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TGM015789150M

ALIEN CRUSH



Thank You

...for Buying this Advanced TurboChip Game Card, "Alien Crush."



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.

©1989 HUDSON SOFT
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.



Get Ready for Turbo-charged Pinball Action!

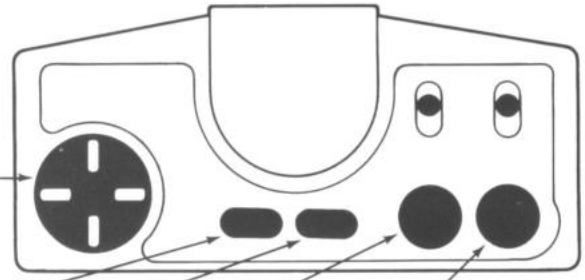
"Alien Crush" is a spellbinding video pinball game combining real, "turbo-charged" pinball action with far-out alien graphics. Rack up a winning score as you discover all the twists, tricks and hidden bonuses inside the caverns of some of the most outlandish alien worlds you've ever seen. You control the ball speed, flippers, even "tilt" the board. Nothing can prepare you for this ultimate alien encounter!

Operating Controls

In Alien Crush, as in real pinball, you must use two flippers to keep a ball in play. The basic game controls are Button I and the Direction Key— these operate the flippers (Button I is also used to activate the plunger mechanism).

Button II allows you to shake the board and affect the roll of the ball. When you press this button, you'll be able to nudge the playfield just like a real pinball machine.

Ball speed and music are selected from the title screen.



Direction Key
Operates left flipper.

SELECT Button
Select ball speed and music prior to play.

RUN Button
Press this to pause during play.

Button II
Used to "nudge" or shake the board.

Button I
Operates right flipper

Starting the Game

Object of the Game
Defeat the alien organisms on both levels of this living pinball machine! Compete with your friends for the highest score! Blast the ball past the alien guards and into four bonus rounds where even more slimy creatures await you.

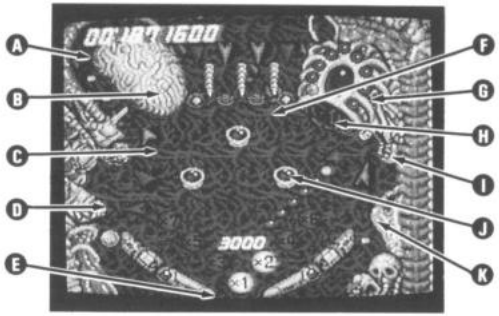
Starting the Game
Press the RUN button
This starts the game from the title screen.

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

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.

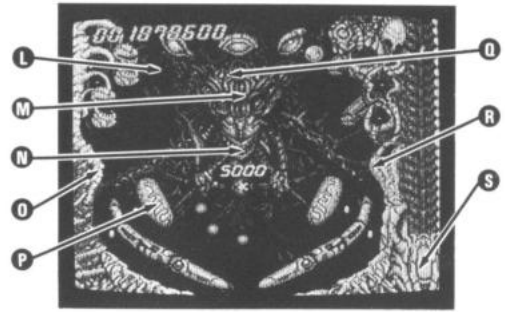
Alien Crush Screen Displays

The main stage of Alien Crush consists of the following 2 screens.



- **A** Slime
- **B** Brain Buster
- **C** Dead Bones Lock 1
- **D** Eyeball Flipper
  Left and right flippers operated with direction key and Button I.
- **E** Dead Bones Lock 2
- **F** Upper Gate Lamp lights when ball passes through.
- **G** Bonus Counter (upper level)
- **H** Tentacloid Lock
- **I** Dead Bones Lock 3
- **J** Bumper
- **K** Claw One Goalpost that prevents ball drain. Appears when certain conditions are met.

Alien Crush Screen Displays



- **L** Left alien targets
- **M** Bonus Counter (lower level)
- **N** Mouth Trap
- **O** Claw Three
- **P** Scorpion Bumper
- **Q** Deflector eye
- **R** Right alien targets
- **S** Claw Two

Plunger

Launches the ball into play when Button I is pressed. The longer the button is held, the more compressed the spring that launches the ball will become.

Ball Drain

When the ball passes beyond the flippers in the bottom playfield, one ball is lost and subtracted from your reserves.

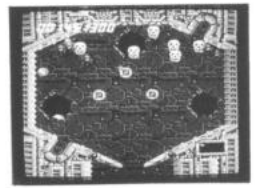
The principal characters and obstacles are as follows. The letters at the left correspond to the points and function on page six.

