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COMPACT disc

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TGXCD 1033

Printed on Recycled Paper

DUO

SUPER CD-ROM² SYSTEM

LORDS OF THUNDER™

T·T·i™

HUDSON GROUP HUDSON SOFT®

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©MASAMUNE SHIROW · GANEISHA

THANK YOU !

...for Buying this Advanced Turbo Grafx™-Super CD Game, "LORDS OF THUNDER™".



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

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

Any duplication of this software is strictly prohibited.

Care of Your Super CD Game and Getting Started

Care of Your Super CD Game

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

Getting Started

〈When you use TurboGrafx™-CD Player with Super System card〉

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 a 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 super CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and gently close the cover. The initial TurboGrafx-CD screen should appear.
Slide the "LOCK" switch to the right.
5 Slide the Game Interface power switch on the botton-left of the unit to the right ("ON"position). The TurboGrafx-CD screen should appear.

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

STORY

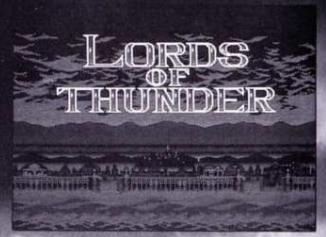
When the world was first formed, Holy God, Pharina and legendary hero, Dyu, imprisoned The Dark One, Zaggart, in the center of the Six Lands of Mistral. From then on, peace reigned throughout the Lands of Mistral.

One fateful day, the six bosses foolishly allowed the evil beings of the Shadow Realm to enter from the edge of the world.

One by one, the Lands of Mistral fell to these evil beings whose purpose was to restore the Dark One, Zaggart, as ruler of the Dark World.

You are Landis, the only warrior descendant of Dyu, and you have risen to fight against the evil forces.

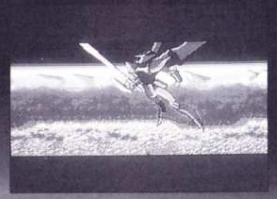
Wearing magic armor inherited from Dyu, Landis is about to single-handedly battle hordes of evil enemies in order to stop Zaggart.

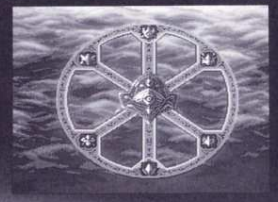


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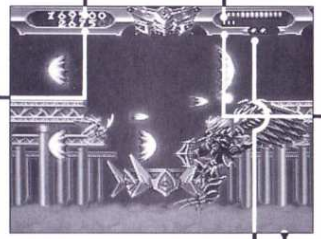
Object of the Game

You play the part of Landis. As you seek out Zaggart, you will be met by various enemies. Destroy them by using your weapons, and pick up items that may appear. Once you have destroyed the boss for a given stage, you have finished the level. After clearing six stages, the Holy God, Pharina, will join you to help destroy the evil Zaggart.

Before you Begin the Game

Score
Increases as you destroy enemies.

Powers Increases when you get a power-up orb at the shop, or in the battle field. The higher the meter is powered-up, the more powerful your attack will be. It decreases when you get hit by enemies.



Money
Increases as you destroy enemies and collect crystals.

Life Meter
Increases when you get an extra life orb and decreases when you get hit by enemies. When all lives are lost, the game is over.

Bombs
These are displayed after you buy them at the store. You may carry up to three at a time.

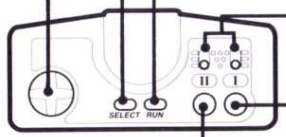
Game Play Area

Familiarize yourself with the TurboPad controller

Select Button
Press while holding the Run button down to reset the game to the title screen.

Run Button
Press to get the game started. During gameplay, press to pause gameplay and press again to release pause.

Direction Key
Move to select different armor, items and stages. During the gameplay, press to move Landis left, right, up and down.



Turbo Switches
Use at your discretion.

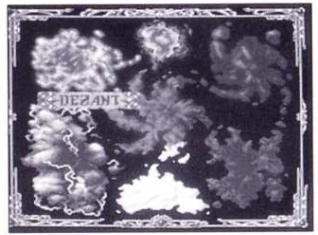
Button I
Press to bomb. Use to enter selections of items, armor and stages.

Button II
Press to shoot. Use to enter selections of items, armor and stages.

Getting Started

1. When you are ready to play, press [Run]. The introduction begins.

2. When the title screen appears, select "START" and press a button.
A map of Mistral appears.
Note : To bypass the introductory segment, simply press a button when the first screen appears.



Selecting the Stage and Armor

Mistral is surrounded by six lands. Each land is the stage for one battle. First, select the stage for a battle. Then view the four types of armor left by the legendary hero. The method of shooting and bombing differs for each type. Also, your offensive capabilities change depending on how much power you have. Select the armor best suited for each stage.



