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THANK YOU !

THANK YOU for buying this Advanced TurboGrafx™-CD Game, "COTTON™"



Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD unit and TurboDuo™, precautions concerning their use and the proper use of this CD game. Always operate your TurboGrafx-16 SuperSystem and this CD game according to instructions. Please keep this manual in a safe place for future reference.

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Game Copyright 1991 Success
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TurboGrafx™-CD Player
TurboDuo™

WARNINGS

1 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2 Do not use this CD game with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3 Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
4 Never pull the System Card out while the TurboGrafx-16 switch is in the "on" position, as this may damage both the SuperSystem and the CD Interface Unit.
5 Do not wipe your Entertainment SuperSystem, TurboGrafx-CD player or TurboGrafx-CD with volatile liquids such as paint thinner or benzene.
6 Read this instruction book carefully and keep it in a safe place for future reference.

TurboGrafx-CDs are made especially for use with the TurboGrafx-16 Entertaiment SuperSystem, TurboGrafx-CD player and TurboDuo™. They will not operate on other systems.

Any duplication of this software is strictly prohibited.

TurboGrafx™-CD Game Disc 90-Day Limited Warranty

Turbo Technologies, Inc.("TTI") warrants to the original consumer purchaser that this product shall 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.

WHO IS PROTECTED
This warranty may be enforced only by the first consumer purchaser. You should save your proof of purchase, and be prepared to present it in case of a warranty claim.

WHAT IS COVERED
Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:
1. Any product that is not distributed in the U.S.A. by TTI, or that is not purchased in the U.S.A. from an authorized TTI dealer, or that is sent for warranty service from outside the U.S.A.
2. Damage,deterioration or malfunction resulting from;
   a) accident, negligence misuse, abuse, neglect, impact, fire, liquid, lightning or other acts of nature, commercial or industrial use, product modification or tampering, failure to follow instructions supplied with the product;
   b) repair or attempted repair by anyone not authorized by TTI;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product; and
   e) any other cause that does not relate to a defect in material or workmanship
3. Any product on which the TTI serial number has been altered, defected, or removed.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 7:00 P.M. Central Time.

LIMITATION OF IMPLIED WARRANTIES
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY, AND ARE SUBJECT TO ALL CONDITIONS HEREIN.

EXCLUSION OF DAMAGES
TTI'S LIABILITY FOR ANY PRODUCT IS LIMITED TO THE REPAIR OR REPLACEMENT OF THE PRODUCT AT OUR OPTION. TTI SHALL NOT BE LIABLE FOR :
1. Damage to other property caused by this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
2. Any other damages, whether incidental, consequential or otherwise.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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A FAIRYLAND NIGHTMARE

