Have you tried these other TurboGrafx™-CD game discs?

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- Magical Dinosaur Tour™
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NEC

NEC Technologies, Inc.
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SHERLOCK HOLMES™
CONSULTING DETECTIVE



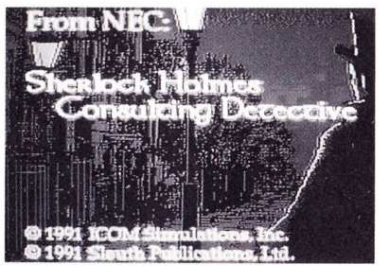
WITH LIVE ACTORS

TURBO 16 GRAFX™

NEC

Thank You

...for Buying this Advanced TurboGrafx™-CD Game disc, "Sherlock Holmes Consulting Detective."



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.

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TurboGrafx™-CD Player
TurboGrafx™-16 Entertainment SuperSystem

WARNINGS

1 **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3 Do not use this CD game disc 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.
4 Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
5 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.

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

Any duplication or rental of this software is strictly prohibited.

Care of Your CD Game Disc and Getting Started

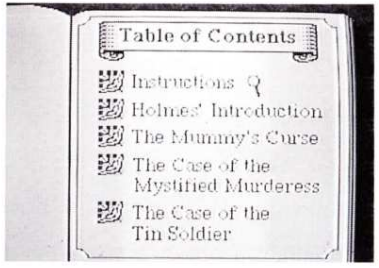
Care of Your CD Game Disc

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 it clean with a soft cloth.
4 Make sure that the surface of your CD disc does not get scratched.
5 Take the CD disc carefully in and out of its case.
6 Never write on your CD disc. Writing on it may damage its surface or interfere with its operation.
7 Never bend your CD disc.
8 Do not try to make the hole in your CD disc larger!
9 Place your CD disc back in its case when you have finished playing.
10 Avoid high temperature and humidity.

Getting Started

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-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 disc 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.

Walk Alongside Sherlock Holmes for an Adventure Unlike Any Other!



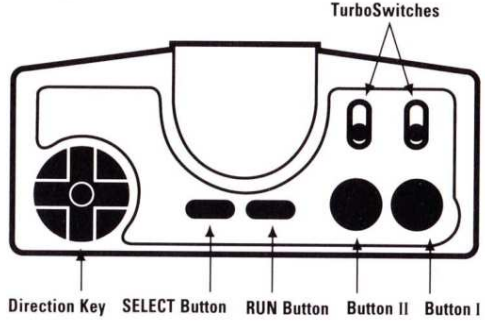
Now the magic of TurboGrafx-CD transports you to the streets of London to solve 3 mystifying cases in the first live action video game ever! Meet Sherlock Holmes, Dr. Watson, and an entire live cast of characters as you match wits with the master sleuth. You direct the action as you call on suspects, hunt for evidence, and send the Baker Street Irregulars in search of clues. Listen carefully to everyone, but trust only your own powers of deduction as you take the murderer to trial. Wait! Was that a scream? Hurry, now... the game's afoot!

Object of the Game

Test your powers of deduction against Sherlock Holmes as you solve each case. You will be charged with points as you search for certain information. Holmes has already been hard at work on these mysteries. Your goal is to solve each case in as few points as possible to equal Holmes' score.

Using the TurboPad Controller

Before you get started, please take some time to familiarize yourself with your TurboPad controller. A diagram of the controller, together with a brief description of each of its components, is provided below.



Direction Key (8-way Controller)
Press to move the magnifying glass cursor to select items.

SELECT Button
Press the select Button while holding the RUN Button down to reset the game.

RUN Button
Press and hold the RUN Button down and then press the SELECT Button to reset the game.

Button II
Press to stop the play of a video scene or "audio only" segment. However, please note that pressing Button II will not stop a video scene chosen with the travel icon. To do so, select the stop symbol as explained in the travel section on page 6.

Button I
Press to enter your choice after selecting an option with the magnifying glass cursor.