1. Select the stage you want to play by using the [Direction Key] and press a button.
The armor selection screen appears.

2. Select the armor you want to put on by using the [Direction Key] and press a button.
You enter the item shop.

Buying Items



You may buy many types of items as long as you have enough money.

1. Select the item you want by using the [Direction Key] and then press a button.

2. After you have finished buying, select "EXIT" and then press a button.
The play screen returns, and the battle begins.

Game Over and Continue



Game Over



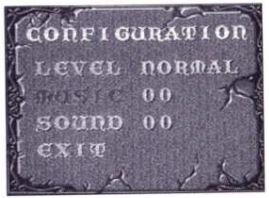
Continue

Game Over :
When you have lost all your lives, the game is over.

Continuing Gameplay :
If you have picked up a time slip, ten lighted candles will appear after the game is over. You may continue the game by selecting "CONTINUE" any time before all ten of the candles have burned out.
1. Select "CONTINUE" and press a button to continue gameplay. If you have not met the boss of a group of enemies, the game begins from the beginning of the stage where you were playing. If you have met the boss, the game begins from the battle with the boss.

Note : You start the game with 3 continues.
If all the candles burn out, game data such as score and number of crystals will be erased from memory, and gameplay cannot be continued.
Select "STAGE SELECT" if you want to change stages, or "GAME OVER" if you wish to quit.

Configuration



The game difficulty level may be changed, and background music and effects sounds used during the game may be selected from the CONFIGURATION screen.

Level :

1. Select "CONFIGURATION" from the title screen and then press a button. Configuration screen is displayed.

2. Press the [Direction Key] up or down to select "LEVEL" and then press the [Direction Key] left or right to select the game level that you want to play.

3. When you complete your selection, press the [Direction Key] up or down to select "EXIT" and press a button.The title screen will reappear, and you may start a came of the difficulty level you have selected.

Background Music and Sound Effects :

1. Select "CONFIGURATION" from the title screen and then press a button. Configuraton screen is displayed.

2. Press the [Direction Key] up or down to selsct "MUSIC" or "SOUND" , and press the [Direction Key] left or right to set the number of the music or sound you want to listen to.

3. Press [Button I] to activate music or sound mode and press [Button II] to turn it off.

4. When you are satisfied with your selection, press the [Direction Key] up or down to select "EXIT" and press a button. The title screen will reappear.

Items

There are two types of items : those that may appear when you destroy an enemy and those you may buy in the item shop.



Red Crystal
One is worth 25 Coins. Appears as you destroy enemies.



Blue Crystal
One is worth 5 Coins. Appears as you destroy enemies.



Level 1 Life Orb
Restores 2 bars on the Life meter. Cost-100 Coins. Appears as you destroy enemies.



Level 2 Life Orb
Restores 5 bars on the Life Meter. Cost-200 Coins.



Max Life Orb
Restores Life Meter to maximum. Cost-500 Coins.



Level 1 Shield
Blocks 1 hit by an enemy. Cost-200 Coins.



Level 2 Shield
Blocks 2 hits by an enemy. Cost-500 Coins.



Max Shield
Blocks 3 hits by enemies. Cost-1500 Coins.



Level 1 Mystic Orb
Restores 3 power bars. Cost-300 Coins. Appears as you destroy enemies.



Level 2 Mystic Orb
Restores 8 power bars. Cost-600 Coins. Appears as you destroy enemies.



Conjure
Summons an elemental to work as a bomber. Cost-100 Coins.



Elixir
Restores lives when all lives are lost. Cost-2000 Coins.



Time Slip
Brings a chance to continue the game once more. Cost-1500 Coins.

Battle Stages and Bosses





Boss of AQUAL



Boss of WILDON

Surrounded by the six land



Boss of FREEZEL

The setting for the last two battles.



Boss of LAVADARA

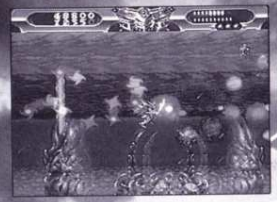


Boss of DEZANT



Boss of CIODANT







Call the Turbo Team at 1-900-FUN-TG16 for help and game tips!
Please note : The first 30 seconds of this call are free, but you will be changed 99 cents for each minute after that (up to five minutes). The change for this call will appear on your next phone bill.
*Please be sure to ask your parents permission before you call!

TurboGrafx™-CD Game Disc 90-Day Limited Warranty

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

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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:

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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 fect 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.

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2. Any other damages, whether incidental, consequential or otherwise.

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