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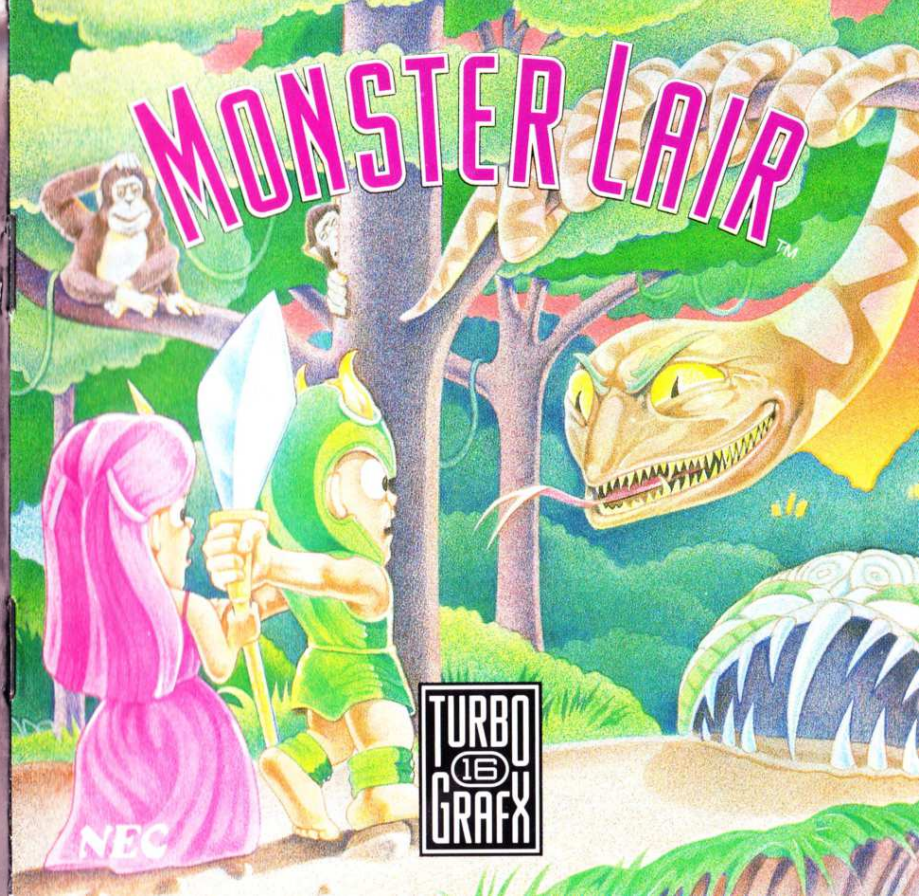
NEC

NEC Home Electronics (U.S.A.) Inc.
1255 Michael Drive
Wood Dale, IL 60191-1094

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Thank You

...for Buying this Advanced TurboGrafx™-CD Game Disc, "Monster Lair."

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, precautions concerning their use and the proper use of this CD game disc. Always operate your TurboGrafx-16 SuperSystem and this CD game disc according to instructions. Please keep this manual in a safe place for future reference.

TurboGrafx-CD discs are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and TurboGrafx-CD Player. They will not operate on other systems.

©1989 HUDSON SOFT/ALFA SYSTEM
©1988 WESTONE
TurboGrafx™-CD Player
TurboGrafx™-16 Entertainment SuperSystem

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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 disc with ordinary CD players. The computer data may damage your audio equipment, and prolonged use of this disk with headphones in a regular CD player could cause hearing impairment.
3. Never open the player 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 game discs 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.

The Voice Said, "They're Back!"

He lived long ago—in a time of monsters. A brave boy who picked up the sword, lifted his shield and helped rid the land of evil creatures. It was said that his weapons held magical powers.

Hearing this story from the village elders, years later a young boy named Adam searches for the legendary sword and armor. With his girlfriend, Laura, he visits a secret shrine. At the moment he finds the fabled weapons, a red flash spreads across the ground! Fireballs fall from the sky! Could it be that the stories are true? Suddenly they hear a voice. "They're back," it says. "The monsters have returned." "Pick up the sword," the voice says. "Lift your shield. For now, Adam, it is your turn to rid the land of monsters!"

