Have you tried these other TurboChip™ game cards?

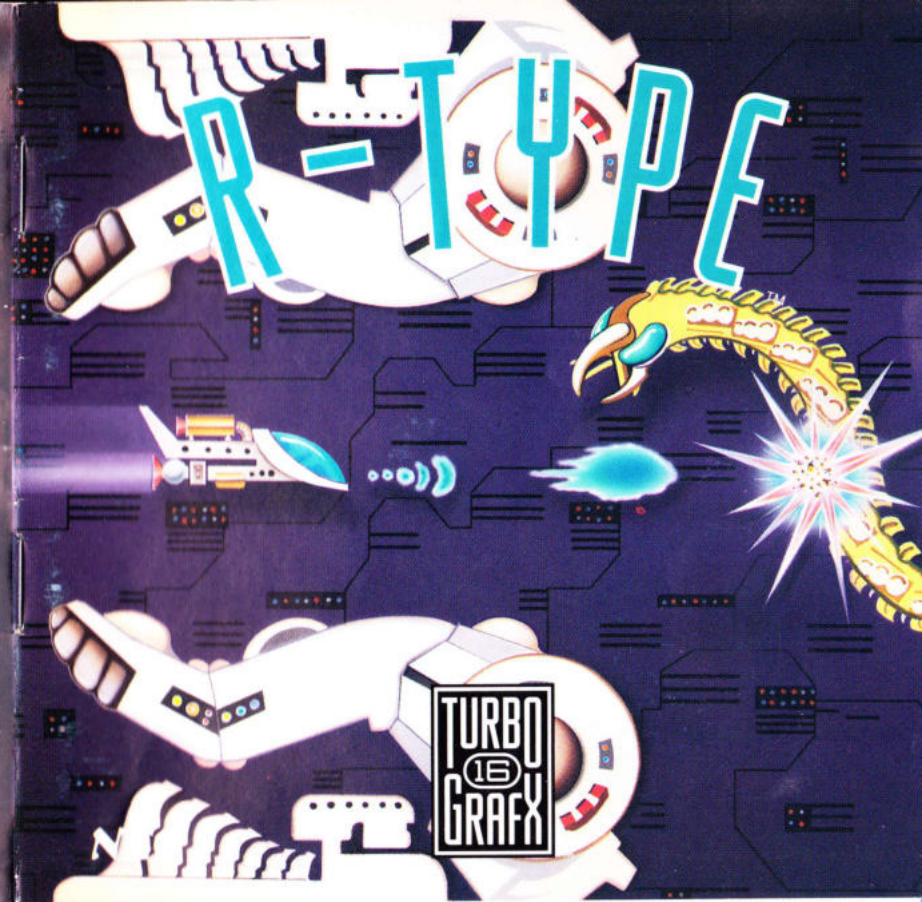
- Baseball™
- Dragon Spirit™
- Fantasy Zone®
- Galaga™ '90
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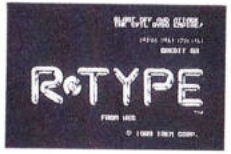
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Thank You

...for Buying this Advanced TurboChip Game Card, "R-Type."



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 IREM Corp.
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.

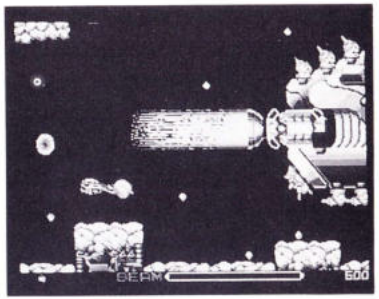
2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).

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.

Fasten Your Seat Belt, Commander. The BYDO Empire Lies Just Ahead!

Get ready to navigate the incredible world of R-Type! Strapped in at the helm of your Nectarian Battle Cruiser, "R-9," the future of

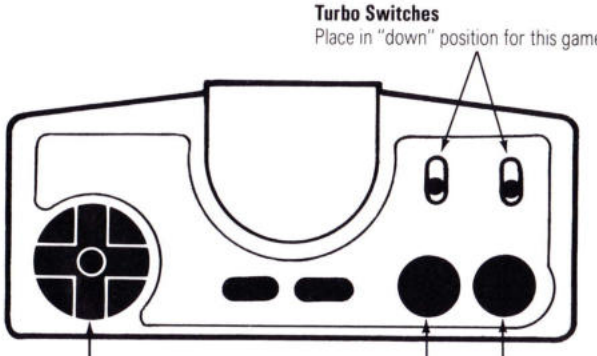


mankind rests on your shoulders. Your mission? Challenge and defeat the savage BYDO Empire.

