

Have you tried
these other TurboChip™
game cards?

- Military Madness™
- Space Harrier™
- Takin' It To The Hoop™
- Cratermaze™

NEC

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DEEP BLUE™



NEC

videogameden

**TURBO
16
GRAFX™**

Thank You

...for Buying this Advanced TurboChip Game Card, "Deep Blue."

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.



The Story of Deep Blue

Journey to an undersea palace in this fascinating (and scale-raising!) undersea adventure. You command an A.N.G.E.L. Fish Attack Sub on a mission to rid the oceans of an alien evil. But watch out! These invaders have mutated our fish and other aquatic animals. Along the way you'll encounter these *very* unfriendly fish in battle. These deadly guardians of the deep will attack you relentlessly and use all of their unnatural abilities to stop your progress and serve their alien masters.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

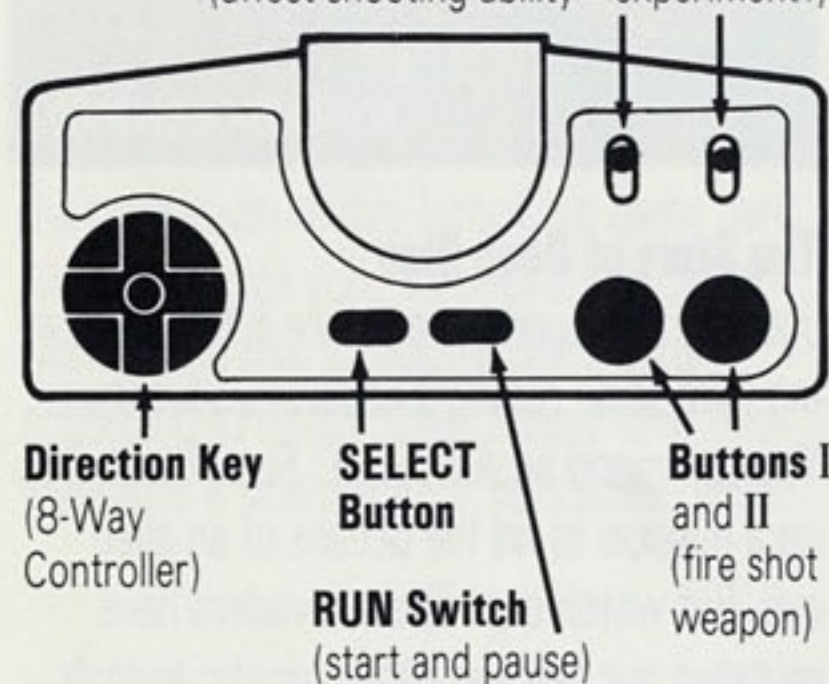
Controlling Your Sub

The movements of your A.N.G.E.L. Fish Attack Sub are controlled with your TurboPad:

TurboPad Operation

TurboSwitches

(affect shooting ability—experiment!)



Direction Key
(8-Way
Controller)

**SELECT
Button**

RUN Switch
(start and pause)

**Buttons I
and II**
(fire shot
weapon)

MAIN PARTS OF SHIP

Energy Fin—Propels the ship. Also serves as the rudder.

Power Gauge—Four different colors—blue, green, yellow and red—indicate extent of damage.

SHOT WEAPON

Object of the Game—You must defeat the mutant undersea creatures and destroy their Boss Guardians as you try to score as many points as possible.

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.

STAGES OF THE GAME

Scene A Begin Your Mission—A clear world of beautiful sights deep within the ocean depths.

Stages of the Game

Scene B The Expedition—Travel deeper into uncharted territory as you reach the bottom of the sea.

Scene C The New World—A strange place where marine snow falls and the danger increases.

Scene D Undersea Palace—The alien palace of the ocean depths. This is the most challenging of them all!

WEAPONS AND POWERING UP

Certain kinds of fish carry power capsules which appear when the fish is shot. These capsules power-up the sub with a new weapon. Gathering several power-ups (up to 3) will increase the strength of your new weapon.

Healing Power—You can completely recover from damage and return your Power Gauge to blue with this power-up.



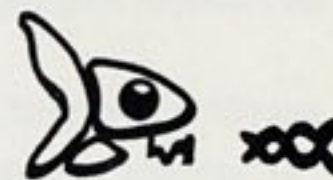
Speed Power—When you collect this power-up, your ship's speed increases one level.



Pulse Bullet—You begin the game with this weapon. While it is quick, it is not very powerful.



Swirl Cutter—This is a very destructive weapon. It cannot be fired in quick succession, however, so accuracy is important.



Bubble Beam—A very long beam made of bubbles. Hold down the Attack Button for longer beams.



Playing Tips

Remember to constantly shoot! It's the only way you're going to eliminate the invading mutant fish. Also, at several points in the game you will encounter swarms of enemy creatures. Fire and maneuver around the enemy to reduce the amount of damage you sustain to a minimum.

When you face a Boss creature, you must blast it many times before it will die. Look for the vulnerable point on the monster's body and concentrate your firepower there!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!
Monday-Friday 8:00 A.M.-11:00 P.M.
Saturday 8:00 A.M.-5:00 P.M. Central Time.

NEC TurboChip™ 90-Day Limited Warranty

NEC TECHNOLOGIES, INC. ("NECT") 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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 - 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 (708) 860-3648, Monday-Friday 8:00 A.M. to 11:00 P.M.
Saturday 8:00 A.M. to 5:00 P.M. Central Time.

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2. Any other damages, whether incidental, consequential or otherwise.

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