Points and Functions of Principal Characters and Obstacles

No.	Name	Points	Function
A	SLIME	500 pts ea.	When all the slime are killed the goal post goes up.
B	BRAIN BUSTER	1000 pts	When ball hits this 10 times, alien appears and you get a 500,000 pt. bonus.
C	DEAD BONES LOCK 2	2000 pts	When a ball passes through here, the bonus in the upper screen increases.
D	EYEBALL	3000 pts	Changes positions of bumpers and increases bonus points by 1000.
E	DEAD BONES LOCK 3	2000 pts	Under certain circumstances this becomes an entrance to the bonus screen.
F	UPPER GATE	1000 pts ea.	When all 4 lamps are lit simultaneously, you can win a bonus by getting a ball in the Tentacloid Lock.
G	UPPER LEVEL BONUS COUNTER	0	Lights up and records bonus when ball goes through area with green lamp lit.
H	TENTACLOID	1000 pts	Sometimes open; sometimes closed.
I	DEAD BONES LOCK 1	1000 pts	Opens when a ball passes through the left post of the upper gate. Normally prevents balls from passing. Under certain circumstances this becomes an entrance to the bonus screen.
J	BUMPER	200 pts ea.	Flashes when hit by a ball. 8 positions altogether.
K	CLAW ONE	2000 pts	Opens when bonus lamp is filled.
L	LEFT TARGETS	1000-2000 pts	Increases rate of bonus when all 3 are knocked over.
M	LOWER LEVEL BONUS COUNTER	0	One lights up each time an egg is hit by a ball. 9 lamps altogether.
N	MOUTH TRAP	0	Opens when all the left and right targets have been knocked over. You receive a bonus if you get a ball in.
O	CLAW THREE	1000 pts	Opens when all 3 right targets are knocked over.
P	SCORPION BUMPER	500 pts	Alien appears when ball hits this 10 times.
Q	DEFLECTOR	500 pts	Increases the lower screen bonus by 1000 pts.
R	RIGHT TARGETS	1000-2000 pts	Increases rate of bonus when all 3 are knocked over.
S	CLAW TWO	2000 pts	Opens when all 3 left targets are knocked over.

Bonus Screens

In addition to the main stages, there are 4 bonus screens. Bonus points are added when the ball drains, and a special bonus is awarded for completing each round. The conditions for entering each of the various bonus stages as well as the goals for completing each bonus rack are as follows:



Entry Get a ball in Dead Bones Lock 1 when the bonus multiplier factor is an even number.

Goal Repeatedly hit the eyeballs near the bumpers to open them up.

Entry Get a ball in the Dead Bones Locks when the bonus multiplier is an even number.

Goal Hit the aliens and the skulls repeatedly to drop them in the holes.



Entry Get a ball in Dead Bones Lock 2 when the bonus multiplier factor is an odd number.

Goal Destroy the centipede heads and body parts.



Entry Get a ball into Dead Bones Lock 3 when the bonus multiplier is an even number.

Goal Destroy all the aliens. Aim for the small aliens that circle the big aliens before destroying the bosses.

Playing Tips

Winning extra balls and accumulating bonus points are decisive factors in achieving high scores!

One of the keys to high scoring are the bonus accumulators in the upper and lower screens. When the multipliers and the standard points have been increased, you can easily score big points.

For the upper screen bonus, it's a good idea to concentrate on accumulating balls in the upper gate. For the lower screen, knocking out the left and right targets is a good technique.

Also, you win an extra ball when the bonus lamp is lit, and you complete a bonus round.

1 Don't miss the last chance! After the last ball is gone, there is a number-match game that awards an extra ball—if it matches the last three digits of the score, you win an extra ball.

2 Scoring and Name Registration. If your score is one of the top five, the screen appears and you are allowed to enter your name. Use the direction key to select the desired letters and enter them with Button I (use Button II to cancel out entries).

Ending the Game

The game is over when no more balls are left.

Call the TurboTeam at (312) 860-3648 for additional game-playing tips!

NEC TurboChip™ Game Card 90-Day Limited Warranty

NEC HOME ELECTRONICS (USA) INC. ("NECHE") warrants this product to be free from defects in material and workmanship under the following terms:

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This product is warranted for 90 days from the date of the first consumer purchase.

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This warranty may be enforced only by the first consumer purchase. You should save your proof of purchase in case of a warranty claim.

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Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

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2. Damage, deterioration or malfunction resulting from:
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   b) repair or attempted repair by anyone not authorized by NECHE;
   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 (312) 860-3648, Monday-Friday 8:30 a.m. to 5:30 p.m. Central Time.

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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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