



TM

Air Zonk



HUDSON GROUP
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TURBO
16
GRAFX

TM

THANK YOU !

...For buying this advanced TurboChip game card, "Air Zonk,"™



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.

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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.

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Story and Objective of the Game

Story

The Evil King Drool has sent forth powerful cyber robots to carry out his evil designs. But a team of cool, sunglasses-wearing warriors lead by Zonk have discovered his plot and have risen against him. In hopes of defeating this team, King Drool sends wave after wave of terrible cyber robots. But by combining their power, Zonk and his friends can destroy even the worst of the cyber robots. Get ready! The fight is about to begin!

Objective of the Game

Enemies appear before you. Destroy all enemies to advance to the next stage. At the end of each stage, you must destroy the commanding cyber robot boss.

You possess great skills of flight, but you are not powerful enough to fight the cyber robots without help. Pick up Air Bones to get the special weapons contained within. Items give you more attack power. Yellow Smiley Faces wearing sunglasses appear as you destroy enemies. A friend will appear to help you fight the cyber robots when you pick up a Big Smiley Face. Picking up another Big Smiley Face allows you to integrate with this friend. During the time that your combined bodies glow, you are invincible and can destroy enemies merely by touching them. Small Smiley Faces also appear, and can be picked up for extra points. You can get extra lives at various scores.

When you lose your last life, the game is over.

Combine strength with your friends, and clear all the stages!

Preparation for Play

Inserting the TurboChip

1. Be sure that the power is turned off.
2. Remove the TurboChip from its plastic case.
Note: DON'T bend the game card or touch its metal parts: doing so may damage the program.
3. Insert the card with the title side up into the Game Card Port.
4. Push the card in firmly until you feel a firm click.

Turning on the SuperSystem

1. Be sure that your game card is inserted properly.
Note: If your game card is not inserted properly, the Power Switch will not move all the way to the right.
2. Slide the Control Deck Power Switch to the "ON" position.
The introductory segment begins.

Note: If you want to turn off the SuperSystem during play, reset the game first by holding the RUN Button down and pressing the SELECT Button at the same time, and slide the switch to the "OFF" position.



Before You Begin

Looking over the Game Screen

• Score

Increases when you hit enemies and get items.

• Game Play Area



• Number of lives Remaining

When you lose your last life, the game is over.
You can get extra bodies when you reach various scores.

Familiarizing Yourself with the TurboPad

• Direction Key

Press to move your body left, right, up and down.

• Select Button

Press to fire backward.
Press while holding the Run Button down to reset game.

• Run Button

Press to start and to pause the game. Press again to release pause. Press to make a selection when you are asked.

• TurboSwitches

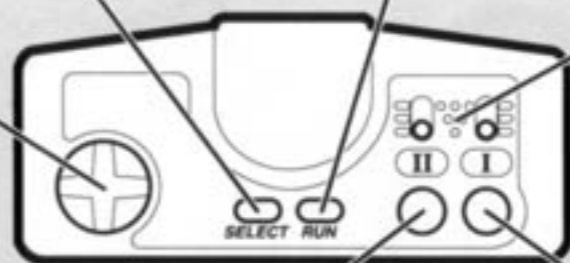
Use at player's discretion.

• Button I

Press and hold down to store weapon energy. When your body glows you can release all your stored energy at once.

• Button II

Press to shoot weapons.



Game Start

Mode Selection

AIR ZONK includes three gameplay modes. The mode you choose determines the number of lives you start with. The game begins as soon as you choose one of these modes.

- **SWEET MODE: 5 lives**
- **SPICY MODE: 3 lives**
- **BITTER MODE: 1 life**

1. After the introductory segment, the title screen appears. Press the RUN Button. The mode selection screen appears.
2. Press the Direction Key up or down to move the cursor on the mode you want to select.
3. Press the RUN Button to make a selection and to Start the game.



Friend Selection

The game begins from Stage 1. Choose how you want friends you fight with to be selected. Choose one of the three following options.

• **AUTO**

In this mode, the computer will select the friend you fight with on each stage.

• **MANUAL**

In this mode, you can select the friend you fight with before each stage begins.

• **ALONE**

In this mode, you must fight alone.

1. Press the RUN Button. The friend selection screen appears.
2. Press the Direction Key up or down to highlight the cursor on the mode you want to select.
3. Press the RUN Button to make a selection. Gameplay will begin immediately if you select AUTO or ALONE.

If you select MANUAL, press Button I or Button II to highlight the friend you want to fight with on the next stage, and press the RUN Button to confirm your selection.

Note: Once you have cleared a stage with a given friend, you cannot select that same friend again for another stage. For details on the characteristics of friends, see the Appendix (p.9).

Game Over and Continuing Gameplay

Game Over

When you lose your last life, the game is over. You will be asked if you wish to continue gameplay.



Continuing Gameplay

1. Press the Direction Key up or down to move the cursor on "YES".
2. Press the RUN Button. The game begins from the last stage where you were playing.



Appendix

Items

• Air Bones

Air Bones appear when you shoot pink or green faces wearing sunglasses. You can wield the weapon contained within by picking up the Air Bones. But be careful, blue faces with sunglasses are traps.



