

Have you tried
these other TurboGrafx™-CD
game discs?

- VALIS™ II
- YS™ - BOOK I & II
- YS™ III - WANDERERS FROM YS™
- THE ADDAM'S FAMILY™
- IT CAME FROM THE DESERT™

NEC

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TURBOGRAFX™

NEC



ACTUAL CD COVER SCENES!

**TURBO
GRAFX**

Thank You

...for Buying this Advanced TurboGrafx™ CD Game Disc, "Walls III".



From NEC
Push Run Button

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Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx™ 16 Entertainment SuperSystem, TurboGrafx™ CD unit, precautions concerning their use and the proper use of this CD game disc. Always operate your TurboGrafx™ 16 SuperSystem and this CD game disc according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™ CD Player
TurboGrafx™ 16 Entertainment SuperSystem

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 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
- 3 Do not use this CD game disc with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
- 4 Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
- 5 Never pull the System Card out while the TurboGrafx™ 16 switch is in the "on" position, as this may damage both the SuperSystem and the CD interface unit.
- 6 Do not wipe your Entertainment SuperSystem, TurboGrafx™ CD Player or TurboGrafx™ CD game disc with volatile liquids such as paint thinner or benzene.
- 7 Read this instruction book carefully and keep it in a safe place for future reference.

TurboGrafx™ CD game discs are made especially for use with the TurboGrafx™ 16 Entertainment SuperSystem and the TurboGrafx™ CD Player. They will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

Care of Your CD Game Disc and Getting Started

Care of Your CD Game Disc

- 1 Keep your CD game disc clean!
- 2 Make sure the shiny, "signal reading" side of your CD is clean at all times.
- 3 If your CD disc does become dirty, wipe it clean with a soft cloth.
- 4 Make sure that the surface of your CD disc does not get scratched.
- 5 Take the CD disc carefully in and out of its case.
- 6 Never write on your CD disc. Writing on your CD disc may damage its surface or interfere with its operation. Never bend your CD disc.
- 7 Do not try to make the hole in your CD disc larger!
- 8 Place your CD disc back in its case when you have finished playing.
- 9 Avoid high temperature and humidity.

Getting Started

- 1 Make sure your TurboGrafx™ CD Player, Game Interface, television and audio system are properly connected (refer to your TurboGrafx™ CD Player's instruction manual).
- 2 Plug your TurboGrafx™ CD Power Adapter into a wall outlet and slide the Game Interface power switch (the lower switch) to the right ("ON" position). Turn on your TV and make sure that it is on the correct channel.
- 3 Carefully insert the TurboGrafx™ 16 System Card into the TurboGrafx™ 16 game-card port and slide the upper power switch to the "ON" position.
- 4 Open the TurboGrafx™ CD Player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
- 5 With the game-title side of your CD game disc facing up, set your disc into position (make sure that the hole is centered on the Spindle). Close the cover. The initial TurboGrafx™ CD screen should appear.

When the initial screen appears, press the Start button.

Normal Play Disc

Valis III: The Saga Continues!

It has been long since Yuku raised the mighty sword Valis in a heroic struggle to restore peace to her homeland. Now a new and more terrible threat has arisen!

Romces, evil lord of the Spirit World, has invaded the ancient Dream World of Vecant. He has vowed the destruction of all who live there and on earth, to capture these worlds for his own domain.

Once again, Yuku must unleash the fury of Valis in mortal combat to save her people. But this time, she won't be alone! Vernal, Yuku's twin and Princess of Vecant, joins the battle. Cher, who's father was murdered by Romces, fights to exact her revenge. But, will even they be enough to overcome the heinous forces of Romces and foil his secret plot to capture Valis and rule the universe? Their fate is in your hands!

Object of the Game

Defeat the evil army of creatures, bosses, and Romces himself. Use the weapons and magic of Yuku, Vernal, and Cher as you choose the one

best equipped to fight each battle and overcome the forces of the Spirit World.