Inserting the CD Game Disc and Powering Up

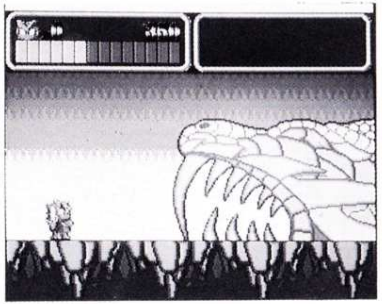
1 Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your CD Player's instruction manual).
2 Plug your TurboGrafx-CD Power Adapter into a wall outlet and slide the Game Interface power switch (the lower switch) to the right (ON position). Turn on your TV and make sure it is on the correct channel.
3 Carefully insert the TurboGrafx-CD System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the ON position.
4 Open the TurboGrafx-CD 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 the CD game disc facing up, set your disc into position (make sure that the hole is centered on the spindle). Close the cover.
6 Press the RUN button on your TurboPad accessory. The screen shown here should appear.

Care of Your CD Game Disc

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

Object of the Game

Get ready for non-stop TurboGrafx-CD excitement in this scrolling game of skill and action. Monster Lair is composed of 14 levels of mountains, oceans and monsters.



The first half of each level is action, in which you must avoid a variety of obstacles. If you reach the dragon-shaped gate, you move on to the second half of that level.

In the second half of each level, shoot it out with an array of monsters. You must defeat an awesome "Boss" monster to move on to the next level.

Play alone or with a friend. Increase your "life force" by eating special foods and acquiring "power-up" items along the way. Score as many points as you can, receive bonus lives and attempt to complete all levels. When you have lost all your "lives" or "players," the game is over and the player with the highest number of points wins.

Please note: For more than one player, a TurboGrafx-16 TurboTap accessory is necessary along with a TurboPad controller for the additional player. These items should be available from the same retail location where your TurboGrafx-16 Entertainment SuperSystem was purchased.

Starting the Game

Press the RUN Button
From the initial TurboGrafx-CD screen, press the RUN Button. Press RUN again and the game will start.

Two-Player Game
A TurboTap and two pads are required. Plug the pads into the first two ports. When you push RUN at the title screen, a screen will appear that allows you to select a "one" or "two" player game. Use the Direction Key to choose the correct mode and push the RUN Button to start the game.

(Enemy strength, food deposits and fighting techniques are different in the two-player mode! Play at the same time as your partner and either cooperate to destroy the monsters or compete for points.

Pausing the Game
During play, press the RUN Button to pause.

Resetting the Game
During play, the game can be reset to the beginning by holding down the RUN Button and pressing the SELECT Button at the same time.

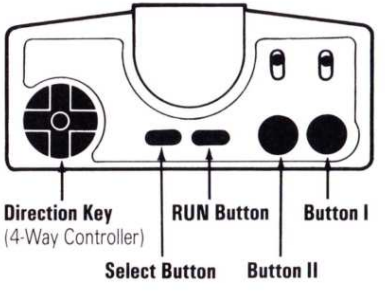
How to "Continue"
When your "life force" reaches zero, and normally the game would be over, you may still "continue" to play. Before the Vitality Meter counts down, simply press Buttons I and II at the same time. Each player may "continue" up to three times.

Registering Your Score
If you score at least 30,000 points and are among the top five scorers, your name and number of points will automatically be registered.

Operating Controls

The movements of Adam are controlled with your TurboPad controller. The functions of the Direction Key and Buttons I and II vary depending on whether you are in an "action" scene (first half of a level), or a "shooting" scene (second half of a level).

TurboPad Operation



Action Scenes
Use the Direction Key to move left or right. Use Button I to jump and Button II to attack. Continuously pressing Button I will allow you to climb walls.

Shooting Scenes
Use the Direction Key to move up, down, left or right. Use Button II for attacking. Button I does not operate during this scene.

"Damage" Scoring System

Monster Lair is based on the damage scoring system. Your "life" (playing time) depends upon how much damage you receive from monsters, obstacles and other hazards. When the Vitality Meter reaches zero, it counts as one death. The number of lives (or "players") decreases by one. When it reaches zero, the game is over.