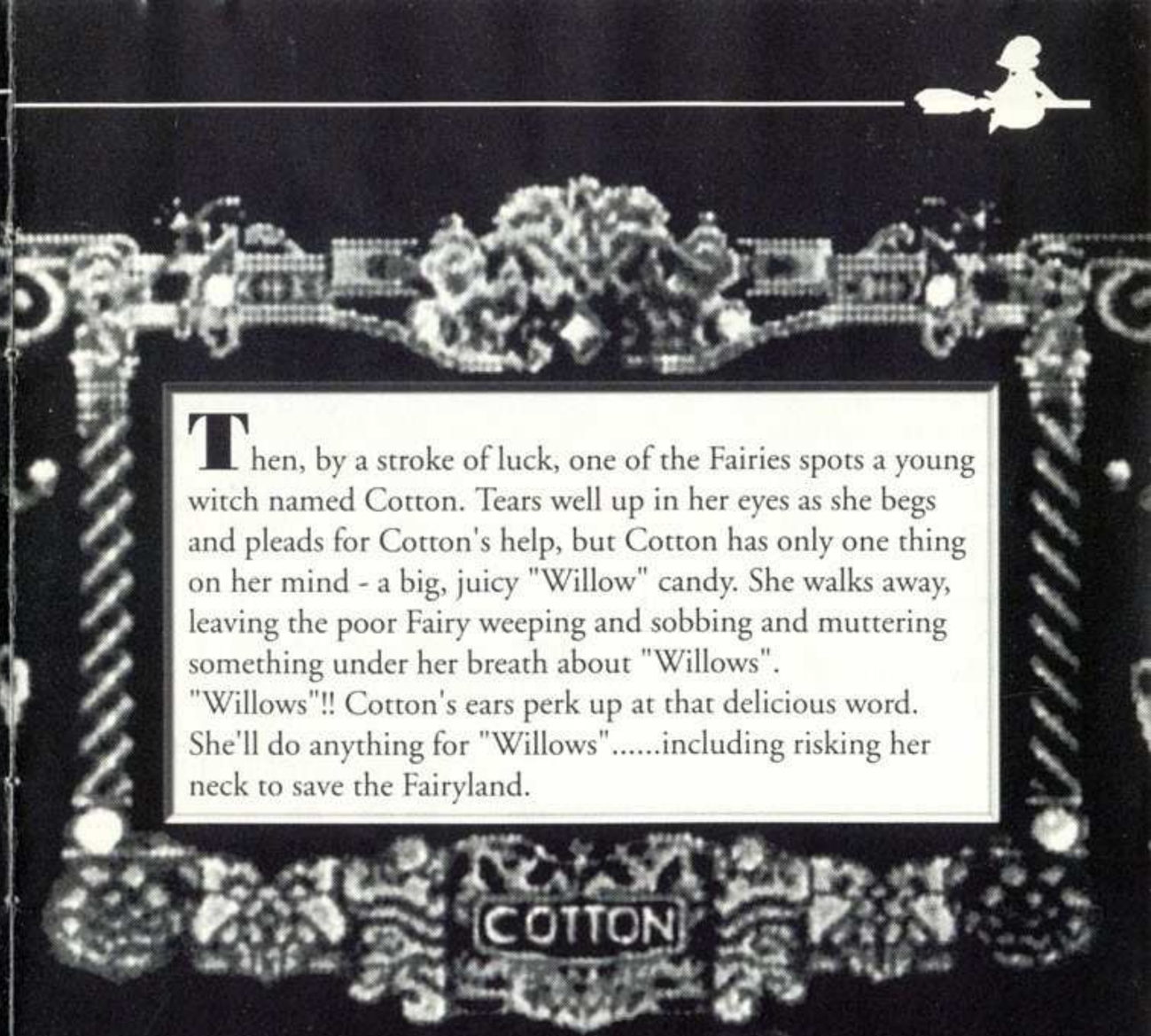
There is great fear, desperation and sorrow in Fairyland. The Evil Mist has crept in and paralyzed the Prism of Light, causing a deep and endless darkness to overcome the once joyous and beautiful world.

In dismay, the Fairies have given up all hope of ever seeing the morning light again.



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Then, by a stroke of luck, one of the Fairies spots a young witch named Cotton. Tears well up in her eyes as she begs and pleads for Cotton's help, but Cotton has only one thing on her mind - a big, juicy "Willow" candy. She walks away, leaving the poor Fairy weeping and sobbing and muttering something under her breath about "Willows".
"Willows"!! Cotton's ears perk up at that delicious word. She'll do anything for "Willows".....including risking her neck to save the Fairyland.



TURBOPAD CONTROLS

❶RUN BUTTON

1. Starts game.
2. Pauses game.
3. Skips Intermission Scenes.

❷DIRECTION KEY

Moves Cotton left, right, up or down.

❸BUTTON I

1. Drops BurstBombs.
2. Press and hold for a few seconds, then release. The fairy flies ahead and wastes the enemy.
3. Press and hold Buttons **I** and **II**, then release. The Defense Magic is activated.

* You need Gemstones to use Magic.

