

Have you tried  
these other TurboChip™  
game cards ?

- Falcon™
- Bonk's Revenge™
- Night Creatures™
- Gunboat™

Distributed by  
**Turbo Technologies, Inc.**

6701 Center Drive West, Suite 500  
Los Angeles, CA 90045

"TurboGrafx", "TurboChip",  
"TurboExpress", "TurboPad" are  
trademarks.

New Adventure Island is a  
trademark of Hudson Soft

Printed in Japan

TurboChip™ Game Card  
manufactured in Japan.  
90-day limited warranty (details  
inside).

TGX040080

Printed on Recycled Paper



# THANK YOU !

...For buying this advanced TurboChip game card, "New Adventure Island™"



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.

© 1992 Hudson Soft  
All rights reserved

TurboGrafx™-16 Entertainment SuperSystem  
TurboChip® Game Card  
TurboExpress™ Handheld Entertainment System

## WARNINGS

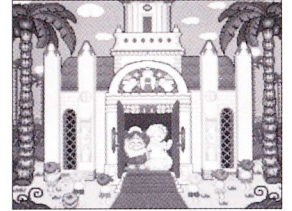
- 1 This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing 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, 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 the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.



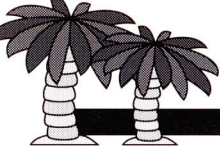
The peaceful kingdom of Adventure Island is in an uproar. What's going on ? Today is the day that Master Higgins weds Tina, the new "Miss Island". Everyone is gathered at the church to celebrate their wedding when--the evil Baron Bronsky appears. For years he has secretly yearned to marry Tina, himself, and now he's furious. He barges in and carries Tina off to his domain, along with six children from the wedding. He hides the children on six islands occupied by his underlings and takes Tina to his own personal island, where he plans to hold his own wedding ceremony and make her his wife. But now it's Master Higgins who's mad. "Bronsky will never get away with this," he growls. He vows to rescue Tina. But before he can reach Bronsky's



own island, he must first rescue the children hidden on the other six islands. And, naturally, every island is filled with obstacles to hinder his quest. Will he be able to rescue the children and save Tina before she's forced to marry the evil Bronsky ? You are Master Higgins and Tina's fate is up to you.





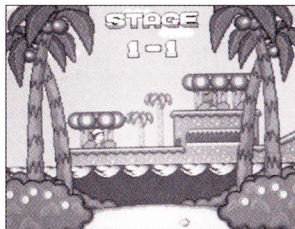


# How to Get Started and Use the Controller

When you see the Title Display, press RUN to start the game.  
When you see the Opening or Demo display, pressing RUN will take you back to the Title Display.



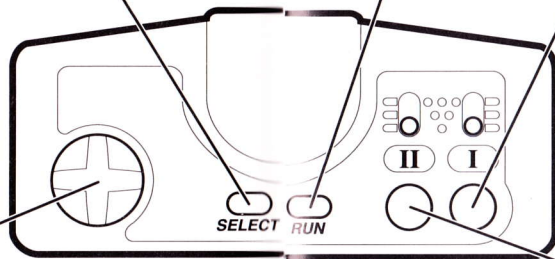
Title Display



Area Display

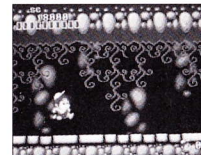
**Select Button**  
Press to select Start or Continue.

**RUN Button**  
Press to start the game or to pause it.

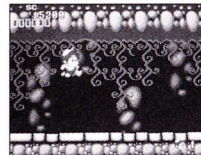


**Direction Key**  
Control Master Higgins movements.  
Also determines whether weapons are thrown forward or backward.

**Button I**  
Press to make Master Higgins jump. The longer you hold it down, the farther he jumps.



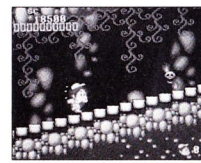
When you press briefly.

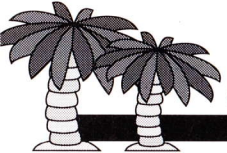


When you press for a long time.