TurboSwitches
Both TurboSwitches should be placed in the down position.

Getting Started & Table of Contents

Getting Started

Once the TurboGrafx-CD screen appears, press the RUN Button. The title screen will then appear, followed by the "Table of Contents."

Table of Contents

Use the Table of Contents to become familiar with the game and to choose your cases. Use the Direction Key and Button I to choose each of the following items:

Instructions
This displays the graphic icons (symbols) for all your tools of investigation. Choose each one to learn how to use it to your best advantage. To return to the Table of Contents, choose the Table of Contents icon.

Holmes' Introduction
Come face-to-face with Sherlock Holmes as he welcomes you to London and discusses his investigative theories and techniques. They're the same ones you can use to solve each case!

Holmes will also introduce you to the Baker Street Regulars, some of his best sources. Choose each one to meet them and learn their specialties.

The Cases
Choose the case you want to solve. You will see a video scene of Holmes and Watson discussing the case and learn some valuable information. Then, you're on your own!

The Mummy's Curse Has a 4,000 year old mummy returned from the dead to exact his terrible revenge?

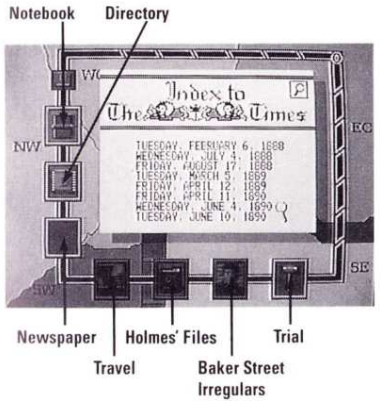
The Case of the Mystified Murderess Will the society burglar strike again?

The Case of the Tin Soldier Can you bring General Armestead's murderer to justice?

SAVE
It is possible to save your game during play in order to resume play at a later time. To do this, use the Direction Key to move the cursor to the Consulting Detective Book in the upper left hand corner of the screen. This will cause the Table of Contents to be displayed on your screen. Use the Direction Key to move the cursor to "SAVE GAME" and press Button I. Once the message "GAME SAVED OK" appears on your screen, you can either return to the game or turn your system off.

LOAD
Once your machine has been turned off, you can resume a game which you saved previously. To do this, use the Direction Key to select "LOAD GAME" from the Table of Contents and press Button I. Then, use the Direction Key to move the cursor to the "case" that you wish to play and press Button I. This will return you to the point in the case where you left off.

Conducting the Investigation



USING YOUR SOURCES
There are many ways to find the information you need. After the opening video for each case, the icons for choosing these sources will appear. Use the Direction Key to make all selections and press Button I.

Newspaper
The London Times is often the best place to start. You can scan your paper copy for relevant information. Or, you can use the identical copy that's included on your disc.

Using the Newspaper on Disc

- Choose the Newspaper Icon to see the dated Index of Issues.
- Choose a date to see an illustrated front page.
- Use the Direction Key to move the cursor to the folded upper right-hand corner of the newspaper and press Button I. This will cause the second page of the newspaper to be displayed.
- To see an article, choose a section of the front illustrated page. The text will appear in readable form.
- To read the rest of the article, move the cursor to the folded bottom corner of the page and press Button I. Use the same method to return to the previous page.
- When you are finished with the article, move your cursor to the magnifying glasss in the lower left hand corner of the page and press Button I. This will return you to the game screen.

Directory
The directory lists the names of all the people and places you may wish to investigate. Here is how to look one up:

- Choose the Directory Icon.
- Choose the initial of the name you want from the alphabetical listing. The correct page will appear.
- Use the Direction Key to select the name and press Button I to highlight it.

To learn more about that person or place, choose the Travel, Holmes' File, or Baker Street Irregulars Icon.

You can also place important names from the directory in your notebook for future reference.

Conducting the Investigation Continued

Notebook
To place a name from the directory into your notebook, highlight it as described above and choose the Notebook Icon.

