Have you tried these other TurboGrafx™ CD game game discs?

- Fighting Street™
- Monster Lair™
- Y's™–Book I & II
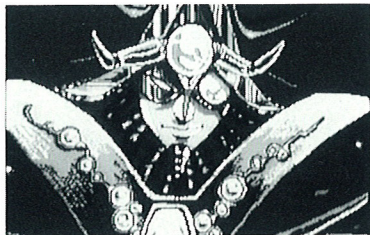
Valis II

NEC

TURBO GRAFX 16

...for Buying this Advanced Turbo-Grafx™-CD Game disc, "Valis II."

Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD unit, precautions concerning its use and the proper use of this CD game disc. Always operate your TurboGrafx-16 Super-System and this CD game disc according to instructions. Please keep this manual in a safe place for future reference.

© 1990 Sin Nihon Laser Soft
© 1990 Telenet Japan Co., Ltd.
TurboGrafx™-CD Player
TurboGrafx™-16 Entertainment SuperSystem

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 CD game disc 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 player cover while the CD is spinning. This may damage both the disc . and the system.
4 Never pull the System Card out while the TurboGrafx-16 switch is in the "ON" position, as this may damage both the Super-System and the CD Interface unit.
5 Do not wipe your Entertainment SuperSystem, TurboGrafx-CD Player or TurboGrafx-CD game discs with volatile liquids such as paint thinner or benzene.
6 Read this instruction book carefully and keep it in a safe place for future reference.

TurboGrafx-CD discs are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and TurboGrafx-CD Player. They will not operate on other systems.

*Any duplication, copying or rental of this software is strictly prohibited.

Care of Your CD Game Disc

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

Getting Started

1 Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your Turbo-Grafx-CD instruction manual).
2 Plug your TurboGrafx-CD Power Adapter into a wall outlet and slide the Game Interface power switch (the lower switch) to the right (ON position). Turn on your TV and make sure it is on the correct channel.
3 Carefully insert the TurboGrafx-CD System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the 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 the CD game disc facing up, set your disc into position (make sure that the hole is centered on the spindle). Close the cover. The initial TurboGrafx-CD screen should appear.

Long ago, in the ancient Land of Vecanti, a kind and generous King ruled the countryside. But alas, one day the mighty King Rogress died. As the people of Vecanti mourned his death, the country fell into a state of war and despair.

An evil army, headed by the Emperor Magus, has all but defeated the followers of the dead King Rogress. Rising to the occasion, for the first time ever a young woman named Yuko is chosen to become a Valis warrior.

With a keen mind and strong body, Yuko has something the Evil Emperor Magus fears—the legendary Sword of the Kingdom, Valis II. With heroic strength and the power of this magical weapon, Yuko sets out to destroy Magus and his savage army. She is aided by a friendly ghost, Reiko. But beware, Yuko. Magus has sworn an oath that he will take your life and become the new King of Vecanti. The fate of the Kingdom is in your hands!

Object of the Game

Defeat the evil army and bring peace to Vecanti. Use the magic of Valis II, power-up items and other weapons to your advantage. Score as many points as possible during the course of the game.

**Please note:** Valis II is a one-player game.

Starting the Game

Press the RUN Button

From the initial TurboGrafx-CD screen, press the RUN Button. When the game title screen appears, press the RUN Button again.

Choose BEGINNING or CONTINUE

Use the Direction Key to indicate your choice, and press the RUN Button to enter your selection. If you choose "Beginning," the game will start from the opening of the game. If you choose "Continue," the game will start from the location you previously saved in the game (see "Saving Data" on page 8 of this manual if you do not understand this procedure). If no game has been saved, game play will start from the beginning.
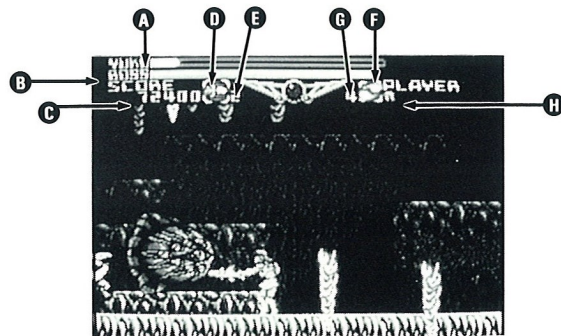
A **Life Gauge**
This shows how much life or "vitality" Yuko has left. When this gauge runs out, you lose one "Yuko."

