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NEC Technologies, Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094

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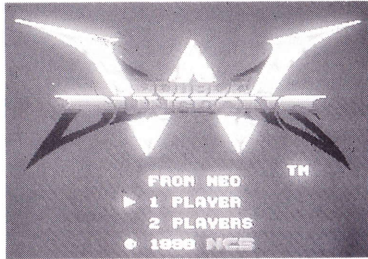
DOUBLE DUNGEONS™



**TURBO
16
GRAFX**

Thank You

...for Buying this Advanced TurboChip Game Card, "Double Dungeons."



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.

© 1990 NCS
TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

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.

Who Knows What Evil Lurks!

The World of Double Dungeons is a mysterious land with many shadowy places and two moons...but this means nothing to you. All you see is the dungeon which will be the setting of your adventures.

It may take one who knows this world to capture it. Will you act as a solitary warrior? Or will you have friends in tow? No one knows.

Only one thing is for certain...all hearts that beat in this dungeon are longing for adventure.

The time has come at last to open the door. What will be behind it?

Object of the Game

Negotiate your way through the different scenarios and accumulate gold, jewels and "power-up" items along the way. Beware of monsters, spells and Evil Bosses.

If a friend is joining you in the game, you can work together (use Double Dungeons' split-screen feature). Or, if you prefer, compete with each other along the way, and try to slow each other's progress. The first one to overthrow the Evil Boss is the winner!

Note: Double Dungeons can be played by one or two players. For two players, a TurboTap accessory and an additional TurboPad controller are necessary. These items may be found at the retail location where your TurboGrafx-16 Entertainment SuperSystem was purchased.

Starting the Game

Select 1 or 2 Players

From the title screen, use the SELECT Button to make your selection. Press RUN to enter the number of players.

Select "START" or "PASSWORD"

Use the SELECT Button to make your selection and press RUN to enter it.

If You Select "START"

The "Stage Select" Screen will appear. Use the Direction Key to select a Dungeon and press RUN to enter your choice. You can choose a Dungeon based upon the amount of time you plan to play (see "Stages of the Game" section further in this booklet).

If You Select "PASSWORD"

The "Password Input" screen will appear. Enter your password and press RUN to enter it. Play will begin from the place where the password was previously displayed.

Enter Your Name

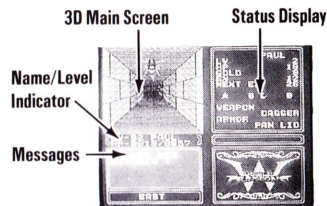
Enter your name (up to 6 letters or symbols) using the Direction Key and Button I. Remember, you can use Button II to make corrections.

Press the RUN Button to Begin Play

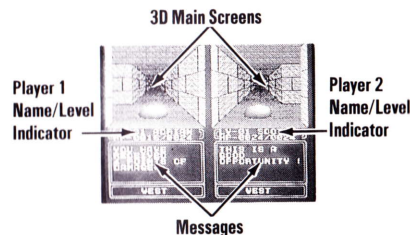
Press *twice* if there are two players!

SCREEN DISPLAYS

For One Player



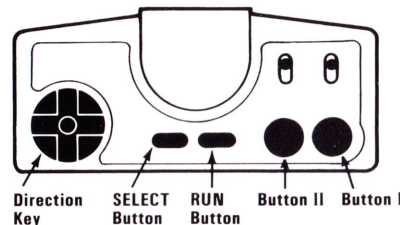
For Two Players



The direction your player is facing is shown at the bottom of the screen.

Controlling the Movements of Your Player

TurboPad Operation



The movements of your player are controlled using your TurboPad controller. Mastering its operation is critical to your success in Double Dungeons.

