LORDS OF THUNDER





If you thought Gate of Thunder was awesome, you'll be blown away by the graphics, action, sound and intensity of Lords of Thunder!

This high intensity, multi-layer scrolling shooter is the eagerly anticipated sequel to the Super CD hit, Gate of Thunder. Battle your way through seven exciting levels of action-packed dragons, warriors, mutant insects and other bizzare creatures while cranking up the heavy metal soundtrack. Choose from 13 different power-ups at the weapons shop, as you stock up for head-on combat against giant, menacing, screen-size end bosses of destruction.

ON SALE NOW

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Printed in U.S.A.
TGXCD1039

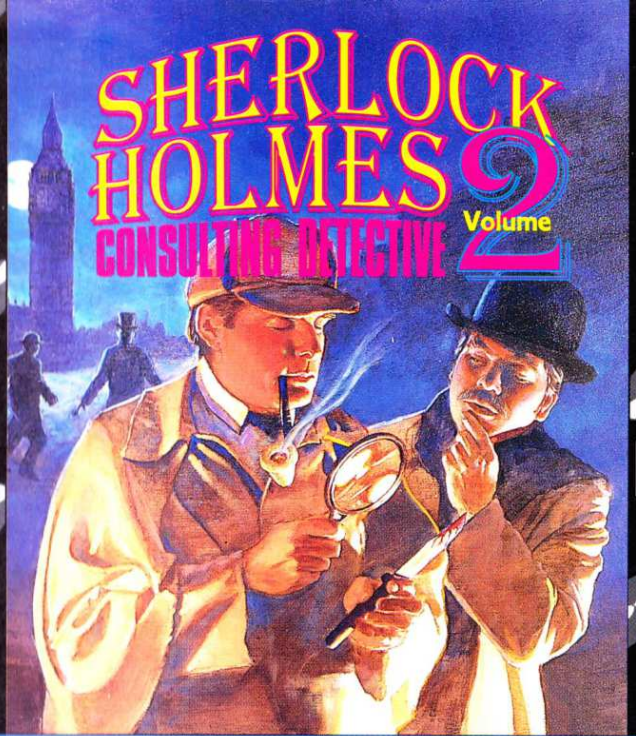
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4 Points

CD-ROM² System

Mystery Role Playing Game

HE system

SHERLOCK HOLMES CONSULTING DETECTIVE Volume 2



SUPER CD-ROM² SYSTEM

ICOM SIMULATIONS, INC.

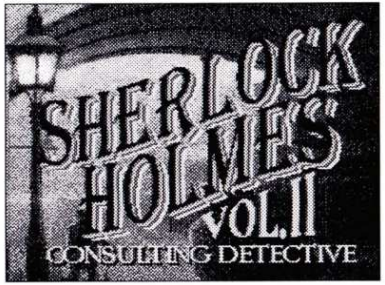
DUO T·T·i ™

Distributed by T.T.I.

Thank You

...for Buying this Advanced Bi-Compatible Super CD Game,"Sherlock Holmes Consulting Detective 2."

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



"Sherlock Holmes Consulting Detective, Volume II"
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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 Super 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.
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.
6. Do not wipe your TurboGrafx-CD player, Turbo Duo or Super CD with volatile liquids such as paint thinner or benzene.
7. Read this instruction book carefully and keep it in a safe place for future reference.

Bi-Compatible Super CDs are made especially for use with the TurboGrafx-16 CD Player and the TurboDuo™. They will not operate on other systems. Any duplication of this software is strictly prohibited.

Care of Your Super CD Game & Getting Started

Care of Your 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 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 Regular or 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 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 Super 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.
6. Press "RUN" on your Turbo Pad to start the game.

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. Turn on your television and make sure that it is on the correct channel.
3. Open the TurboDuo™ CD Player cover by pressing the round 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. Press the bottom-right section of the cover gently until you hear a "click". Slide the "LOCK" switch to the right.
5. Slide the Game Interface power switch on the bottom-left of the unit to the right ("ON" position). The Super CD system screen should appear.
6. Press "RUN" on your DuoPad to start the game.