Decreasing Your Life Force

Your "life force" may be decreased by any of the following ways:

Struck by Enemy Missile

Decrease vitality level by 2 points.

Passage of Time

Every 5 seconds, you lose one point.

Struck by an Enemy

Lose one life-force point.

Fall into the Ocean or a Hole

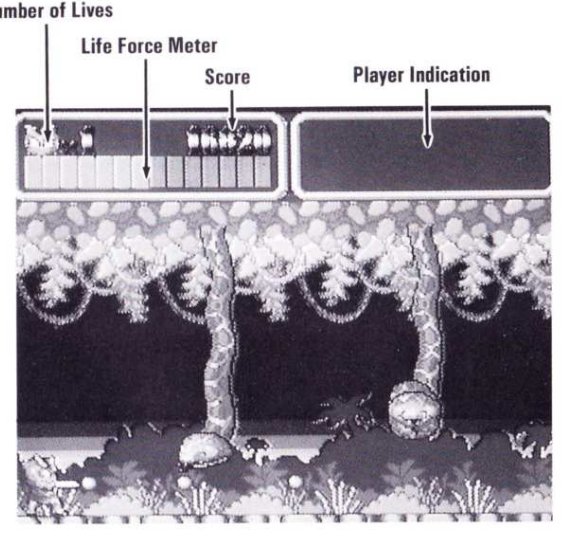
Lose all of your life-force points and decrease the number of remaining lives by one.

Increasing Your Life Force

Eating the food that appears on the screen from time to time will increase your vitality. There are 15 types of food and each increases your life force to a different degree. There are also special "items" that boost your life force level.

Reaching 50,000, 100,000, 180,000 and 300,000 points earns you an extra life.

Screen Displays



Power Boost Weapons

Every time you destroy an enemy, one of the following six weapons will appear at random. These "Power Boost" weapons increase your fighting ability for 10 seconds only (the second time the weapon appears, you can use it for a longer period of time).

Spirals Attack Strength 4 pts.
These shuriken (throwing stars!) appear around you like a revolving shield. They can only be used at short range, but their attack strength is high.

Wide Rings Attack Strength 2 pts.
When you fire this weapon, the rings will fly in different directions. A very useful weapon for strafing the enemy.

Beam Attack Strength 2 pts.
This weapon fires continuously and is very effective in destroying the enemy.

Missile Attack Strength 1 pt.
As long as you push the button, it will fly. Release the button, and the missile will explode. Continuous explosions will destroy large enemies.

Fire Ball Attack Strength 2 pts.
A very effective weapon when your enemies are attacking from both sides.

Big Fire Attack Strength 2 pts.
A very powerful weapon. Shoots in a spiral and fire will not disappear even after striking an enemy.

Meet the Monsters

There are more than 50 types of monsters in Monster Lair. Points vary for each monster. Shown here are the 14 "Boss" monsters.



Gomorin
Throws bats at you! Shoot for its head.



Uroconda
A fish-shaped monster that throws scales that change into fish. Its weakest point is its head.



Royal Mama
Will try to smash you with its body. Also fires great amounts of objects at you.



Garamanda
This monster has exceptional movement and will run all over the screen. Hit it until its body glows red!



Gairaru
Using ghosts as its shield, you must attack when it opens its mouth.

Meet the Monsters



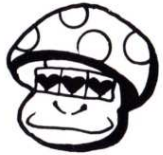
Sunglar
Can stop your projectiles with expandable arms. Its weakest point is its heart.



Dranken
Wears a steel cloak. Attack when he opens his cape!



Iceregо
Fires dangerous ice cubes at you!



Mashalot
Hit this monster and its eyes revolve. The heart is its weakest point.



Saboteria
Moving in stretching motions, its fat face is its weakest part.



Taramba
Throws up baby crabs! Tries to crush you with its body.

Meet the Monsters



Demondran
His flames act as a barrier to your weapons. His entire body is weak.



High Baroom
Strikes with fire. Its face is its weak point.



Armor King
Attacks with rocket punches. Its weakest point is its heart.

Playing Tips

The places where fruit appears are always the same. Also some food will multiply when it is hit!

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

NEC TurboGrafx-16™ 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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   b) repair or attempted repair by anyone not authorized by NECHE;
   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.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.