Thank You

...for Buying this Advanced TurboChip Game Card, "Dungeon Explorer:"
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.

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.
Welcome, adventurer, to a strange land. This is a world of magic, potions, alien masters and hidden dangers. But listen closely now, for you are the last hope of this once peaceful nation.

You are in the land of Oddesia. Summoned by the former king, you have been sent on a mission. Somewhere deep within the ancient dungeons of this broken land lies a sacred stone. This “ORA Stone” possesses the powers of life, light and happiness. Long ago, before the attack of the alien race that conquered and now rules this land, it was hidden deep within these caverns. The aliens still rule Oddesia with terror and violence. Strange and dangerous creatures occupy the underground labyrinth of the dungeons, wherein lies the stone. The alien King, Natas, himself searches for the Stone. He promises death to anyone that stands in his way.

Your mission is to find the ORA Stone, return it to the Oddesian people and restore peace to the land. But beware! The aliens know of your mission and are determined to stop you. If you must venture alone, then go! But hear my words, brave soldier. Consider gathering your friends in this gallant quest. Help each other to reach the ORA Stone. The hearts of the Oddesian people go with you!
Dungeon Explorer

...is a Multi-player Adventure Game, Set within a Subterranean Labyrinth

Dungeon Explorer is a multi-player adventure game that as many as five people can play simultaneously. For more than one person to play, you will need the TurboGrafx-16 TurboTap accessory as well as individual TurboPad controllers for each person.

Game Structure

The game is composed of over a dozen individual levels in which a variety of dungeons, villages and castles appear. Each player takes on the abilities of a play character during the search for the stone—fighter, warlock, thief, etc.—and may fight the aliens and work together in the search for the ORA Stone. In the “conversation” mode you actually listen in on discussions between characters, obtaining clues and information that help in your search.
Object of the Game

Find the sacred ORA Stone and return it to Oddesia. Defeat the aliens that try to stop you.

Starting the Game and Registering Players
First, connect each player’s TurboPad controller to the TurboTap accessory.

Next, insert your Dungeon Explorer game card according to instructions, and when the title screen appears on your television, push the RUN Button to register all participating players. Then, by following the procedure described below, perform Character Select or Password Input to decide which character you want to become in the game.

Character selection takes place at the bottom of the screen. Each player, using the Direction Key and Button I, selects MEMBER (Character Select) or PASSWORD (Password Input). No two participants may use the same character at the same time.

Character Select
Characters are reviewed by up and down movement of the Direction Key and selected by using Button I. Characters start with level 1 abilities.

Password Input
Use the Direction Key to input the password. It is possible to restart a previous game by using the password function.

Pausing the Game
During play, pressing the RUN button of any controller will pause the game.

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.
Operating Controls

During ordinary game play, the operating controls are as shown in the diagram. (If Button II is held in the pressed position, continuous firing of the attack weapons is possible). When one is in the Conversation Mode, it is possible to advance the conversation forward by pushing Button I.

- **Direction Key**: Controls movement of characters.
- **SELECT Button**: Change of magic method (offensive or defensive).
- **RUN Button**: Pauses the game. Displays player status.
- **Button II**: Attack with weaponry.
- **Button I**: Attack with magic.
Dungeon Explorer Screen Displays and Scroll

With several players, the screen may not scroll if different players are proceeding in separate directions. In this case, players should consult with each other and then proceed in the same direction.

When players have proceeded on to different screens (as will occur, for example, when a stairway is used), then priority will be given to the last player who exits the screen.

At the bottom of the screen is the status area. Here, levels and other information on each player are displayed (details appear on the next page).

Remember to always consider your direction before proceeding.

Condition Status
This display shows the condition of players one to five. Players are presented in order, starting with the block to the left.

Condition Display
During normal play the condition for each player is shown. If the RUN Button is pushed, the display will change as shown below.

A Kind of Character
B Hit Points
C Magic Used
D Magic Frequency
Dungeon Explorer Screen Displays

When the RUN Button is pushed, the above display will appear. If you line up the cursor with an item, and then push Button I, three types of conditions will be displayed.

Password Display
The current password becomes visible.

Status Display
Displays the four items of data for a character.

The meaning of each data item is as follows:

AG (agility) An indication of coordination and quickness of movement.

AT (attack) An indication of ability to attack with weaponry.

ST (strength) Indicates bodily strength.

IN (intelligence) Indicates mental power (effectiveness of magic).

Level Display
Displays the current level and maximum hit points.
## Characters

Choose among these eight characters at the outset of the game. Each character differs in his or her type of magic, attacking power and ability to move. Select a character based on these specialities.

