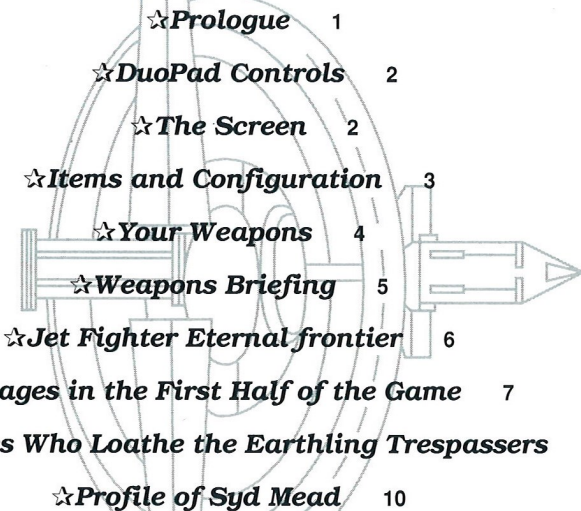
4. Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The Super CD system screen should appear.
6. Press "RUN" on your Turbo Pad to start the game.

<When you use TurboDuo>

1. Make sure your TurboDuo™, Game Interface, television and audio system are properly connected (refer to your TurboDuo™ instruction manual).
2. Plug your TurboDuo™ Power Adaptor into a wall outlet and slide the power switch to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3. Open the TurboDuo™ cover by pressing the round "OPEN" button. Avoid touching the inside of the unit. Never operate your Turbo Duo with the cover open.
4. With the game-title side of your Super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover.
5. Slide the Game Interface power switch on the bottom-left of the unit to the right ("ON" position). The Super CD system screen should appear.
6. Press "RUN" on your DuoPad to start the game.

* Super CD System Card available through 1-800-366-0136

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Prologue



The time is the remote future. Mankind is at last forced to pay the price for its selfish destruction of the global environment: to leave behind Earth for space. The age-old dream of advancing into space is coming true, but at a cost--human beings have lost their home, their roots, but not their yearning to walk on solid ground again. The sight of that beautiful blue marble every time they gaze upon the heavens only reinforces their attachment to Earth.

In the age of the exodus from Earth, human beings are acquiring technologies that partly compensate for giving up their home. A Warp Drive lets them travel through sub-space. SYD MEAD'S TerraForming will let them transform a planet to suit themselves. These technologies, long in the realm of theory, are now realities. Together they form the practical core of a project that would satisfy both the yearning for a planet of their own and the dream of traveling far into the Milky Way: the search for a new Earth.

They begin sending scout ships to nearby star systems--and one group discovers a planet. Like Earth of long ago, it is beautiful with a vastly rich natural environment. But this planet also brought about an encounter with beings alien to mankind.

Unfortunately, the encounter is not peaceful. Every creature on this planet, which bears traces of a once-flourishing civilization, seems filled with hostility. The planet itself seethes with hatred.

Then that hostility and hatred come to the surface: during a survey of the planet, some of the aliens attack the explorers. Several die, but the experience of that survey group leads to a hypothesis: the planet does not welcome the appearance of intelligent life. It seems as if the planet itself is acting as a single living entity with a will of its own--and it hates the earthlings.

Several scientists, however, propose a solution. They would communicate with the planet's mind: the planetary brain that has formed through a linkage of all the living beings on it. If the planetary brain permits humans to land on this world, then humankind can enter its next phase of evolution there. The humans' only choice is to risk it all on the scientists' project.

It's time for our pilot hero to play his role.

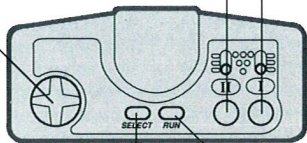
DuoPad Controls

I Button

Lets you adjust your aircraft's speed in four steps. It also Backfires when you increase speed, This Backfire can also be used to knock out enemies.

Direction Key

This key lets you control your aircraft's movements in eight directions. It is also used to set the START/CONFIG (configuration) parameters.



Select Button
Not used.

II Button

Releases your Main Shot and Optional Weapons. Hold this key down to rapid - fire attack targets with continuous fire. Release it to charge up the psycho-wave cannon. Press the button when the canon's energy level is at MAX and you'll release a bolt of psycho-wave-form energy.

Run Button

Use this button to start, pause and unpause the game.

The Screen

Speed gauge

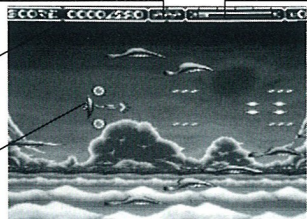
Indicates your craft's current speed.