• Big Smiley Faces

A friend will appear the first time you pick up a Big Smiley Face on a given stage. Your body will combine with that friend the next time you pick up a Big Smiley Face on the same stage. If you chose ALONE as your Friend Selection, the Big Smiley Face will not appear.



• Small Smiley Faces

Picking up Small Smiley Faces gives you 10,000 points.



Friends (Friends with Power Sunglasses)

SCUD

Height: 540 cm
Weight: 11,000 kg

SPIKE LEE

Height: 260 cm
Weight: 430 kg

BUBBLICIAN

Height: 200 cm
Weight: 690 kg

Zonk (Our Hero)

Height: 50 cm
(can be changed to 150.3 cm)
Weight: 600 kg

POWER DUMP

Length: 240 cm
Weight: 3,690 kg

BOB

Diameter: 50 cm
Weight: 30 kg

MUMBLES

Height: 280 cm
Weight: 809 kg

MOO MOO

Diameter: 160 cm
Weight: 15 kg

ASTRA

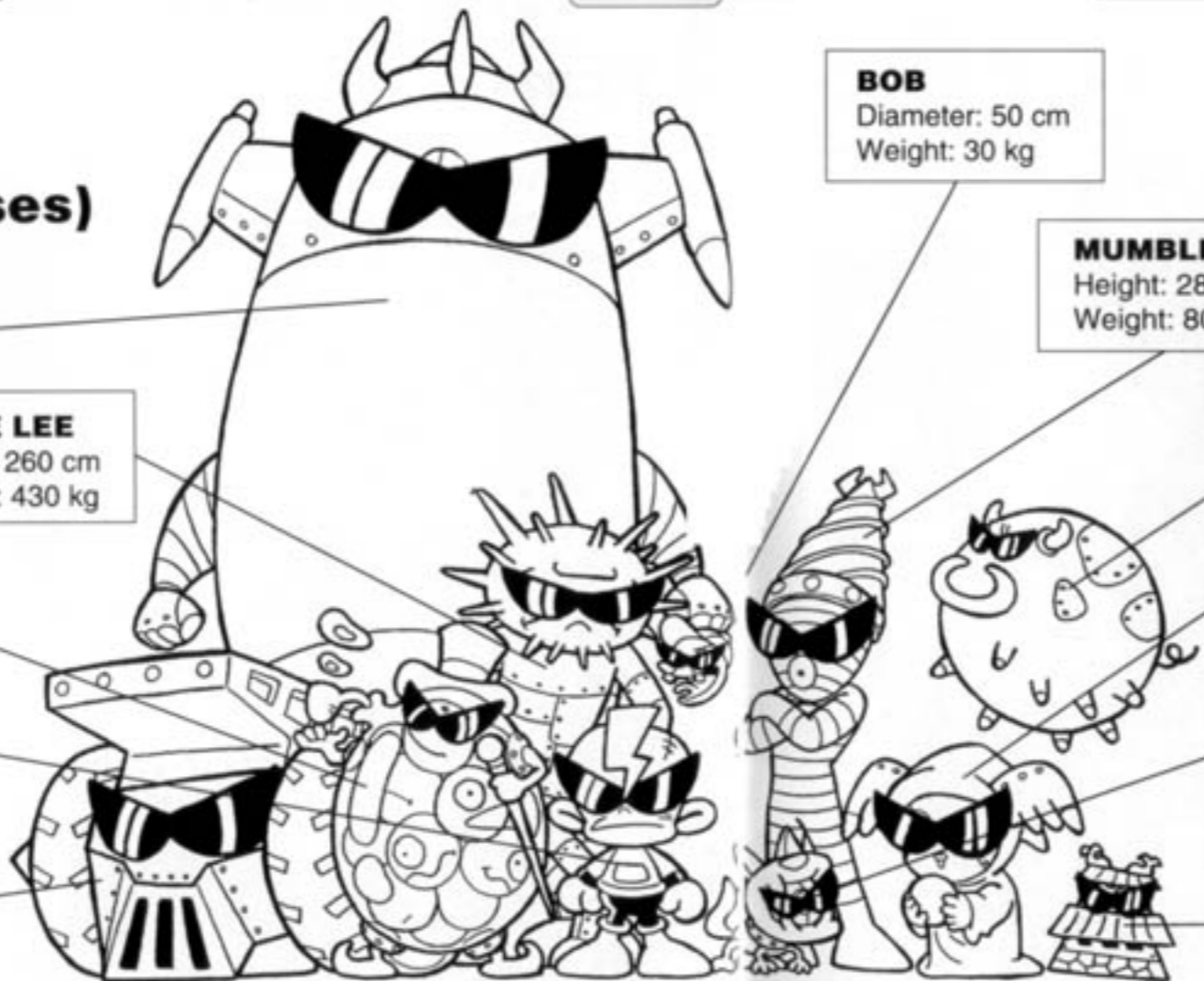
Height: 130 cm
Weight: 40 kg

RIPP

Length: 110 cm
Weight: 26 kg

TOJO

Height: 71 cm
Weight: 2 kg





Enemies



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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:

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

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 - c) Any shipment of the product (claims must be submitted to the carrier);
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