<table>
<thead>
<tr>
<th>Fighter</th>
<th>Bard</th>
</tr>
</thead>
<tbody>
<tr>
<td>White Magic</td>
<td>White Magic</td>
</tr>
<tr>
<td>Black Magic</td>
<td>Black Magic</td>
</tr>
<tr>
<td>Magic Shield</td>
<td>Magic Saber</td>
</tr>
<tr>
<td>Thief</td>
<td>Bishop</td>
</tr>
<tr>
<td>A speedy runner. As a former thief, he easily snatches items from fallen foes. Weapon: dagger.</td>
<td>Though the Bishop is not very quick, his magic is powerful. Weapon: holy light.</td>
</tr>
<tr>
<td>White Magic</td>
<td>White Magic</td>
</tr>
<tr>
<td>Black Magic</td>
<td>Black Magic</td>
</tr>
<tr>
<td>Magic Curing</td>
<td>Magic Curing</td>
</tr>
<tr>
<td>Warlock</td>
<td>Elf</td>
</tr>
<tr>
<td>White Magic</td>
<td>White Magic</td>
</tr>
<tr>
<td>Black Magic</td>
<td>Black Magic</td>
</tr>
<tr>
<td>Stunner</td>
<td>Magic Healing</td>
</tr>
<tr>
<td>Witch</td>
<td>Knome</td>
</tr>
<tr>
<td>Although a witch, possesses moderate magic and attack power. Weapon: gleam force.</td>
<td>Some bodily strength, but footwork and attack shooting are slow. Weapon: Battle Axe.</td>
</tr>
<tr>
<td>White Magic</td>
<td>White Magic</td>
</tr>
<tr>
<td>Black Magic</td>
<td>Black Magic</td>
</tr>
<tr>
<td>Magic Curing</td>
<td>Magic Curing</td>
</tr>
</tbody>
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</tr>
<tr>
<td></td>
<td>Stunner</td>
<td>Magic Healing</td>
</tr>
<tr>
<td></td>
<td>Thunder Bolt</td>
<td>Silencer</td>
</tr>
<tr>
<td></td>
<td></td>
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</tr>
</tbody>
</table>
Explanation of Magic Potions and Accessories

**Magic!**
Magic can be used whenever an enemy is defeated and a magic potion is secured. The magic that can be used differs according to the character (see references to "White Magic/Black Magic").

<table>
<thead>
<tr>
<th><strong>WHITE MAGIC</strong> (signifies protective magic)</th>
<th><strong>BLACK MAGIC</strong> (signifies attack magic)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Healing</td>
<td>Magic Saber</td>
</tr>
<tr>
<td>A person (and that person's group) will recover their hit points.</td>
<td>For a specified time, attack power is doubled.</td>
</tr>
<tr>
<td>Magic Shield</td>
<td>Thunder Bolt</td>
</tr>
<tr>
<td>For a specified time, damage will be reduced by half.</td>
<td>Brings about a certain amount of damage.</td>
</tr>
<tr>
<td>Magic Curing</td>
<td>Silencer</td>
</tr>
<tr>
<td>Antidote that is also effective for other players in group.</td>
<td>Its tremendous sound waves injure the enemy.</td>
</tr>
<tr>
<td>Stunner</td>
<td>Vaporizer</td>
</tr>
<tr>
<td>For a specified time, stops the enemy from moving.</td>
<td>Mortal Magic which randomly eliminates the enemy.</td>
</tr>
<tr>
<td>Teleporter</td>
<td>Music</td>
</tr>
<tr>
<td>Everyone in the party returns to the tavern.</td>
<td>Background music can be changed.</td>
</tr>
<tr>
<td></td>
<td>Ailevator</td>
</tr>
<tr>
<td></td>
<td>Does a certain amount of damage to the enemy.</td>
</tr>
</tbody>
</table>

**Accessories**
There are 11 types of accessories. Remember how to use them!

- **White Magic**
  - Provides protective white magic
- **Ring of Resistance**
  - Enemy no longer approaches
- **Black Magic**
  - Provides back attack magic
- **Holy Water**
  - Makes enemy flee
- **Drink of Vitality**
  - Restores HP
- **Reflector**
  - Acts like a wall that reflects shots back again
- **Boots of Ability**
  - Raises quick-wittedness
- **Ring of Healing**
  - Raises hit points
- **Edge of Attack**
  - Raises attack power
- **Seed of Life**
  - Increases the number of players
- **Crown of Intelligence**
  - Raises mental power
Alien Characters

Here are the main alien characters, grouped into their tribes. Be sure to use this guide as a reference when playing.

**Green Caterpillars**
High endurance. Poisonous.

**Crawlers**
Insects that live below ground. Weak resistance to magic.

**Deaths**
Will appear as long as their generator is not destroyed. Attack power is extremely strong.

**Splatter Slime**
Low in both durability and attack power.

**Goblins**
Fast-moving demon children. Attack magic is effective against them.

**Metallic Slime**
Slime that has developed metal outer shells. Superior endurance.

**Skeletal Knights**
Hurl swords when approaching. Attack magic is not very effective against them. Their endurance is not very high.
**Alien Characters**

**Mudmen**
Hurl no projectiles, but have high stamina. It is not wise to use thunderbolts against them.

**Will O' Wisps**
Plankton. Their movement is difficult to predict. Magic binding and shirking is effective against them.

**Reptile Men**
Raised by giant lizards for fighting purposes. High in both endurance and attack power, but weak against magic.

**Zombies**
High stamina. Great persistence in attacking heroes. Mortal blessing should not be used against them.

**Evil Ants**
Fast movement and superior endurance and attack power. Attack magic is effective against them.

**Enchantresses**
Low-grade spirits reincarnated as vegetables. Any magic is effective against them, but they are poisonous.
Playing Tips

To overcome all obstacles, it is crucial to learn the aliens' weak points. It is also crucial to know and acquire the special properties of magic.

In this game, a password appears for each character. To prepare for play against others, it is important to have developed and trained with a specially chosen character.

Call the TurboTeam at (312) 860-3648 for additional game-playing tips!
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   d) Removal or installation of the product;
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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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Wood Dale, Illinois 60191-1094
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- Victory Run™
- Alien Crush™