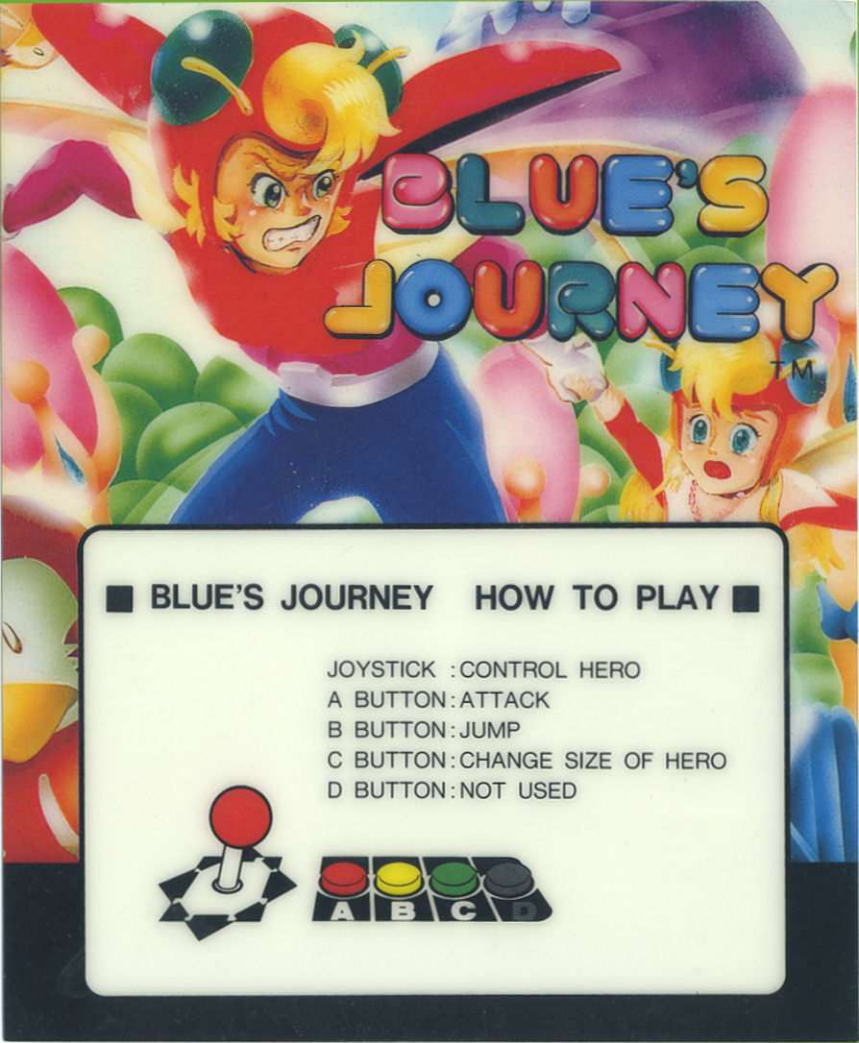




BLUE'S JOURNEY

■ BLUE'S JOURNEY HOW TO PLAY ■

JOYSTICK : CONTROL HERO

A BUTTON: ATTACK

B BUTTON: JUMP

C BUTTON: CHANGE SIZE OF HERO

D BUTTON: NOT USED





NEO-GEO SYSTEM ALH-001

[BLUE'S JOURNEY] USER'S MANUAL

**BLUE'S
JOURNEY** ALH-001

Blue never allows invaders
to destroy Raguy's nature.

**BLUE'S
JOURNEY**

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BLUE'S JOURNEY Prologue:

The Planet "Raguy" is a beautiful star where many fun and wonderful creatures live. But, several years ago the filthy "Daruma Family" invaded Raguy. The beautiful surroundings soon became grimy and foul, and the Daruma family continues to pollute this charming planet. Elsewhere on Raguy, a boy named "Blue" who was highly skilled at controlling the environment stood up to the Daruma family to save Raguy and his beautiful princess "Fa" who had become quite ill due to the vast pollution that was consuming them all. Help Blue rid his beautiful planet of the disgusting Daruma family and bring the princess back to good health by guiding Blue on his journey against pollution!