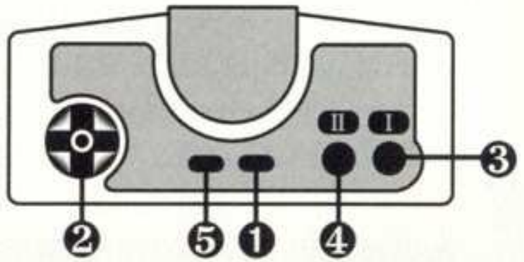
❹BUTTON II

1. Fires out Blastbeams.
2. Press and hold for a few seconds, then release. The Attack Magic flares .
3. Press and hold Buttons **I** and **II**, then release. The Defense Magic is activated.

* You need Gemstones to use Magic.

❺SELECT BUTTON

Accesses the Option screen from the Title screen.

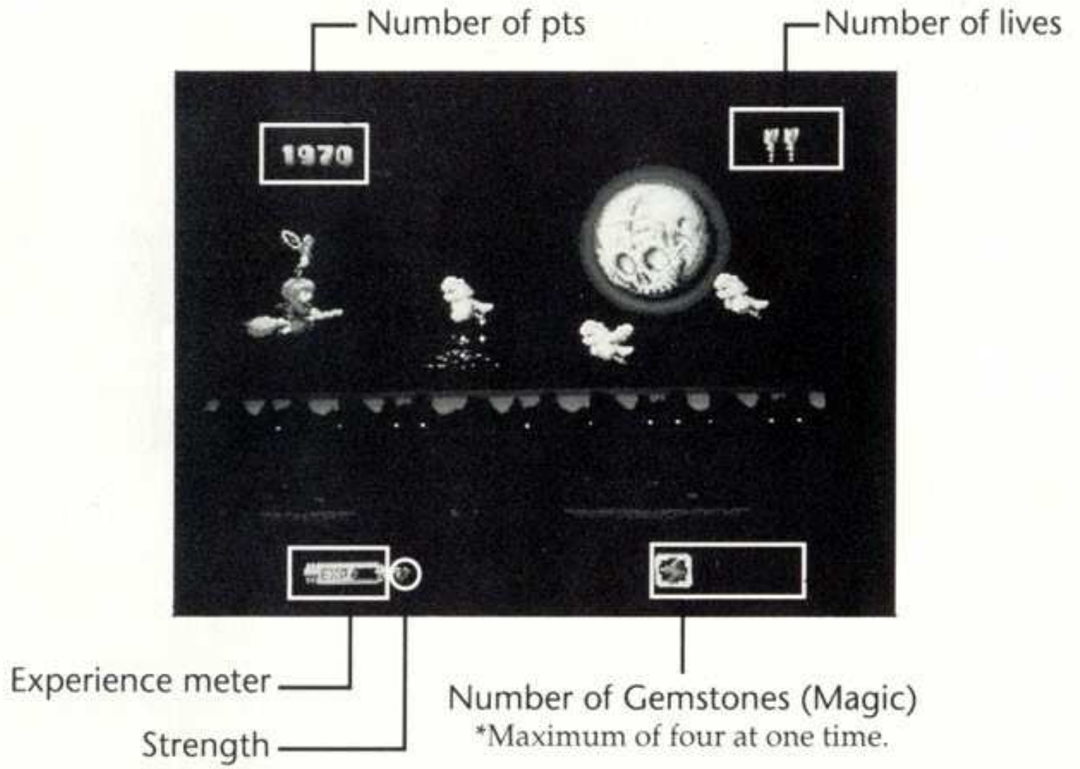


OPTION SCREEN Select up to five lives by pressing Direction Key left or right. Then, press down and choose from English, Chinese or Japanese text displays.

*Select Button is not used in the game.

**Magic cannot be used when Button I or II switches are on rapid fire.

THE SCREEN



CONTINUE When you've run out of lives, the Continue screen will appear. Press Run to continue the game. The first 'Continue' lets you start where you left off. The second 'Continue' takes you back to the beginning of the stage. The third 'Continue' gives you another chance to start where you left off. After that it's all over.