**Button II**  
Press to attack when holding a weapon.

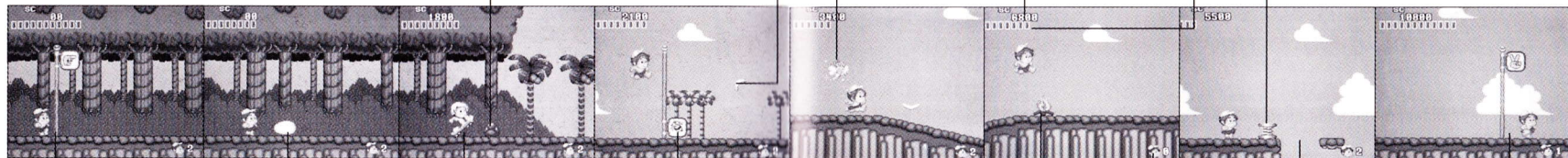
**Speed Run**  
If you press Button II while holding down the left or right Direction Button, Master Higgins will dash in the direction indicated.





# Here is what you have to do to win at New Adventure Island.

Master Higgins's New Adventure Island game works as you can see illustrated below. As Master Higgins, you must reach the goal in each separate area on each separate island before going on to the next. (The following shows selected screens only.)



**Start**  
Get started quickly. Moving slowly will only cost you energy.

**The First Egg**  
There's a hatchet inside. If you kick the egg, it will fly out.

**The Skateboard**  
When you ride the skateboard, you move faster, and if you reach the goal while riding it, you get a bonus. On the other hand, you can't go backwards or stop. If you run into an enemy, it vanishes.

**The Mid Point**  
If you reach this point before you slip, the game will start over. (The game will then start over from the beginning of the last area you reached.)

**Fires**  
You have to be nimble and jump over them. Master Higgins touches the fire, he'll burn up.

**NUMBER OF MASTER HIGGINS REMAINING**

**Gulches**  
Fall in and Master Higgins is dead.

**Goal**  
When you pass the flag with the V sign, you win this round. Your remaining energy points are added to your score as a bonus.

**Tripping Stones**  
If Master Higgins trips on one of these stones, his energy level drops two points.

**Boomerangs**  
They are flying through the sky. Sometimes they're hidden in eggs. Each can only be thrown twice.

**Honey Girl**  
She's invincible, but will stay with Master Higgins for only eight seconds.

**CURRENT SCORE**

**Vitality**

As time goes on, Master Higgins' energy level decreases. Eating fruit restores it a little, but when his energy falls to zero, one Master Higgins is gone.

**Trampolines**

Allow you to make a big jump.

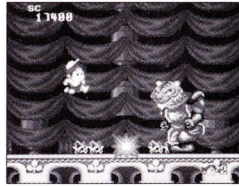
*\*There are, of course, some items and traps we haven't introduced.*



# Stages and Showtimes

## Seven Stages

To win New Adventure Island you must pass through seven stages of play. Each stage is divided into four areas. In the last area of each stage, you'll encounter a Boss. To rescue a kidnapped child, the Boss must be defeated. The last stage is Bronsky's own castle. And do be warned--Bronsky is the hardest to beat.



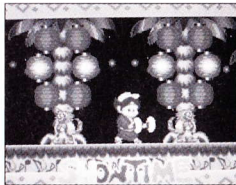
The Boss called Tigress

## Showtimes

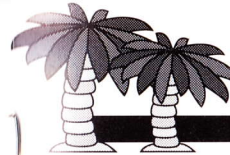
When you finish each stage, Master Higgins and his Adventure Island friends will put on a show for your entertainment. Stop and enjoy it before you go on to the next stage.



Watch us dance !



Now watch us rap !

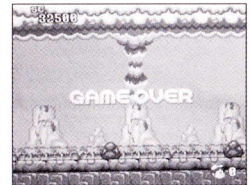


# Game Over and Continue

When your score reaches 10,000, you'll get another Master Higgins. You'll get a second at 20,000, and then add one more each time you've scored another 20,000 points. But do be careful. In the following situations, you'll lose, not gain, one.

- When you're hit by an enemy or an enemy's attack or when you run into an obstacle.
- When you fall into a gulch or into the sea or fall from a cloud.
- When your energy level reaches zero.

When you slip and there are no more Master Higgins left, the Game is Over. The display will show the message "CONTINUE." If you press the RUN button, you will start over from the last area you reached. If you

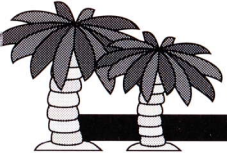


want to start over from the beginning, use the SELECT button to choose "START" before you press the RUN button.

