Have you tried these TurboChip™ games?
- New Adventure Island™
- Dead Moon™
- Order of the Griffon™
- Soldier Blade™
THANK YOU!

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

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.

Contents
Story and Objective of the Game ........................................ 2
Preparation for Play ..................................................... 3
Before You Begin ....................................................... 4
Game Start ................................................................. 6
Game Over and Continuing Gameplay ................................. 8
Appendix: Items ............................................................ 9
Friends ........................................................................ 10
Enemies ....................................................................... 12
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, sunglass-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.
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.
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.
**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
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This product is warranted for 90 days from the date of the first consumer purchase.

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