The names of the Baker Street Regulars are already listed in your notebook. Names added from the directory will be included in the order they are chosen. Once a page is filled, names will be added to the following page.

Turning Pages Move the cursor below the fold at the bottom of the page and press Button I. To return to the previous page, move the cursor above the fold and press Button I.

To look up a name in your notebook, choose the Notebook Icon. To gain information from that person or place, use the Direction Key to select the name and press Button I to highlight it. Then choose the Travel, Holmes' File or Baker Street Irregulars Icon.

Travel
After highlighting a name in your notebook or directory, you can "visit" that person or place by choosing the Travel Icon.

A video scene will appear with Holmes or Watson questioning your suspect, checking with the Baker Street Regular you've chosen, or investigating a location for critical clues.

REWIND Use the Direction Key to select the rewind symbol at the bottom-left of the video window. Press Button I to repeat the scene anytime during its play.

STOP Use the Direction Key to select the stop symbol at the bottom-right of the video window and press Button I to end the scene.

Holmes' Files
Find out what clues Holmes has on file. After highlighting a name in your notebook or directory, choose the Holmes' Files Icon. A page will appear with what could be critical information. In some cases, however, you may only learn an interesting London sidelight.

Baker Street Irregulars
Contact Holmes' network of street informants for the kind of inside information only they can find. After highlighting a name in your notebook or directory, choose the Baker Street Irregulars Icon. You will receive a telegram that may contain valuable clues.

See "Presenting Your Case" on page 8.

People and Places

THE BAKER STREET REGULARS

Knowing the specialties of the Baker Street Regulars will enable you to use them to your best advantage.

Henry Ellis Foreign News Editor for the London Times. He has a particular interest in crime news.

Edward Hall This barrister is an expert on legal procedure and evidence.

Quentin Hogg Crime Reporter for the Police Gazette. Ex-police inspector known for his strong deductive mind.

Sir Jasper Meek Chief Medical Examiner. A wizard at obtaining clues from the remains of unfortunate victims.

H. R. Murray Head Chemist, Scotland Yard. An expert at extracting clues from physical evidence.

Disraell O'Brian Head Clerk, Office of Records. He has access to all legal records and state papers.

Langdale Pike Gossip columnist with an ear for scandal.

Porky Shinwell Once a criminal. Now a proprietor of The Raven and Wrath Inn and a great source of information for Holmes.

PLACES YOU SHOULD KNOW ABOUT

London Library A wealth of general information.

Scotland Yard Inspector Lestrade can be found here, along with evidence not available to private investigators.

Records Office Listed as Somerset House in your notebook. The place to research births, deaths and marriages.

Trial, Scoring and Playing Tips

TRIAL AND SCORING

The Trial
When you think you have enough information to solve the case, choose the Trial Icon.

Note: If you have not visited key people or places, the judge will send you back to continue your investigation.

Presenting Your Case At the trial, you will be asked a series of questions. If you answer one incorrectly, you will be sent back to gather more information.

If you answer all questions correctly, congratulations, you have solved the case! A video scene will then appear showing you how Holmes reached his solution.

Scoring
Did you "outsleuth" Sherlock Holmes? After the scene of Holmes' solution is played, your scores will appear showing how you matched up with the master! The object of the game is to score as few points as possible.

Playing Tips
Use the Baker Street Irregulars to get information because you will not be charged with as many points as you would if you used the Baker Street Regulars to get information.

Keep paper and pen handy to take notes or you may forget critical facts you'll need to continue gathering clues.

It is a good idea to select "The Mummies Curse" as your first case to solve because it is easier to solve than the other two cases – so it will be easier for you to learn about how to play the game!

Call the TurboGrafx Hotline 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¢ 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!

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   b) repair or attempted repair by anyone not authorized by NECT;
   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.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call 1-800-366-0136
Monday-Friday 8:00 A.M. to 5:00 P.M. Central Time.

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

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