Have you tried these TurboGrafx-CD games?

- Splash Lake™
- Ys Book I & II™
- Addams Family™
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COMPACT disc

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Shape Shifter™

SUPER CD-ROM² SYSTEM

TURBO 16 GRAFX™

Developed by ICOM ICOM SIMULATIONS, INC.

THANK YOU !

...for Buying this Advanced TurboGrafx™-CD Game.



"Because of the large size of Shape Shifter files, previously saved games in your C.D. player's memory may be deleted automatically to make space for a new Shape Shifter file."

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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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.

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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Prologue

In the Land of Krellion, springs bring forth dreams, the Wood Elves sing beautiful songs and the land flourishes as never before. The secret to this great prosperity are the protectors of Krellion--the Ring of Five--five wizards who created the rivers that bring forth green life to the once withered land and life to the people.

But just as stated in the ancient prophecies, which few would ever believe, the rivers have turned black and the Ring of Five has vanished. The wizards have been captured by the unholy hand of the three evil beings of the Shadow Realm. Known as the Dark Ones, they have conquered many surrounding lands and are preparing to enter into the Land of Krellion at the summer equinox.

The only one the people can trust is you, Lykos. You have the power to transform shapes. You have the power to save Krellion.

Rise, Lykos! Save Krellion before it is caught in a dark, eternal nightmare, never to awaken again.

Gameplay

The game will begin in your home city. In the city, you can buy weapons and enhance them with magic. Each adventure begins once you leave the city. During each adventure, you can collect gold and other items that you come across. An adventure ends when you have found and freed one of the wizards. For each wizard found you will receive the ability to transform into a new shape. Assume various shapes to effectively fight against monsters you encounter. Find and free all five wizards and defeat the Dark Ones to complete the game. The game is over if your number of lives reaches zero before defeating the Dark Ones.

Before Beginning Play

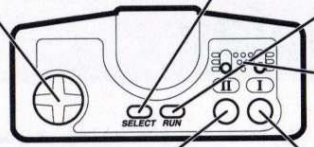
Before beginning play, be sure to familiarize yourself with the proper operation of the TurboPad controller.

TurboPad Operations

• Direction Key
Moves Lykos in the corresponding direction. Also moves the highlight bar left/right and up/down when selecting items.

• SELECT Button
Displays the screen for selecting shapes. Resets the game unit if pressed while holding down [RUN].

• RUN Button
Starts the game before gameplay. Pauses the game during gameplay.



• TurboSwitches
Both switches should be placed in the down position for this game.

• Button II
Causes Lykos to attack a monster. Cancels a selected item.

• Button I
Causes Lykos to jump. Confirms a selected item.

Basic Actions and Operations

The following is a list of Lykos' basic actions. Shapeshifting will alter these actions in some cases.

• Moving left/right
Press the [Direction Key] left/right.

• Entering doors
Press the [Direction Key] up.

• Ducking
Press the [Direction Key] down.

• Jumping
Press [Button I].

• Attacking
Press [Button II]. This results in a kick if Lykos is not wielding a weapon. If Lykos is wielding a weapon, that weapon will be used in the attack.

• Attacking while jumping
Press [Button II] during a jump caused by pressing [Button I].

• Kicking while ducking
Press [Button II] while pressing the [Direction Key] down.
Note: Pressing [Button II] while ducking always results in a kick even if you are wielding a weapon.

• Picking up items
Touch the item you wish to pick up.

• Pausing the game
Press [RUN]. Pressing [RUN] again will resume gameplay.

The Game Screen

The following are always displayed on the game screen regardless of Lykos' location.



- ***Items***
  Displayed when you pick up an item other than gold or gems.
- ***Number of gold pieces***
- ***Number of gems***
- ***Sun and moon***
  This display changes with the passing of time. An eclipse occurs every 10 minutes or so. This automatically gives Lykos full hearts and a full magic timer.
- ***Lives***
  The game is over when lives reach zero.
- ***Hearts***
  One life is lost when hearts reach zero.
- ***Score***

Starting a Game

1. Make sure that the player cover is closed.
2. Press the [RUN] button when the initial TurboGrafx-CD screen appears. Opening scenes begin with a narration. The "Shapeshifter" title screen appears after these opening scenes.
   Note: You can skip the opening scenes and advance directly to the title screen by pressing the [RUN] button anytime.
3. Press the [RUN] button to get the game started. Gameplay begins in the "home town."