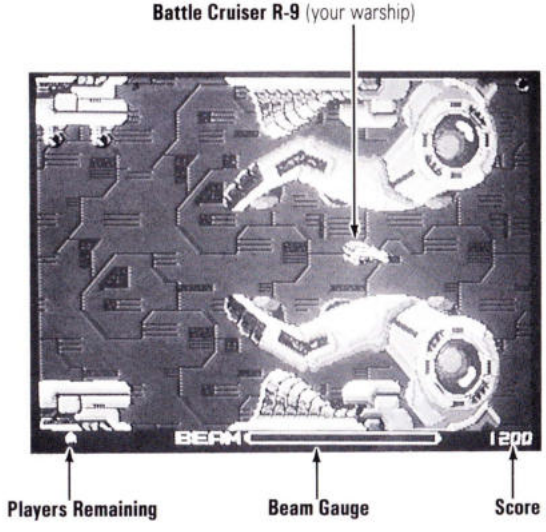
This is a world of tremendous evil. Inhabited by mutant creatures, and led by BYDO, himself, this bizarre race of aliens is bent on the total destruction and occupation of the universe. Fire your laser! Missiles away! You are the last hope of mankind!

Operating Controls

As Commander of the Nectarian Battle Cruiser, "R-9," your most important weapon is the laser cannon. Holding down the Fire Button (Button I), on your TurboPad Controller creates an energy surge and a powerful laser blast is launched. (The level of energy is displayed at the bottom of the screen by the Beam Gauge.)



Screen Displays



Starting the Game

Object of the Game
R-Type is a horizontal-scrolling game of skill and action. You will be confronted by all types of different creatures and obstacles, during eight different stages of game play. Defeat the aliens and restore peace to the galaxy while scoring as many points as you can along the way.

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 screen by holding down the RUN Button and pressing the SELECT Button at the same time.

How to Continue
After the game is over, and when the Count Screen appears, you can press the RUN Button to continue the game. You can "continue" only three times.

Increasing R-9's Power

Destroy "POW Shuttle" to Obtain Power-Up Units



When you destroy the "POW Shuttle," 6 types of Power-Up units appear. When you retrieve one of these, your ship's fighting abilities will increase in a variety of ways. The effect of these enhancements is shown at right.

POW Shuttle Units



Laser reflecting unit (blue)



Ring laser unit (red)



Ground laser unit (yellow)



Missile unit



Speed unit



Option

Powering-Up Your Ship

When you Retrieve a Laser Unit, the Power Pod Appears

When you capture your first laser capsule, an awesome weapon called the Power Pod appears. The Power Pod follows the path of the R-9. By attaching the pod to the front or back of your ship, you can further increase your firepower. The pod also acts as a shield, protecting your ship from attack.

As shown at right, the Power Pod can be enhanced.

If the Power Pod is linked to R-9, press Button I to detach. If R-9 is separated from the Power Pod, press Button I and they will combine. The Power Pod can also be linked from behind.

Increasing and Changing the Power Pod

You cannot use the laser weapon enhancement unless you have previously captured the Power Pod.

The R-9's laser blast varies depending upon the type of power-up which has been acquired, so it is best to use the units best suited to the particular stage or enemy power-up you are dealing with.



One unit



Two units



Three or more units

Enemy Characters and Points



Insuloo 200 pts
Can't be killed...breaks into sections when hit.



Scorpio 500 pts
This enemy appears from underground.



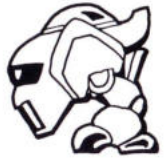
Ookee 100 pts
Zips across the screen from right to left.



Gobuka
Transforms into Gobuka Brain after time and/or one shot.



Gobuka Brain 600 pts



Armoria 200 pts
Moves by running along the floor. Fires at R-9 from time to time.

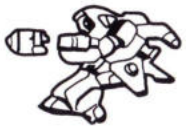


Transbot 300 pts
Moves in on you at any height.

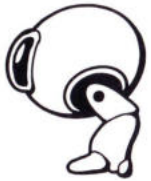


Flapper Starship
200 pts
Attacks in groups.