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THE CRYSTALS

Crystals appear after you destroy certain enemies. They change color when you hit them with Blastbeams or BurstBombs.
*If they scroll off the screen they're lost forever.
**Score increase also adds experience pts.

			
Yellow Crystal Score increase	**100 pts.**	**200 pts.**	**400 pts.**
Orange Crystal Experience pt. increase	**2 pts.**	**4 pts.**	**8 pts.**
Red Crystal Changes into Red Gemstone. DragonFire and FairyFlame Magic can be used.	**1 Gemstone**	**2 Gemstones**	**4 Gemstones**
Blue Crystal Changes into Blue Gemstone. ElectroBolt and BlastBarrier can be used.	**1 Gemstone**	**2 Gemstones**	**4 Gemstones**

BombBoosters These items pop up after you beat one of the Sleeping Idols.



Bomb power - 1UP



Bomb power - 2UP

FairyRock Drops from a special Sleeping Idol after it's blown to smithereens.



5000 pts.

BONUS ITEMS After you clear a stage tea falls from the sky.



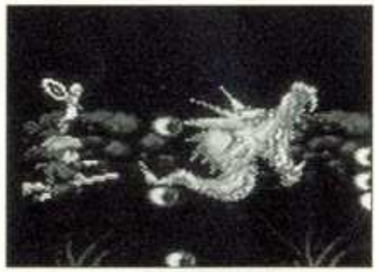
White - 100 pts.
Red - 500pts.



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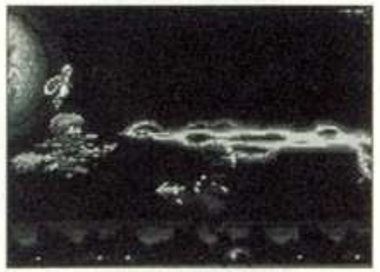
THE MAGIC

You can use four types of Magic. The Magic Gemstones on your screen are used in a left to right sequence.



DragonFire

DragonFire blasts out and tears into anything standing in its way. To see this Magic in action press and hold Button II and then release. You need to have the Red Gemstone to activate.



ElectroBolt

Use the Blue Gemstone to zap the bad guys with 10 billion volts of electric destruction. To watch the sparks fly, press and hold Button II and then release.



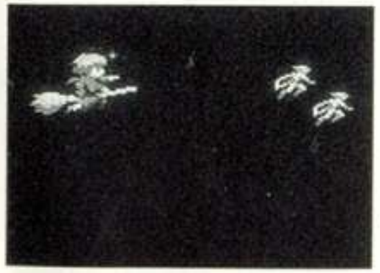
FairyFlame

Protect Cotton with the scorching FairyFlame.
Press and hold Buttons I and II, then release.
The Fairy (or Fairies) hovering around Cotton transform into searing balls of fire, destroying any nearby enemies.
You need a Red Gemstone for this one.



BlastBarrier

With a Blue Gemstone you can put up the indestructible BlastBarrier. Just press and hold Buttons I and II, then release. Cotton is enveloped in a bubble-shield and can't be touched by enemy attacks.



Flying FairySlam

If you want the Fairy (or Fairies) to launch an all out frontal assault press and hold Button I for a few seconds, then release. They'll latch onto the bad guys and rip them to pieces. And you don't need a Gemstone to carry out the attack.

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TECHNIQUES

MAGIC

Use DragonFire or ElectroBolts to batter down enemies that don't want to die. Or defend yourself from vicious enemy attacks with the BlastBarrier or FairyFlame. Defense Magic also buys you time while you relentlessly battle your enemies.

THE SLEEPING IDOL

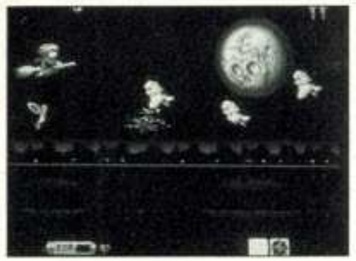
This guy has a bag full of lifesaving goodies. Just hit him with a few Blastbeams and he'll show up with a Fairy, a BombBooster or a Crystal. Smash him to bits and you'll be rewarded 3000 pts.

