Have you tried these other TurboChip game cards?

- Bonk's Revenge™
- Impossamole™
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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, etc., 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 or rental of this software is strictly prohibited.

Object of the Game
Piloting the Raiden, defeat the alien invaders. Using guns, missiles and bombs, advance through all 8 stages of the game, scoring as many points as you can.

Note: Raiden is a single-player game.
How to Play & Starting the Game

Raiden is a vertical scrolling action game. You control the high-performance aircraft Raiden using your TurboPad Controller. Play is based on the "damage" system. Each time you destroy an enemy, you score points. Each time an enemy successfully attacks you, you lose one aircraft. When all your aircrafts are gone and you are successfully attacked (or you defeat the final Boss at the end of the game) the game is over.

Number of Aircrafts
You begin the game with 3 Aircrafts. Extra aircrafts may be obtained by collecting a "1-UP" icon.

Starting the Game
From the Title Screen, Press the RUN Button
The game will now begin.

Pausing the Game
During play, the game can be paused by pressing the RUN Button. Press the RUN Button again to resume play.

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.

How to Continue
When the game is over, a countdown from the number 9 will begin. You can continue playing by pressing the RUN Button before the countdown reaches zero (0). You can continue up to 6 times. Each time you continue, you begin with 3 aircrafts.

Stages of the Game

Raiden consists of 8 stages. At the end of each stage, there is a Boss who must be defeated before you can proceed to the next stage.

Stage 1 – The Battle Begins
The battle begins in a pasture area which has not yet come under enemy attack.

Stage 2 – The City of Wuz
A city utterly devastated by the enemy.

Stage 3 – Oceanus
The battle continues over ocean and land with ever-increasing enemy fire.

Stage 4 – The Alien Earth Base ZEN
Ancient ruins transformed into an enemy base.

Stage 5 – The Enemy Outpost
An unfinished enemy outpost which possesses astonishing destructive power.

Stage 6 – Star Fighters
You chase the enemy into space. Heading toward a floating continent, you engage in fierce fighting.

Stage 7 – Space Station RIP
An enemy space station equipped with the latest scientific technology.

Stage 8 – Armageddon
Enemy Headquarters. Now the ultimate battle begins!!
Controlling the Raiden

Your TurboPad Controller is used to control the Raiden aircraft. Basic TurboPad components and operation are shown below.

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**Direction Key (8-Way Controller)**
Moves the Raiden in 8 different directions.

**SELECT Button**
When used with the RUN Button, resets the game from the beginning.

**RUN Button**
Starts and pauses the game.

**Button II**
Fires guns and missiles.

**Button I**
Drops bombs.

Screen Displays & Bonus Items

**Score**
Shows the player's score

**Number of Bombs Remaining**
Shows the number of bombs you have left.

**Number of Aircrafts Remaining**
Shows how many aircrafts you have left.

**Bonus Items**
The following items will help you defeat the enemy. Watch for them!

- Yellow Bonus Medals
- Gremlins
- P Bonus Boxes
- Fairy
The Raiden uses bombs, 2 different types of guns and 2 different types of missiles. You begin the game with a Vulcan Gatling Gun. The other items must be collected as they appear on the screen. When you first collect a gun, its power is at its minimum. When you first collect a missile, its power is also at its minimum. The power of these weapons will increase each time you pick up identical power-ups (i.e. red vs. blue). Bombs always have the same amount of power.

### Raiden Weapons

- **Vulcan Gatling Gun (Red Weapon)**
  The Raiden is equipped with this weapon from the start. As you acquire more Vulcan Guns, your power is increased and multidirectional attack becomes possible.

- **Laser Gun (Blue Weapon)**
  This weapon has more penetrating power than the Vulcan Gatling Gun. As you acquire more Laser Guns, the beam widens and is even more powerful.

### Some Enemy Weapons

- **Bantam Suicide Fighter**
  Grouped together in formation, these fighters charge at you like kamikaze planes, as the name implies.

- **Medium-size Gunships**
  If you fail to blow this enemy up, it disappears off the bottom of the screen and reappears when you least expect it.

- **Aerial Mine**
  These are easy to hit, but split open, change into shells and scatter in the shape of a fan.

- **Self-propelled Vulcan Anti-Aircraft Gun**
  When you approach, the 4 gun muzzles on top spin wildly. This gun sprays shells in every direction!

- **Canon**
  This weapon is fixed to the ground, but the muzzle follows your movements and attacks you wherever you fly.

- **Train Gun**
  Runs along the tracks, releasing a shower of shells from guns hidden in 2 freight cars.

- **King-size Heavy Tank**
  Detects your movements by radar and lets go a shower of homing-type shells.

- **Armored Transport Plane**
  When you hit this enemy character, an item that will increase your power pops out!
**Enemy Bosses & Playing Tips**

**Enemy Bosses** (for 4 of 8 stages)

**Desert Spiders**
Savage insects that can inflict a deadly wound.

**Flying Fox**
The left and right wings turn into fighter planes. Attacks by flitting down like a bat!

**Phalanx MK III**
Fires while opening and shutting its gun muzzle. After it's destroyed, a pipe gun appears and there's an even fiercer barrage of fire.

**The Mothership**
The left and right gun batteries separate from the main body and the 3 pieces attack from different positions.

Use your Skills to defeat the remaining four Enemy Bosses.

**Playing Tips**
The Desert Spiders attack separately, but the trick is to wait until they are both near each other. Then attack with a bomb and kill two birds with one stone (a bomb is also effective against the Mothership).

It is good to use the Homing Missiles during the general game screens, and the Multi-directional missiles for the end bosses.

A Powered up Vulcan Gatling Gun (RED) protects your ship better than a powered up Laser Gun (BLUE)

Call the TurboTeam at 1-900-FUN-TG16 for additional game tips!

**Please note:** The first 30 seconds of this call are free, but you will be charged 99 cents for each minute after that (up to 5 minutes). The charge for this call will appear on your next phone bill.

Please be sure to ask your parents' permission before you call!

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