	During Movement	During Combat	At the Shops	When Selecting
Direction Key	Press the key in the direction you wish to move. Press "up" to advance. Use "left" and "right" to change direction. Press "down" to retreat.	"Up" is not used. Use "left" and "right" to change direction. Press "down" to retreat.	Press "up" to enter and "down" to exit.	Used for cursor movement. Press the key in the direction you wish to move.
SELECT Button	For displaying the Status Window for 2 players. Press Select Button again to return to the Dungeon Screen.	Not used during combat.	Press to select what you want to buy or sell.	Not used.
RUN Button	For displaying the Password. Press again to return to the Dungeon Screen.	Not used during combat.	Not used.	Press to enter selections.
Button II	For displaying the "Item Window."	For displaying the "Item Window."	Press to cancel.	Not used.
Button I	Use for opening treasure chests, etc. Press to confirm messages.	Press to attack. Press to confirm messages.	Press to enter selections. Press to confirm messages.	Not used.

Game Play

Pausing the Game

During play, the game may be paused by pressing the RUN Button or the SELECT Button. If you press the RUN Button to pause the game, your password will be displayed. If you press the SELECT Button to pause the game, the status screen will be displayed.

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 you die (HP becomes 0000), your position will automatically be reset to the point where you began the game. You will lose all of your gold and your Hit Points (HP) will be reset to 24. Everything else will remain the same.

Playing the Game

Double Dungeons is based on the "damage" system. How long you last in the game depends upon the amount of damage your enemies (and/or opponent!) inflict on you. It also depends upon how well you maintain or restore your strength ("vitality") along the way.

Maintaining Your Strength

The following characteristics affect your ability to fight the enemy:

Hit Points (HP)

When the game begins, you have 24 "Hit Points." This is a rating of your "vitality" or life. The amount of Hit Points that you may store up increases as the amount of your "Experience" goes up, and as you progress to higher levels.

Attack Power (AP)

"AP" is determined by the weapons you carry. You can be as strong as the weapons you buy. But some weapons cannot be bought, and others carry a spell, so watch out!

Defensive Power (DP)

Similar to AP, "DP" is determined by the defenses you possess. Your DP is as strong as the defenses you buy!

Evasive Strength (EV)

This indicates your ability to dodge your opponents' attacks. The higher your "EV," the greater your chances of avoiding trouble!

Experience (EX)

Whenever your "EX" increases, your level also increases. Your EX goes up when you damage or defeat an enemy. When you get past Level 5, however, you'll find that you no longer have the advantage of restoring your HP. Better hurry to the Inn!

Note: All of the above characteristics revert to their original values at the beginning of each dungeon.

Game Play continued

Defeating Your Enemies

Not only does defeating your enemies increase your experience ("EX"), it earns you the food, gold and jewels you need to maintain your strength and buy weapons and shields.

Getting Killed by a Monster

If you are killed by a monster, your gold is completely lost. Any stars or moon jewels you may have accumulated are completely lost. Your weapons and shields, however, stay the same, so don't give up!

Getting Killed by the Other Player

If you are killed by the other player, all your gold goes to him or her and you start over from the beginning! Any stars or moon jewels you may have are lost, but your weapons and shields stay the same.

Choosing a Dungeon

The game scenario you choose should be based upon the amount of time you want to play (See "Stages of the Game" section of this booklet).

Spending a Night at the Inn

To recover your strength (fill up your vitality or "HP" gauge), spend some gold and sleep at the Inn! Hey! Even warriors need a rest!

Visiting the Shops

Once you've accumulated gold, you can buy more powerful weapons, shields and other items by visiting the Double Dungeons Shops. To visit a shop, press "UP" on the Direction Key when you are in front of the door. You will be asked, "Would you like something?" Press Button I for "yes" and Button II for "no." If you choose "yes," your choices (and their prices!) will then be displayed. Use the SELECT Button to make your selections, and Button I to enter your choices. Use Button II to cancel. If you choose "no," you will be asked, "Would you like to sell something?" Press Button I for "yes" and Button II for "no." If you choose "yes," your choices will then be displayed. Use the SELECT Button to make your selections, and Button I to enter your choices. Use Button II to cancel. Remember, once an item is sold, you cannot purchase it again.