Stores in the Home Town

There are five stores in the home town where you can find the following items or services:

- ***Weapons***
  If you have enough gold, you can buy weapons.
  Note: When you buy a new weapon or armor, your old weapon or armor is lost.
- ***Weapon magic***
  If you have enough gold, you can buy magic for your weapons to make them more powerful.
- ***Magic healing***
  If you have enough gold, you can heal wounds by buying hearts.
- ***Fortune-teller***
  If you have enough gold, you can pay to see the future.
- ***Save and load***
  Enter this store to save or load game data.



Shapeshifting

Transforming Shapes and Number of Gems

For every wizard of the Ring of Five that Lykos finds and frees, he is granted the ability to transform into the shape of one additional creature. Gems are required in order to transform shapes. The number of gems necessary depends on the shape in question. Once a shape has been assumed, Lykos will retain the shape of that creature for 3 minutes. Lykos cannot transform into a shape which he has not yet received or for which he does not have enough gems to assume.
The number of gems necessary to assume each of the four possible shapes in the game are listed below.

Black Panther:	**1 gem**
Psionic Shark:	**2 gems**
Rock Troll:	**3 gems**
Gold Dragon:	**4 gems**

It is important to collect gems and attain shapeshifting abilities, as they will come in very handy.

Period of Transformation



A magic timer appears when Lykos transforms into a particular shape. This timer shows the time remaining for that shape. When time runs out, the timer will automatically charge up again as long as Lykos has the appropriate number of gems. If Lykos does not have the proper number of gems to retain the shape he has assumed, he will automatically transform back into a warrior.

Transforming Shapes

1. Press the [SELECT] button.
   The shape selection screen appears.

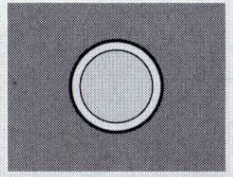
2. Press the [Direction Key] left/right to select the shape you wish to transform into.

3. Press [Button I] to confirm the shape you have selected.
   The display will return to the gameplay screen with Lykos transformed into the shape selected.

Appendix: Items and Weapons

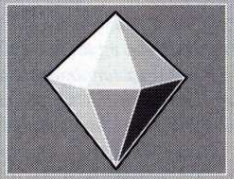
Items

Gold



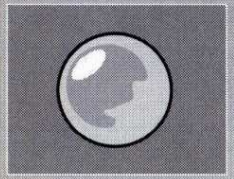
Gold is received by killing monsters or receiving payment for some service. Gold is necessary when buying things.

Gems



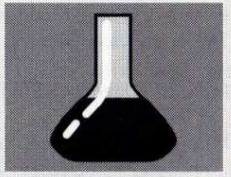
Gems give the ability to transform into creatures and to retain assumed creature shapes for 3 minutes. The number of gems necessary depends on the shape in question.

Powerup



Powerups can be used to enhance each shape (including the warrior with or without a weapon) up to 2 times.

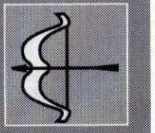
Potions



Potions give you hearts.

Weapons

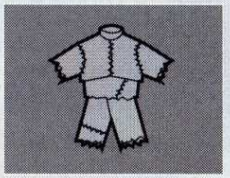
Weapons can be made more powerful by having magic spells cast on them. Each weapon has 3 power levels. A weapon's power level is increased by 1 for each magic spell cast on it.

	Axe 	Mace 	Bow 
Level 1	Good for hitting flying monsters. Good range vertically, but limited horizontally.	Hits for more damage than the axe.	Fires standard arrows. Arrows are limitless and always available.
Level 2	Can be thrown and will return to Lykos' hand. Attacks monsters while traveling outward.	Can be thrown and will magically reappear in Lykos' hand quickly.	Arrows are more powerful.
Level 3	Can be thrown and will return to Lykos' hand. Attacks monsters both while traveling outward and while returning.	Can be thrown and will magically reappear in Lykos' hand for more damage.	Arrows are extremely powerful.

Appendix: Items and Weapons

Armor

Leather armor



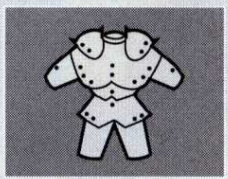
Protects Lykos from smaller creatures.

Chain mail



More protective than leather armor, chain mail withstands more damage.

Plate mail



More protective than chain mail, plate mail withstands more damage.

TurboGrafx™-CD Game Disc 90-Day Limited Warranty

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   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.

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