THE DARUMA EMPIRE

Through constant industrialization, the Daruma empire has ruined their own planet by continually polluting it beyond repair. The environment existed no more. Thus, the Daruma family was forced to leave their planet to seek a more suitable star to continue their scientific experiments when destroy environmental life. As they drifted thru space they landed on Raguy and began to attack and consume this new and wonderful planet. Will the Daruma family succeed in the invasion of Raguy and pollute its environment also? Only you can stop the madness!

MAIN CHARACTERS



1 PLAYER

- Blue:
He comes from the jungle of "Jamo". He is also the champion of the magic festival.



2 PLAYER

- Shadow Blue:
He is Blue's shadow that appears by a secret magic called "double-body magic" and possesses all of the same powers as blue.



- Fa:
The princess of Raguy who is very sick from the pollution.



- Emperor Daruma:
He is the filthy enemy who leads the invasion of Raguy.



- Ret:
Ret is Blue's rival who took 2nd place at the magic festival and is very suspicious.

GAME CONTENTS

■ OBJECT

Control Blue & Shadow Blue to beat the enemies "Daruma" and "Monster" by gathering various items to solve the big mystery.

■ HOW TO START

Game Starts when you press either 1 or 2 controller. Simultaneous 2 player start if you press the start button on both controllers.

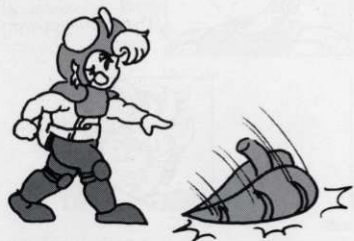
■ DROP IN

The second player can drop in if he presses the start button on his controller during 1 player.

■ CONTINUE

When the number of remaining hero becomes 0, it goes to "continue mode". You can resume playing from that point if you press the start button before "count down" reaches 0.

HERO



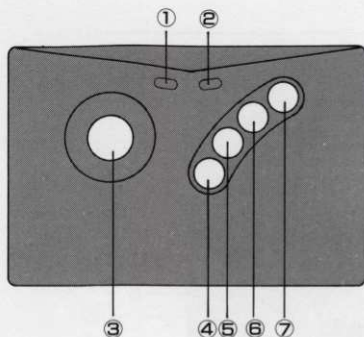
[Change Size]

- When Blue is little he can run faster and jump far but he can't attack.

[Attack]

- The wind that is caused when you throw down the dump will overturn the enemies.
- You can throw the enemy horizontally, vertically when he is overturned.
- When you ride on the enemy's head, you can make him slide and use as a weapon.

CONTROLS



- 1.) **Select Button:**
Not used.
- 2.) **Start Button:**
Press to start the game.
- 3.) **8-way Joystick:**
Controls direction of Blue and Shadow Blue.
- 4.) **"A" Button:**
Attack.
- 5.) **"B" Button:**
Jump. (Jumping distance will vary depending upon the length of time you press the "B" Button.)
- 6.) **"C" Button:**
Press to change hero's size.
- 7.) **"D" Button:**
Not used.

SAVE&LOAD

■ Memory card is needed to save and load.

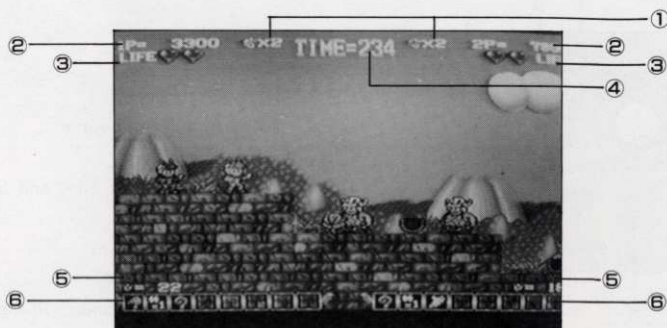
Save:

Insert the memory card into the Neo-Geo before starting the game. It will automatically save your level when your game ends, and the countdown screen reaches zero.

Load:

Turn the power on to the Neo-Geo and insert the memory card. Press the start button and the data is then loaded. (Data will not load if the memory card is inserted after you press the start button.)

GAME SCREEN



- 1.) Number of heros.
- 2.) Players' score.
- 3.) Player's life (if the heart symbol turns black, a hero will be lost.
- 4.) Playing time (a timekeeper will appear when the time reaches the last 30 seconds.)
- 5.) Player's money (to purchase items).
- 6.) Player's items.

**Leaf:**

Range of attack covers a wide area.

**Royal Fern:**

Speed increases.

