Have you tried these other TurboChip™ game cards?

- Power Golf™
- Blazing Lasers™
- Alien Crush™
- Dungeon Explorer™
- The Legendary Axe™
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.

Welcome, China Warrior, Master of Kungfu.
Your Greatest Battle is About to Begin.
The Kungfu Province of China has been captured by an evil horde. Led by Boss Kara, they’ve ransacked the Ancient City. Summoned by the people, it is up to you, the China Warrior, to restore peace. You must face the Evil Horde, each fighter with his own martial-arts specialty. Battle the awesome bosses and finally, Boss Kara, himself. Summon all your strength, all your skill. Increase your powers with the sacred oolong tea and discover other hidden powers within yourself. This is your greatest battle, China Warrior. Fight well and live long!

Object of the Game
Defeat the Evil Horde. Return peace to the Kungfu Province. Score as many points as you can along the way.

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TurboGrafx™16 Entertainment SuperSystem
TurboChip™ Game Card
The movements of China Warrior are controlled with your TurboPad. Push the top of the TurboPad Direction Key to jump, and the bottom of the Direction Key to crouch.

**Turbo Switches:**
Place in UP position for faster movement.

**Direction Key** (4-Way Controller)

**Button II** (Kick Button)

**Button I** (Punch Button)

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**Operating Controls**

**Attack Moves**

China Warrior features five different attack moves.

All attack moves are carried out by moving to the right (China Warrior does not move to the left).

- **Punch**
  Push the right side of the Direction Key and Button I.

- **Low Thrust**
  Push the bottom of the Direction Key and Button I.

- **Front Kick**
  Push the right side of the Direction Key and Button II.

- **Jump Kick**
  Push the top of the Direction Key and Button II.

- **Diagonal Jump Kick**
  Push the top right of the Direction Key and Button II.
Pay attention to the China Warrior's Power Reserve! When Power Reaches Zero, the Game is Over!

**China Warrior's Power**

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**Enemy's Power**

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**Up Bonus**

You will receive an additional China Warrior at 20,000 points, 50,000 points, 100,000 points and every 100,000 points after that.

**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 the 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.

“China Warrior” is a horizontally scrolling game of kungfu action. There are 4 stages in all.

*There are three types of action scenes in China Warrior—the Battle Screen, the Showdown Screen and the Bonus Screen. The three screens are connected as shown.*

**Battle Screen**

Obstacles appear and enemies attack. Fight or avoid them as they move to your left.

**Showdown Screen**

Fight it out with the boss of that level. You may pass only when the boss has been defeated.

**Bonus Screen**

Appears after all other screens of that stage. High score once pot is broken!

**Completing Each Stage**

There are three bosses in each stage.

Defeat the three bosses in each stage to move on to the next round. In the final stage, face Boss Kara, the leader of the Evil Horde.
There are 32 enemies including Boss Kara. All will attack in different and secret ways. Knock them down with your different attack moves.

### Enemy Characters and Point Values

<table>
<thead>
<tr>
<th>Poison Butterfly</th>
<th>200 points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Snake</td>
<td>1000 points</td>
</tr>
<tr>
<td>Fireball</td>
<td>1000 points</td>
</tr>
<tr>
<td>Waterball</td>
<td>1000 points</td>
</tr>
<tr>
<td>Spear</td>
<td>500 points</td>
</tr>
</tbody>
</table>

| Nunchaku         | 300 points  |
| Plate            | 500 points  |
| Fighting Ball    | 300 points  |
| Fighting Ball    | 300 points  |

| Poison Butterfly | 200 points |
| Snake            | 1000 points |
| Fireball         | 1000 points |
| Waterball        | 1000 points |
| Spear            | 500 points  |

| Nunchaku         | 300 points  |
| Plate            | 500 points  |
| Fighting Ball    | 300 points  |
| Fighting Ball    | 300 points  |

| Poison Butterfly | 200 points |
| Snake            | 1000 points |
| Fireball         | 1000 points |
| Waterball        | 1000 points |
| Spear            | 500 points  |

| Nunchaku         | 300 points  |
| Plate            | 500 points  |
| Fighting Ball    | 300 points  |
| Fighting Ball    | 300 points  |

| Poison Butterfly | 200 points |
| Snake            | 1000 points |
| Fireball         | 1000 points |
| Waterball        | 1000 points |
| Spear            | 500 points  |

| Nunchaku         | 300 points  |
| Plate            | 500 points  |
| Fighting Ball    | 300 points  |
| Fighting Ball    | 300 points  |

Note: Boss Kara is worth 10,000 points!
When learning a new round, be sure to punch everything that comes your way. You never know when a very valuable hidden power-up will appear!

The hidden power-ups are always in the same positions. Learn their locations and use them to your advantage during each game.

Take it easy! Don't try to rush through each round or you will find yourself facing more opponents. Use the kick and punch frequently to slow down the enemy's progress. Using the auto-fire function (turbo switches up) will help you do this.

There are several techniques that can be used to fight the boss characters at the end of each level. Master their patterns to discover when to attack.

On the Bonus Round, you MUST time the power meter correctly, so that it hits to the highest mark if you are to receive the 20,000 point bonus.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

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   b) repair or attempted repair by anyone not authorized by NECHE;
   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.

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