Enemy Characters and Points



Tablock 800 pts
Ambushes with repeated missile attacks.



POW Armor 200 pts
This character drops laser units.



Geldo 200 pts
Eats maker cells.



Gauntlet 200 pts
A revolving character which has 15 gun barrels.



Rocket Launcher 500 pts
Lobs missiles into the air.



Skultalong 400 pts
Produces maker cells while flying in patterns at high speeds.



Bug 200 pts
Flies and attacks in formation. Fires constantly.

Enemy Characters and Points



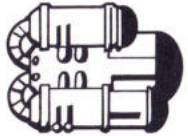
Armoroid 500 pts
Fires plasma blasts and is equipped with strong armor that can sustain several hits.



The Follower 300 pts
This enemy pursues you relentlessly.



Bardor 800 pts
Releases attack cells.



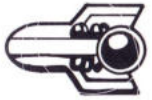
Transport 1000 pts
Its vulnerable spot is the pink area.



Baldo 1500 pts
Moving obstacle. It doesn't attack, but it's difficult to destroy.



Sora
This character cannot be defeated. It moves from column to column across the screen.



Middo 400 pts
Fires a constant stream of laser beams.

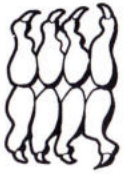
Enemy Characters and Points



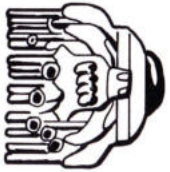
Moora 800 pts
An alien serpent that explodes into segments. Aim for the head!



Soner 400 pts
This character pops out of the ground and fires.



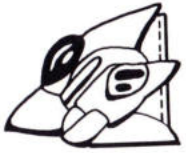
Newt 300 pts
Moves along walls and fires.



Jitter 800 pts
Floats across the screen rapidly firing.



Mr. Mee 200 pts
Appears at the top and bottom of the screen.



Fatty 200 pts
Zooms in a straight line from right to left.

Also: Ground turrets are worth 200 pts, and certain parts of ships are worth 800 pts!

BYDO Bosses



Double Keradops
5000 pts
The central portion of Keradops is its weak point. Concentrate on this area while avoiding the creature's whip-tail and powerful attacks.



Gomander 8000 pts
Protected by Insuloo and its armored shell. Opens up and closes; the eye area is its vulnerable spot and only opens momentarily.



Giant Battleship Crusair 10,000 pts
Equipped with numerous gun batteries and missile launchers. Work your way around the Crusair and aim for the piston that is hidden in the center of the ship!

Convira 16,000 pts
Combined organic battleship. Attack the vulnerable areas which appear when it's disconnected.

Helmate 2000 pts
This character is guarded by numerous tentacloids (300 pts). Attack by aiming your laser beam at the shining red area at its center.

Yashoo 10,000 pts
A TurboGrafx-16 original character. The primary character is at the right, and the other 2 are guard characters. The weak point is the eyes.

Blank 0 pts
The pale shining window area is its weak point. Watch out for trash falling from above as you take aim at this one! There are also secret points!

BYDO 15,000 pts
The boss of the BYDO Empire. The trick to conquering him is a secret. Hint: use the Power Pod like a key.

Playing Tips

Since each area poses different threats, and the Boss aliens at the conclusion of each round have their own strengths and weaknesses, you must learn which laser unit is best-suited for that particular area. For example, you should retrieve the Reflecting Laser (Blue Capsule) in the second round since the vulnerable blue area on top of the Boss is difficult to reach unless you have this diagonally firing weapon.

To build up the strength and size of the Power Pod, you must capture three identical power-up units. The Power Pod will not expand if you gather up different laser units.

Know when to position the Power Pod on the front of the R-9, and when to place it behind the R-9. Rearranging the ship's shape is especially vital when attacking certain Boss craft like the Battle Crusair at the end of level three. Be careful, however, and protect the exposed side of R-9 at all costs!

To inflict additional damage, hold the fire button down to store up energy in the "Beam" weapon. This will not only defeat more difficult enemies with fewer shots, it will also wipe out large numbers of lesser alien invaders with a single blow!

Call the TurboGrafx Hotline at (708) 860-3648 from 8:30 a.m. to 10:00 p.m. Central time for additional game-playing tips!

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

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