Score

Shows how many points you have earned in the game so far.

Your aircraft

The "Eternal Frontier" jet fighter you are flying.



Energy gauge

Indicates how fully charged the Wave Cannon is.

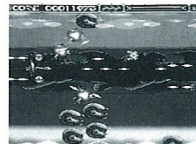
Aircraft remaining

Indicates the number of aircrafts you have left.

Items and Configurations

Items

You will be sent support capsules occasionally in each stage. Shoot open the capsules and pick-up the items inside; they will help you in your struggle. Note that the Power Up item alone does not come in a capsule.



Power Up

Intensifies your Main Shot.

Homing Vulcan

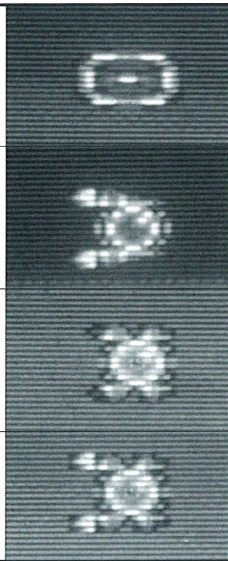
Lets you fire shots that automatically home in on the enemy.

Wide Shot

Lets you fire shots that spread out over a wider area.

Laser

Lets you fire an intensely focused laser beam.



Configuration

Place the cursor on CONFIG and press the RUN Button to enter Configuration mode, in which you can change the parameter settings. Move up and down the list of parameters with the Direction Key to select the parameter you want to set, and use the left and right Direction Key to turn it on or off.

MUSIC

To hear background music while playing the game. (Press the II button to hear it.)

SE

To hear sound effects while playing the game. (Press the II button to hear them.)

LEVEL










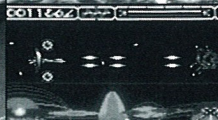
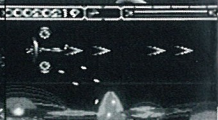


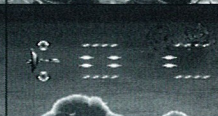

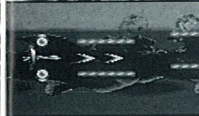
To set the level of difficulty for each game. NORMAL is the simplest level. The others, in order of increasing difficulty, are HARD, METAL, and SLASH. To leave Configuration mode, press the Run Button.

Your Weapons

When you press the II Button, your aircraft shoots its standard weapon, the Main Shot, to attack your enemies. Pick up the square green Power Up items to enhance the power and size of your Main Shot; four Power Up stages are possible. If your Ship gets hit, your Main Shot's power drops down a level. An enemy hit while you are at the initial level 1 setting will

destroy your ship, leaving you with one fewer aircraft to use.

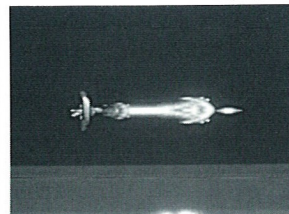
In addition to your Main Shot, you have three types of spherical Optional Weapons above and below your aircraft. Each time you pick up another optional weapon of the same type, that weapon receives an additional boost of power. Four Power Up stages are possible.

Name/Power	Level 1	Level 2	Level 3	Level 4
Power Up (green) Enhances your Main Shot.				
Wide Shot (yellow) Attacks enemies in a wide area. When your Wide Shot has been enhanced, you can also shoot behind you.				
Homing Vulcan (blue) Guided missiles home in on the enemy.				
Laser (red) Shoots out a highly focused laser beam.				

Weapons Briefing

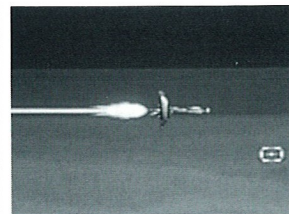
Breaking through the powerful neurological network that links all living creatures on the planet requires controlling it by means of an even more powerful psycho-waves. Thus, the energy source for each type of shot is a Psycho-wave Generator. The weapons emit Psycho-energy Bombs. The energy is shot out from the tip of the aircraft, while the gravitational field control system on board causes an instantaneous distortion in gravity. The result gives the psycho-waves a moving vector.