Join Us!

Three New Cases, Three New Adventures!

As the fog lifts on a cool London morning the stage unfolds for three new adventures with the greatest detective team of all time. Join Sherlock Holmes and Dr. John Watson in three cases of crime and intrigue. Use your deductive powers to unlock the secrets of each case.

Case Number One: The Two Lions

Two trained lions have been mysteriously killed, and a man named Lyons murdered. Are these deaths simply a strange coincidence, or is there a dastardly connection? Greed, smuggling and double crossing are all elements in this case of the lions and Lyon's murders.

Case Number Two: The Pilfered Paintings

The recent discovery of *Summer Solstice* and *The Blue Unicorn*, two artistic rarities, has the art world abuzz. Their more recent theft has them up in arms though! Who is the culprit? Find the motive and you will be well on your way to solving this crime.

Case Number Three: The Murdered Munitions Magnate

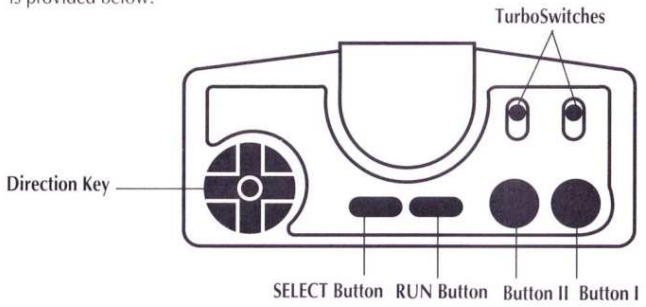
A wealthy playboy with fancy friends and ties to the international arms community. Why has he turned up murdered? Who are the suspects? Was it business gone awry, or is this a story of broken hearts, deception and betrayal?

All the clues you need are at your fingertips. Your goal is to solve each case while using the least amount of information possible. When you collect the key facts and answer all the judges' questions you will be granted the option of listening to Mr. Holmes' solution.

Best of luck in your detective endeavors!

Using the Controller

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



Direction Key (8-way Controller)

Used to direct the Magnifying Glass (cursor) in order to make selections throughout the game.

SELECT Button

Holding the SELECT button down together with the RUN button will reset the game.

RUN Button

Use this button to start games and, in conjunction with the SELECT button, to reset the game.

Button I

Press Button I to select your choices, as designated by the Magnifying Glass (cursor).

Button II

Press Button II to stop the play of a video scene or "audio only" segment of the game.

Please Note: 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 8.

TurboSwitches I & II

Both TurboSwithches should be placed in the down position.

Getting Started & Table of Contents

Getting Started

Once the Super C.D. System screen appears, press the RUN button. The introduction will play, followed by the "Table of Contents" screen.

Table of Contents

Use the "Table of Contents" to become familiar with the game, and to choose the case that you would like to start. By using the Direction Key and Button I you can choose from the following items:



The Instructions

The instructions option gives you access to the "Tools of the Trade" screen. At this screen you have access to seven detective tools that you will need throughout your investigation. Use the Magnifying Glass and Button I to choose between the tools. After listening to the tools' descriptions, select the Red Book at the bottom of the screen to return to the "Table of Contents".

Holmes' Introduction

A personal introduction by Sherlock Holmes himself. Listen and watch as you are greeted and welcomed to old London by the great detective in full motion video! Mr. Holmes discuses his investigative theories and technics. He will then take you to a description screen showing the eleven different people and places that make-up the Baker Street Regulars (located in your "Notebook"). Use the Magnifying Glass and Button I to select and learn more about them. After listening to the descriptions, select the Red Book at the bottom-right side of the screen to return to the "Table of Contents".