B **Boss Character's Life Gauge**
Shows how much life the Boss Character(s), who enter the scene at the end of each stage, have left.

C **Score**
You get "1 UP" (one extra "Yuko") when you hit 20,000 points, 50,000 points, and each 50,000 points thereafter.

D **Offensive Item**
Indicates which weapon Yuko is using at present. There are 4 types of weapons and you can change the one Yuko is using by obtaining a different "item."

E **Offensive Item Attack Level**
Shows the "attack level" or power of a weapon. This is not affected when you change weapons, but reverts back to Level 1 if your Life Gauge zeroes out.

F **Special Item**
Shows which "special item" Yuko has. When Yuko takes a new item, it replaces the one she aleady has!

G **Number of Times You Can Use a Special Item**
This shows the remaining number of times you can use a special item which you possess.

H **Number of Yukos Remaining**
When this reaches zero, the game is over!

Operating Controls

The movements of Yuko are controlled with your TurboPad controller. Here is a brief explanation of its components and functions in Valis II.

TurboPad Operation
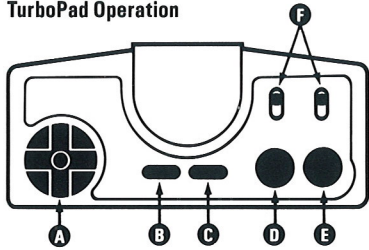
Ⓐ Direction Key (4-way Controller)
UP For using "Special Items."
LEFT and RIGHT For moving Yuko.
DOWN For crouching (you cannot move).

Ⓑ SELECT Button
Not used in this game.

Ⓒ RUN Button
Starts and pauses the game.

Ⓓ Button II
For attacking.

Ⓔ Button I
For jumping (the height of your jump corresponds to the length of the time you hold down the Button).

Ⓕ Turbo Switches
Suggested settings:
Right TurboSwitch: "OFF" (Bottom)
Left TurboSwitch: "HIGH" ((Top)

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

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

"Save" and "Continue"
"Save" occurs automatically each time you clear a stage. When you reach "Game Over," you can continue the game from the same stage where you left off if you select "Continue." Be careful, though, because "Save" is impossible if there is not a completely free area in the interface unit's memory. See "Saving Data with Your TurboGrafx-CD" on page 8 of this manual.

"Damage" Scoring System
Valis II is based on the damage scoring system. Although Yuko has multiple "lives," your playing time for each life depends upon how much damage you receive from Emperor Magus' Evil Forces. When all your lives are gone, the game is over.

How the Game Progresses and Power-up Items

Two Kinds of Scenes Alternate Throughout the Game
Valis II is made up of 6 stages. Each stage consists of a visual scene which is a story, and an action scene which is where you play the game. These scenes alternate throughout the game.

Visual Scene
The story unfolds as you watch. Nothing is required of you in terms of playing the game.

Note: Do not press the RUN Button or you will skip over the dialog.

Power-up Items
Increase Yuko's powers by collecting these "power-up" items during the game. Some items appear anywhere in the game, and others appear only when you defeat an enemy.

Offensive Items
Items used in attacking. When Yuko changes weapons, the weapon strength level is not affected.

Action Scene
After the visual scene, the action scene begins. This is where you play the game, controlling Yuko and fighting your enemies. You must clear each action scene to advance from stage to stage.

A Middle Boss Attacks!
When the background stops scrolling, a Middle Boss will enter the scene. You cannot proceed with the game until you defeat this Boss!

A Final Boss Attacks!
A one-on-one fight with the Boss Character awaits you at the end of each stage!

Normal Weapon
Yuko is equipped with this weapon from the start.

Cutter Weapon
This weapon can neutralize enemy fire.