Weapons



Wave Cannon

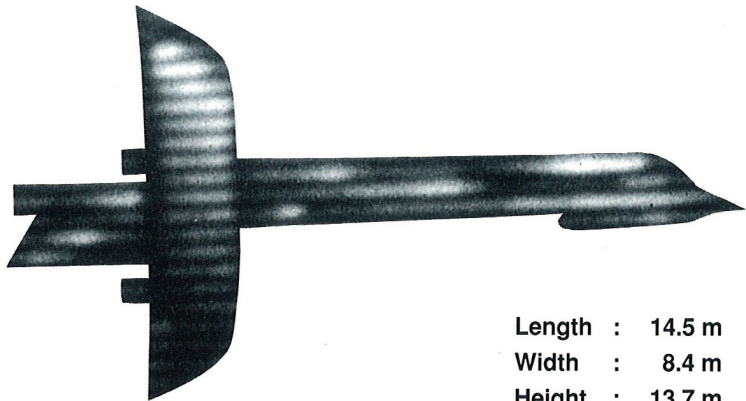
The psycho-wave is shot out by a continuous emission of ordinary energy combined with a distortion in gravity. Increasing the duration of the energy burst boosts the Wave Cannon's power.



Backfire

When you change speed, the aircraft engine Backfires. Use the Backfire to inflict damage on the enemy.

Jet Fighter Eternal Frontier



Length : 14.5 m
Width : 8.4 m
Height : 13.7 m
Weight : 17.5 t

This fighter is designed as an all-around craft that delivers authoritative power, no matter what the circumstances are. It can operate not only in space and in the atmosphere, but also underwater. Equipped to handle every situation, the aircraft responds smoothly to your requests for constant changes in speed--from Mach speeds to ultra-low hovering speeds.

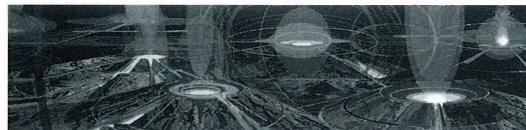
Its on-board gravitational field control system and photon beam inertial flight system provide a consistent propulsive force, no matter what the conditions. The airframe itself can control its gravitational field, in the same way, to shoot energy bombs. Its versatile weaponry makes this jet ready to handle almost any situation.

Stages in the First Half of the Game

Each stage in SYDMEAD'S TerraForming puts you in a challenging situation on the planetary surface. The graphics for each stage were created from illustrations drawn by Syd Mead himself. His abstract designs suggest a planet totally different from our home, yet a close look at these compositions reveals points in common.

Syd Mead's designs for three stages are shown below. As you will see when you begin playing SYD MEAD'S TerraForming, the graphics faithfully recreate his fantasy-like world.

Stage 2



Stage 2 in the game.



Stage 3



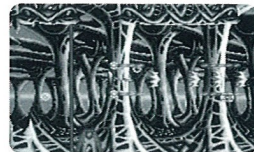
Stage 3 in the game.



Stage 4

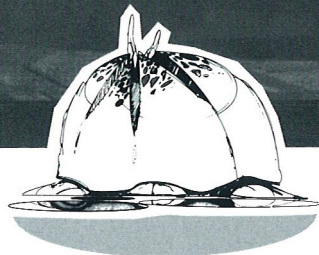
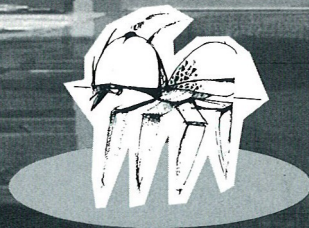
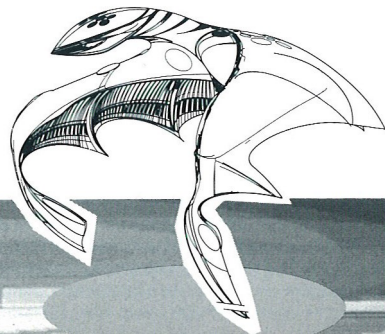
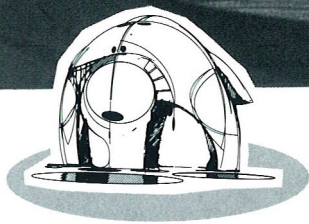
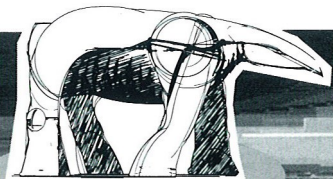
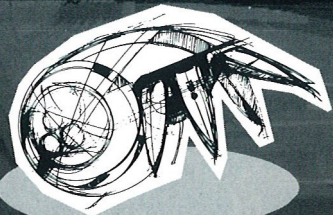


Stage 4 in the game.