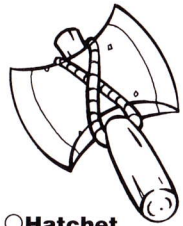


*You can CONTINUE as often as you like !*





# Be Sure You Know How These Items.



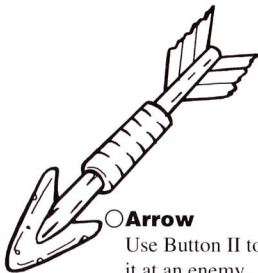
## ○ Hatchet

Use Button II to throw it at an enemy.



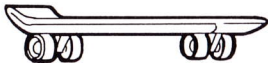
## ○ Boomerang

Use Button II to throw it. (You can only throw it twice.)



## ○ Arrow

Use Button II to shoot it at an enemy.



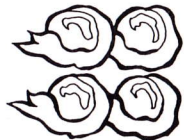
## ○ Skateboard

Allows you to move faster. But you can't move backward or stop. Reaching the goal while riding it earns you a bonus point.



## ● Flower

Twice as many bonus points as fruit.



## ○ Magical Fire

Use Button II to shoot it at an enemy. It's very powerful.



## ○ Honey Girl

For the eight seconds it stays with Master Higgins, you are invincible.



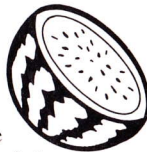
## ● Egg Plant

Increases speed of energy loss.



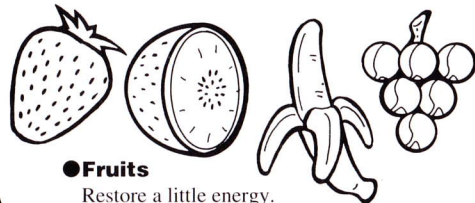
## ● Milk

Restores all your energy.



## ● Watermelon

Appears if you've captured the same fruit five times in a row. Restores all your energy.



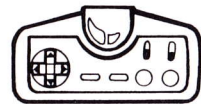
## ● Fruits

Restore a little energy.



## ● Jewel

Wins you bonus points.



## ● Controller

Appears when you defeat the Coyote by attacking it from behind. Wins bonus points.



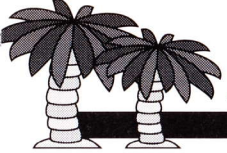
## ● Pudding Parfait

Increases your energy up to 16 times. (No higher than the original level.)



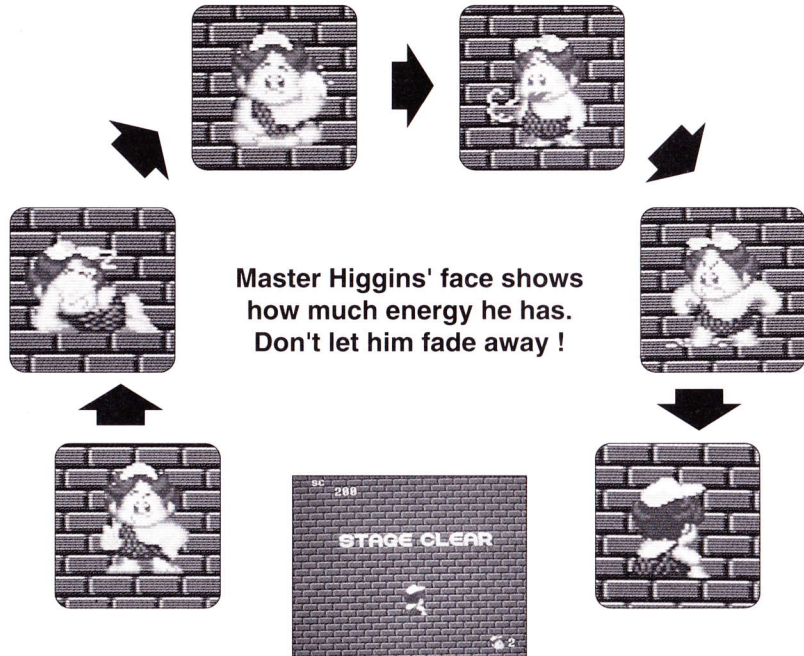
## ● 1 UP

Gives you another Master Higgins.



# Master Higgins

## Memo



# Memo

## TurboChip® 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 or 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.

### LIMITATION OF IMPLIED WARRANTIES

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are limited in duration to the length of this warranty, and are subject to all conditions herein.

### 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 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.

Turbo Technologies, Inc.  
6701 Center Drive West, Suite 500  
Los Angeles, CA 90045