INTERMISSION SCENES

Between stages you can find out what Cotton and the Fairy are up to. Relax and enjoy the story as these two characters come to life on the big screen.

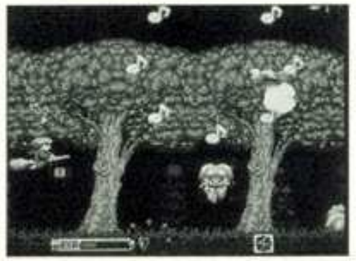
A FEW OF THE STAGES

STAGE 1- MOONLIGHT FLIGHT



Start your battle by entering the world of ghosts, ghouls and evil beings. The beginning of the end is Aztec, an ancient warrior- king with earth shaking power.

STAGE 2- BLACKWOODS



This dark and evil forest is the home to beasts and monsters of unspeakable horror. And just when you think you're safe.... you have to battle Death.

STAGE 3- SKY ISLAND



Climb through the treacherous mountain pass that leads to Sky Island. Once on top you'll be confronted by the sword-wielding war goddess - Athena.

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ENEMIES



HARPY | WOOD GNOME | THE BEAST | DEADLY DRAGON | HEADLESS ZOMBIE | MUTANT FROG

WARNING

READ BEFORE USING YOUR GAME SYSTEM

A very small percentage of the population may experience epileptic seizures when exposed to certain light patterns or flashing lights of various combinations. When exposed to these certain patterns or backgrounds on a television screen or while playing video games, individuals may experience an epileptic seizure or symptoms even in individuals who have no history of epilepsy or prior seizures. If you, your friends or anyone in your family, have an epileptic condition, please consult your doctor prior to playing video games. If you experience any of the following symptoms while playing video games: altered vision dizziness, eye or muscle twitching or other involuntary movements, disorientation, loss of awareness, mental confusion or convulsions- DISCONTINUE USE AND DO NOT RESUME PLAYING UNTIL YOU HAVE CONSULTED WITH YOUR PHYSICIAN.

We advise that you limit your actual game playing to one hour per day and take periodic breaks of 10 to 15 minutes during this period.

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!*

Care of Your CD Game and Getting Started

Care of Your CD Game

1 Keep your CD game clean.
2 Make sure the shiny "signal reading" side of your CD is clean at all times.
3 If your CD does become dirty, wipe it clean with a soft cloth.
4 Make sure that the surface of your CD does not get scratched.
5 Take the CD carefully in and out of its case.
6 Never write on your CD. Writing on it may damage its surface or interfere with its operation.
7 Never bend your CD.
8 Do not try to make the hole in your CD larger!
9 Place your CD back in its case when you have finished playing.
10 Avoid high temperature and humidity.

Getting Started

<When you use TurboGrafx™-CD Player>

1 Make sure your TurboGrafx-CD Player, Game interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2 Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Carefully insert the TurboGrafx *Super CD System card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4 Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5 With the game-title side of your CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

<When you use TurboDuo™>

1 Make sure your TurboDuo™, Game interface, television and audio system are properly connected (refer to your TurboDuo™ instruction manual).
2 Plug your TurboDuo™ Power Adaptor into a wall outlet and slide the power switch to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Open the TurboDuo™ CD player cover by pressing the button. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
4 With the game-title side of your CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

Setting your CD disc

1 Take the CD disc carefully out of its case.
Note: NEVER bend your CD disc.
2 Open the TurboGrafx-CD player cover by lifting the handles.
Note: Avoid touching the inside of the unit. NEVER operate your CD player with the cover open.
3 Set your CD disc into position with the title side up.
4 Make sure that the hole is centered on the spindle and close the cover.
Note: Be sure to reset by pressing [SELECT] while holding down [RUN] before turning power OFF. Place your CD disc back in its case after you have finished playing.

* Super CD System card available through 1-800-366-0136

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