The Cases

Pick your case from the following:

The Two Lions

Two trained lions have been mysteriously killed, and a man named Lyons murdered. Are these deaths simply a strange coincidence, or is there a dastardly connection? Greed, smuggling and double crossing are all elements in this case of the lions and Lyon's murders.

The Pilfered Paintings

The recent discovery of *Summer Solstice* and *The Blue Unicorn*, two artistic rarities, has the art world abuzz. Their more recent theft has them up in arms though! Who is the culprit? Find the motive and you will be well on your way to solving this crime.

The Murdered Munitions Magnate

A wealthy playboy with fancy friends and ties to the international arms community. Why has he turned up murdered? Who are the suspects? Was it business gone awry, or is this a story of broken hearts, deception and betrayal?

Save

You can save your game at any point for play at a future time. To save, move the Magnifying Glass up to the Red Book icon in the upper left hand corner of the screen, and press Button I. Choosing this icon will bring up the "Table of Contents" screen. Move the Magnifying Glass to the "Save" feature and push Button I. The message "Game Saved O.K." will appear. Move the Magnifying Glass over to the OK box, and press Button I to confirm your saved game.

Load

In order to play a game that had previously been saved, select "Load" at the "Table of Contents" screen by moving the Magnifying Glass and pressing the Button I. Then move the Magnifying Glass up to the name of the case that had been saved previously, and press Button I. You will then return to the main screen of the saved game where you can continue your investigation.

The "Baker Street Regulars"

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

Henry Ellis
The foreign news editor for the London Times. He has a special interest in crimal news.

Edward Hall
A barrister with an experts eye for legal procedure and evidence.

Quentin Hogg
A crime reporter for the Police Gazette, this ex-police inspector is known for his strong deductive mind.

Sir Jasper Meek
The chief medical examiner, he is a wizard at obtaining clues from the bodies of unfortunate victims.

Inspector Lestrade
A top-notch Scotland Yard Inspector with bull-dog tenacity.

H.R. Murray
Scotland Yard's head chemist. Physical evidence is his forte' he always finds the hiden clues.

Disraell O'Brian
Because he is the head clerk for the Office of Records, he has access to all legal records and state papers.

Langdale Pike
With an ear to the social registar, this gossip columist has an ear for hot talk.

Porky Shinwell
Once a criminal, he is now the head proprietor of The Raven and Rat Pub. This is a great source for underworld information.

*This list of regulars can be found in your notebook.

Places You Should Know About

The London Library
As in all cases, the Library contains a wealth of information.

Scotland Yard
Here you can find Inspector Lestrade. He will give you access to evidence not available to the general public.

The Records Office
This is the place to research offical government records like birth, death, and marriage certificates. This office will be listed as the Somerset House in your notebook.

Trial, Scoring and Playing Tips

The Trial

Choose the "Trial" icon when you feel that you have collected enough information to solve the case.

NOTE: When you choose the "Trial" icon, the judge will ask you to continue your investigation if you do not have key evidence, or you have not interviewed key witnesses.

Presenting Your Case

The trial consists of the Judge asking a series of questions. If you answer any of the questions wrong you will be asked to return to your investigation to gather more information.

If you answer all the questions correctly, you have solved the case and congratulations are in order. At this point a video scene will appear showing you how Mr. Holmes solved the case.

Scoring

Point totals are based on the information gathered. The more information you gather, the more points you have. The person that can solve the case using the least amount of information, thus compiling the least amount of points, is the victor. Can you "outsleuth" the great Sherlock Holmes? Time will tell!

Playing Tips

Use the Baker Street Irregulars as often as possible, because you will not accumulate as many points as when you use the other information gathering tools.

Keep pen and paper by your side to take notes when need be. You don't want to forget crucial facts! Call the T.T.I. Hotline at (310) 337-6916 for additional game tips and hints.

Super 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.

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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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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.

Turbo Technologies, Inc.
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Los Angeles, CA 90045



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