Please note: Valis III is a one-player game.

STARTING THE GAME

Press the RUN Button

From the initial TurboGrafx-CD screen, press the RUN Button. When the "CD Laser Soft" logo appears, press RUN again.

Choose START or CONTINUE

Use the Direction Key to make your choice and press RUN to enter your selection. Choose START to start from the beginning of the game. Choose CONTINUE to resume a game that you previously saved (see "Automatic Save Feature" on page 8). If no game has been saved, play will start from the beginning.

Two Kinds of Scenes Alternate Throughout the Game

Valis III has nine levels of action-based gameplay. After completing certain levels, dramatic scenes will appear to advance the storyline and lead you into the next level.

How the Game Progresses

Dramatic Scene

The story unfolds in picture and dialogue as you watch. You need do nothing in terms of playing the game.

Note: Do not press RUN unless you want to skip over the dramatic scene.

Action Scene

This is where you play the game, controlling a character and fighting your enemies. You will begin as Yuku. Once she rescues Vernal and

Cher, you will be able to switch to them. Each has different fighting power, and weapons. Try to select the one that's best for each battle! You must clear each action scene to advance from stage to stage.

The Bosses Attack

At the end of each stage, one of Romces' most fearsome henchmen awaits you for a one-on-one battle!

Choose Your Warriors



Vernal Yuku Cher

Vernal

Her weapon is the magic staff. Her fighting power isn't the strongest, but her magic power is the best.

Yuku

Only she can use the powerful sword of Valis. Her magic power is small, but her weapons are the most devastating.

Cher

Her weapon is the bladed whip and her magic power is strong as she fights to avenge her father's death.

Screen Displays



Hit Points (HP)

This measures how much life your character has left, based on the damage you receive. When it runs out, you lose the game.

Magic Points (MP)

This measures your magic power. As you use magic, it decreases. When it runs out, you can no longer use the magic.

Note: The HP and MP gauges are shared by all 3 characters and remain the same, even when you switch characters.

Weapon Power

This measures your weapon's attacking power. As you use it, it decreases. When you don't use it or when you gain a Power-Up item, it will increase.

Magic Attack Item

This displays items for your special magic attacks. When you pick up a new one, it will replace any other item you may already have.

Character Selection

The character you are currently controlling, Yako, Vemol, or Dax, will face forward. The ones you may switch to face sideways. When a character is unable to play, she faces backward.

Time Remaining

Each level has a limited playing time. When it runs out, you lose your player.

Number of Players Remaining

This indicates players, up to a maximum of 16, with each 1 HP item. Each time HP or time runs out, you lose one. When they're all gone, the game is over!

Operating Controls

You control all the action in Volo III with your TurboPad controller. Mastering its use is critical to your success!



Direction Key

Press LEFT and RIGHT to move Yako, Vemol, or Dax. DOWN to crouch down and 'duck' an attack. Press UP to look up above.

SELECT Button

Pauses the game.

RUN Button

Starts the game. Also used to switch to Yako, Vemol or Dax during the game.

Button III

Press to attack. You may not move LEFT or RIGHT while attacking, but you can jump.

Button I

Press to jump. You can press this along with Direction Key LEFT or RIGHT to control the direction of the jump.

Turbo Switches

Both should be down for this game.

Switching Characters

Press RUN until the available character you want, Yako, Vemol, or Dax, appears on the playing screen. (See 'Character Selection' on page 4.)

High Jump

Press Button I and Direction Key UP to jump higher.

Jump Down

Hold DOWN on the Direction Key and press Button I to lunge to ledges below you.

Sliding

Press RUN and Direction Key DOWN to make your character slide. You will be invincible, but still able to do damage to the enemy!

Magic Attack

Press Button II and Direction Key UP for special magic attacks when magic is available.

Operating Controls Continued and Power up Items

Pausing the Game

During play, press the SELECT Button to pause.

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.