Homing Weapon
This weapon defeats enemies by chasing them down.

Dual Weapon
Allows you to attack in two forward directions at once.

Defensive Items
Items that protect Yuko. These items increase Yuko's fighting ability and are useful in combat.

Magic Boot
Allows Yuko to move more quickly for a set amount of time.

Shield
Decreases the damage inflicted by enemy attacks.

Power Up
Increases the offensive "item" level.

Vitality
When you take this, Yuko's life gauge is increased to its maximum.

Other Items
These are bonus items which affect Yuko's Life Gauge, offensive and defensive powers, score and other parts of the game.

1 UP
This item gives you one extra Yuko.

Crystal
You get 1,000 bonus points!

Special Items
These items have special effects. However, they are limited in the number of times they can be used and the length of time they are effective.

Crusher
Inflicts damage on every enemy on the screen.

Power Surge
For a set period of time, Yuko is invincible.

Hour Glass
For a set period of time, enemies stop moving.

Protective Barrier
Sets up a protective wall around Yuko.

Total Life Restorer
Yuko's Life Gauge is totally restored.

Partial Life Restorer
Yuko's Life Gauge is partially restored.

Haizon
The Ghostly Guardian

Magus
The Evil Emperor

Stinger
The Berserk Insectoid

Gadelle
The Savage Yellow Dragon

Guyus
The Blue Rhinoceros

Zarooga
The Fighting Red Dragon

Alfess
The Scarlet Flame

Gillan
The Black Panther Dragon

Toe
The Red Lotus

Aless
The Masked Warrior

Hallon
The Death Pod

Your TurboGrafx-CD system features back-up memory. In Valis II this means you can stop playing anywhere in the game and start again from the beginning of the same stage—even if your system has been turned off!

Automatic Save Feature
Your TurboGrafx-CD system will automatically save the "data" (remember where you were in the game) when a stage is cleared. Remember that if you reset the game, or turn off the power before the stage is cleared, the data will not be saved. You can save only the highest level or stage you have reached in the game. You cannot return to previous levels without restarting the game.

What to do if your Memory Unit is at Full Capacity
If your Memory Unit is at full capacity, eliminate the "data" (other stored game information) you do not need by following the instructions that will appear on the screen.

"Initialization" of the Back-up Unit
Your Back-up Unit must be "formatted" (made operational). Please see your TurboGrafx-CD manual for further instructions.

To Avoid Losing "Data"
Game information may be lost if the Back-up Memory Unit is dropped or exposed to heavy shock. Do not touch the connection (expansion bus) between the TurboGrafx-16 and the TurboGrafx-CD.

Note: You must "recharge" your system by turning it on at least every two weeks or your data will be lost.

Playing Tips
After the game has ended, and the credits have appeared, do not turn off the system. "Special Effects" will take place in which you are sure to find something good!

Stop and fire as soon as an enemy appears on the screen and be sure to watch behind you!

Remember, you will lose your current enhancement when you die or pick up a new one. Therefore, use your enhancement when you need it because you might not have it for long!

If there seems to be an "endless" amount of enemies attacking you, move forward slightly and they should stop.

If there appears to be nowhere to go when you reach a cliff, wait to see if a sliding bridge appears.

Before climbing aboard elevators or jumping down crevices, check all over for weapons and enhancements. Go as far to the left or right as you can to look for possible hidden treasures.

Sometimes it is to your advantage to avoid picking up a different weapon than you already have. This way, you have a chance of finding another one like the one you have and increasing it to full power by getting three of one kind.

Call the TurboTeam at (708) 860-3648 for additional game-playing tips!

NEC TECHNOLOGIES, INC. ("NECT") warrants this product to 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 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:

1. Any product that is not distributed in the U.S.A. by NECT or which is not purchased in the U.S.A. from an authorized NECT dealer.

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
For warranty information or game support, call 1-800-366-0136, Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time.

LIMITATION OF IMPLIED WARRANTIES
ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY.

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

1. Damage to other property caused by any defects in 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 EXCLUSIONS OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state