Receiving Your Password

You can get your password at any time except when you are in combat or in front of a door. Simply press the RUN Button during play.

Stages of the Game

Double Dungeons features 6 levels or "stages," with a total of 22 Dungeons. Within the first few levels, you can choose among as many as eight different Dungeons. The playing time (and difficulty) of each Dungeon you can explore is as follows:

Level 1: Cyclone Dungeons

Find the Treasure
Save the Kingdom
The Mysterious Snowman
The Black Winged Devil
The Murderous Magician
The Golden Arm
The Blue Ghost
A Night in Walpgiss

Average Playing Time: 30 minutes.

Level 2: Blue Devil Dungeons

The Sea Demon
Hall's Abyss
The Ghost Woman with a Grudge
The Hybrid Devil Beast
Deeply Deluded Dead People
The Demon Who Attained Nobility

Average Playing Time: 60 minutes.

Level 3: Crimson Flame Dungeons

The Friends' Reunion
The Earl's Descendant
The Iron Tribe

Average Playing Time: 120 minutes.

Level 4: Pitch Dark Dungeons

The Giant Cyclops
The Scorching Red Dragon

Average Playing Time: 240 minutes.

Level 5: Dark Cloud Dungeon

The Seal of the Devil King

Average Playing Time: 480 minutes.

Level 6: Sky Dungeon

The Final Battle

Average Playing Time: 960 minutes.

Note: After you have cleared the 21 Dungeons of Levels 1 through 5, you must put together the 21-letter password to enter Level 6. Be sure to write down the passwords as you progress in the game. There is only one password, regardless of whether there are 1 or 2 players. Always enter the password using player 1's TurboPad.

Power-up Items

Use these Power-up Items to Your Advantage

In Double Dungeons, "Power-up Items" can be obtained from treasure chests and monsters or may be purchased in the shops. However, you may possess only 6 items at any one time. Each item has its own particular power. Use them to your advantage!



Energy Burst

The energy stored in the tip of this rod can be used to inflict damage on the monsters.



Healing Potion

This item adds 60 points to your current vitality. It disappears after one use.



Apple

Adds 5 points to your vitality. Also disappears after one use.



Refresh Potion

Completely restores your vitality. Disappears after one use.



Bread

This item adds 10 points to your current vitality. It also disappears after one use.



Death Thunder

Strikes monsters with lightning. Produces a damage level of 80 points.



Speed Ring

Adds 4 points to your Attack Power. Disappears after one use.



Crystal Mirror

Inflicts 100 points of damage on all monsters!



Roast Beef

This item adds 20 points to your current vitality. It also disappears after one use.



Unicorn Key

You need this key to open doors which are protected by Bosses.

Power-up Items continued



Earth Shaker

Causes an earthquake!
Produces a damage
level of 20 points among
the monsters.



Moon Jewel

A precious stone from
the moon. Convert it to
gold and buy weapons
and defenses.



Star Jewel

A precious stone from a
star. Convert it to gold
and buy weapons and
defenses.



Defender

Adds 4 points to your
DP ("Defensive Power").
Disappears after
one use.

Note: The prices of these items can be found when you enter a shop.

Playing Tips

Although the limit to the number of power-up items you may possess at any one time is 6, you can (and should!) get rid of one item if another more-desirable one comes along.

It is important to stay alive *at all costs* while playing in the one-player mode because all of your gold is lost and your "Hit Points" are reset to 24 when you die.

Try buying the lowest grade sword and armor first, then move up to the highest grade as soon as you have enough money.

It is a good idea to go into battle with the End Bosses with 1 or 2 "Refresh Potions" to heal you.

In the two-player mode, let one player kill off the other player to reduce the amount of time it takes to collect the gold.

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

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:

HOW LONG IS THE WARRANTY

This product is warranted for 90 days from the date of the first consumer purchase.

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2. Damage, deterioration or malfunction resulting from:
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 - b) repair or attempted repair by anyone not authorized by NECT;
 - 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 call 1-800-366-0136,
Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time.

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