Saving the Game

The game is saved automatically each time you clear a stage. You will be able to continue

it later, even if your system has been turned off.

Continuing a Game

When you reach GAME OVER, you can resume the game from the last stage completed by pressing RUN. If you've turned your system off between sessions, select CONTINUE to resume a saved game.

Note: See "Saving Data with Your TurboGrafx-CD" on page 8 of this manual.

Power Up Items

Increase your powers by collecting these items during play. Some appear anywhere in the game. Others appear only when you defeat an enemy.



Item Box

When you break this box, Power-Up or magic items appear.



Small Life Restorer

Adds 4 Hit Points to your character's life. This often appears when you defeat an enemy.



Large Life Restorer

Adds 16 Hit Points. In a tough stage, you'll really need them.



1 UP

Increases your number of papers by one.



Weapon Power Meter

Increases your Weapon Power one level. The maximum power is three levels.



Weapon Power Meter Restorer

Helps restore your Weapon Power much faster.



Small Magic Crystal

Adds 2 Magic Points. Collect all you can for magic attacks!



Large Magic Crystal

Adds 8 Magic Points.

Magic Attack Items and Enemies

Magic Attack Items

These are acquired just like Power-Ups. The same magic items are used by all three characters, but each has different magic weapons and methods of attack.



Fire



Ice



Thunder

Yaku's weapons	Flame Dagger	Ice Cannon	Thunder Flash
Wendy's weapons	Heat Spinner	Death Cube	Thunder Bomb
Char's weapons	Fire Dragon	Ice Arrow	Lightning Bolt

Some of Your Enemies



Ramen



Azeru



King Dragon



Crysalis

Saving Data with Your TurboGrafx-CD and Playing Tips

Saving Data with Your TurboGrafx-CD

Your TurboGrafx-CD features backup memory that allows you to stop playing anywhere in data III and start again from the beginning of the same stage—even if your system has been turned off.

Automatic Save Features

Your TurboGrafx-CD system will automatically save the data whenever you save in the game when a stage is cleared. Remember that if you reset the game or turn off the power before the stage is cleared, the data will not be saved. You can save only the highest level or stage you have reached in the game. You cannot return to previous levels without restarting the game. To continue a saved game, choose CONTINUE when you resume play.

Playing Tips

During the action scenes, you'll hear challenges from the enemy bosses. You will also be able to read some comments from fallen enemies that may prove helpful.

Power-ups and magic items will disappear if you wait too long to pick them up or change characters after you find them.

When you use magic attacks, keep an eye on the MP gauge. Different characters and weapons use different amounts of power.

What to do if your Memory Unit is at Full Capacity

In data III, you may only save one game at a time. If your memory unit is at full capacity, overwrite the data before stored information you do not need by following the instructions that will appear on the screen. Note: If you select Format, you will delete all files.

To Avoid Corrupt Data

Game information may be lost if the backup memory unit is dropped or exposed to heavy shock. Do not touch the connection expansion bus between the TurboGrafx-16 and the TurboGrafx-CD.

Note: You must reformat your system by turning it on at least every two weeks or your data will be lost.

Sam's Death Saber is a 4-way ice bomb. Po's Thunder Sound wipes out a whole screen of enemies!

If you feel a ledge that you can't reach by jumping, try using the slide technique.

Call the TurboGrafx Hotline at 1-800-RUN-TOUCH for additional game tips!

Please note: The first 30 seconds of this call are free, but you will be charged 98 cents for each minute after that (up to 5 minutes). The charge will appear on your next phone bill.

NEC TurboGrafx™-CD Games Disc 90-Day Limited Warranty

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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 violation of the product's terms that is submitted to the carrier,
 - d) nonconformity with the product,
 - e) any other cause that does not relate to a manufacturing

HOW TO OBTAIN WARRANTY SERVICE

For warranty information, call 1-800-396-0100, Monday-Friday 9:00 A.M. to 5:00 P.M. Central Time.

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