Creatures Who Loathe the Earthling Trespassers

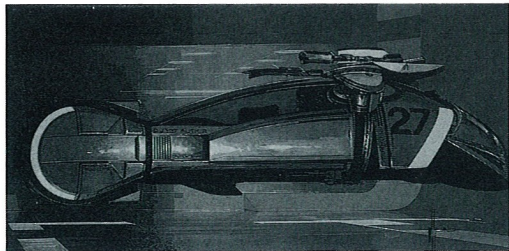
The living beings on this planet are united in threatening the earthlings who would invade their planet. Could it be that they are joined together in a powerful neural network? Their will seems to be the will of the planet itself.



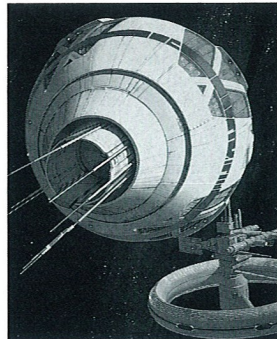
Profile of Syd Mead

Sydney (Syd) J. Mead was born in St. Paul, Minnesota, on July 18, 1933. A child prodigy who had discovered the laws of perspective for himself by the age of four, his repertoire by age ten had expanded to include imaginary vehicles. His parents hoped that he would become a missionary, but he left the Canadian religious college they sent him to after just one year, and found work as an animation inker. He later entered an art school, where he was recognized as a soaring, once-in-a-century talent. After graduation, he accepted a job with Ford Motors, then went free - lance after two years. He succeeded in selling many corporations on the utility of his creative illustrations in advertising. In August, 1970, he founded Syd Mead, Inc., and in the late 1970s he became involved in creating graphics for the movie industry as well.

Mead, a pure industrial designer, does not create his designs out of thin air. Thus, his work for Star Trek (1979), Blade Runner (1982), and Alien 2 (1986) was both fresh and realistic. These designs set a new standard for movie art, with an overwhelming impact on science fiction and special effects movies in general.



A spinner from the movie Blade Runner



The Helios from the movie Crisis

Games are the next generation of visual entertainment!

Games are the next generation of visual entertainment!

What makes a video game? A combination of elements--story, graphics, characters, and mechanics. That seemed similar to the movies I have worked on, but in fact a game is totally different. It's taken the assistance of the brilliant Right Stuff staff to make my ideas and designs take shape as a video game.

The biggest difference I found in doing the designs for SYDMEAD'S TerraForming was the way the graphics are presented. When making a movie, we're always thinking about camera angles, but the graphics in a game flow past like the scenery outside a window; the effect is flatter than in a movie. When I actually saw the video game in full motion, however, I was surprised at how three-dimensional it appears.

Games are a fresh new world to me. It's a challenge for me to bring my designs to life in this environment, restricted by the hardware's capabilities and stretched by the need for both story and design to work. I'm delighted that, through games, more people will be able to see my designs. I'm also grateful to the Right Stuff Corp.: only by working with these talented people was creating this game possible.



Call the Turbo Team at (310) 337-6916
for help and game tips!





MEMO



MEMO

★WARNING★

READ BEFORE USING YOUR GAME SYSTEMS

A very small percentage of the population may experience epileptic seizures when exposed to certain light patterns or flashing lights of various combinations. When exposed to these certain patterns or backgrounds on a television screen or while playing video games, individuals may experience an epileptic seizure or symptoms even in individuals who have no history of epilepsy or prior seizures. If you, your friends or anyone in your family have an epileptic condition, please consult your doctor prior to playing video games. If you experience any of the following symptoms while playing video games: altered vision, dizziness, eye or muscle twitching or other involuntary movements, disorientation, loss of awareness, mental confusion or convulsions- DISCONTINUE USE AND DO NOT RESUME PLAYING UNTIL YOU HAVE CONSULTED WITH YOUR PHYSICIAN.

We advise that you limit your actual game playing to one hour per day and take periodic breaks of 10 to 15 minutes during this period.

Super CD Game Disc 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 of 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

For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 7:00 P.M. Central Time.

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EXCLUSION OF DAMAGES

TTI'S LIABILITY FOR ANY PRODUCT IS LIMITED TO THE REPAIR OR REPLACEMENT OF THE PRODUCT AT OUR OPTION. TTI SHALL NOT BE LIABLE FOR:

1. Damage to other property caused by this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
2. Any other damages, whether incidental, consequential or otherwise.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY

This warranty gives you specific legal right, and you may also have other rights which vary from state to state.

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