**Nectar:**

Recover one life.

**Peach:**

Recover all lives.

**Cocoon:**

One life is rewarded when you pick up a gold cocoon and five silver cocoons.

**Bamboo Shoot:**

Blue's body will become large for a short while and he will be invincible.

**Cabbage:**

When you pick up a cabbage, all enemies will turn into flowers.



Leaf:

Range of attack covers a wide area.



Royal Fern:

Speed increases.



Nectar:

Recover one life.



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Recover all lives.



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**Bamboo
Shoot:**

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Cabbage:

When you pick up a cabbage, all enemies will turn into flowers.

- The shop is hidden from the Daruma family and can be uncovered by picking up a clover. Stand in front of the shop and push forward on the joystick to enter.
- Items in the shop can be purchased with flowers which is the currency of Raguy.
- Shul who is the woman who owns the shop is a tough business woman, so shop quickly or you may be kicked out of the shop.
- A portion of the items available in the shop:



Spike:

Prevents Blue from slipping.
Useful in the stage of ice.



Foot Fin:

Blue can't swim in the polluted water. This item is useful for swimming in clean water.



Light Metal Safe:

This item can save you one life.

STAGE

■ AREA 1: (THE JUNGLE OF "JAMO")

Blue has left his village to battle the Daruma family who are now invading his hometown. He must ring the legendary "Green Bell" to rid Jamo of pollution.



Boss: Daruma's nasty sergeant.

He crashes rocks on his head and the pieces transform into many of his own image.

■ AREA 2: (THE UNDERGROUND EMPIRE OF "KUIRA")

The empire of Kuira has been ruined by the Daruma family. Survivors live quietly there.



Boss: The Daruma fire maniac.

He attacks with snakes of fire and emits a fire pole from his body.

■ AREA 2-B: (SWAMP EMPIRE "SHABURN")

Huge plants, waterwheels and beautiful waterfalls and fountains still untouched by the Darumas.



Boss:The muddy Daruma priest.

A mysterious magician who throws fireballs and Daruma dolls.

■ AREA 3: (MECHANICAL CITY "BAKEEN")

The industrial area of Raguy now controlled by the Darumas.

■ AREA 3-B: (WONDERFUL ELEMENTS)

This area consists of snow, ice and the ocean.

■ FINAL AREA: (DARUMA EMPIRE)

Many have ventured to this unknown area and no one has returned.

[ATTENTION]

- This product can only be used on the NEO GEO Rental System.
- Do not disassemble !!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures.
- Do not touch terminal.
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet

[MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge. Do not shut off the main switch!
- Keep water and dust away from the connector of NEO•GEO memory card.

SOFTWARE DIPSWITCH MENU FOR BLUE'S JOURNEY

BLUE'S JOURNEY
CONTINUE
DEMO SOUND
HOW TO PLAY
DIFFICULTY
BONUS RATE
BONUS TYPE
HERO

1 / CONTINUE SET	NUMBER OF CONTINUE PLAY
CONTROLS	= Move joystick up or down to select option. Use "A" button to increase number. Use "B" button to decrease number.
2 / DEMO SOUND	WITH OR WITHOUT SOUND DURING DEMO MODE.
CONTROLS	= Move joystick up or down to select option. Use "A" button to set selection.
3 / HOW TO PLAY	WITH OR WITHOUT "HOW TO PLAY SCREEN" WHEN GAME STARTS.
CONTROLS	= Move joystick up or down to select option. Use "A" button to select ON or OFF.
4 / DIFFICULTY	GAME PLAY DIFFICULTY
CONTROLS	= Move joystick up or down to select option. Use "A" button to increase difficulty. Use "B" button to decrease difficulty. (1 through 8, more difficulty as number increases)
5 / BONUS RATE	SCORE NEEDED FOR EXTRA HERO.
CONTROLS	= Move joystick up or down to select option. Use "A" button to make selection.
6 / BONUS TYPE	EXTRA HERO BY SCORE
CONTROLS	= Move joystick up or down to select option. Use "A" button to make selection.
SECOND BONUS	= 1 hero by scoring points, up to 2 times.
EVERY BONUS	= 1 hero by scoring points, unlimited.
NO BONUS	= No extra heroes by scoring points.
7 / HERO	NUMBER OF HEROES WHEN GAME STARTS
CONTROLS	= Move joystick up or down to select option. Use "A" button to make selection.