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

- Magical Dinosaur Tour™
- Ys™
- Valis™ III
- The Addams Family™

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TGXCD1025

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Thank You

...for Buying this Advanced Turdo-Grafx™-CD Game disc, "Splash Lake".



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 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. 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 volaille liquids such as paint thinner or benzene.
6 Read this instruction book carefully and keep it 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.

Any duplication of this software is strictly prohibited.

Care of Your CD Game Disc and Contents

Care of your CD-ROM game disc

1 Keep your game disc clean at all times.
2 Make sure that the shiny side of your disc is clean at all times since it has to be 'read' to run your game.
3 If your CD-ROM DISC becomes dirty, wipe it clean with a soft cloth.
4 Protect the surface of your CD-ROM DISC from scratches.
5 Be careful when putting the disc in and taking it out of the plastic case.
6 Never write on your CD-ROM DISC. You could damage it.
7 Never bend your CD-ROM DISC.
8 Do not stick a pencil, pen or any object through the hole in the disc.
9 Put your disc back in the plastic case after you are finished playing the game.
10 Do not store your disc in a hot and humid place.

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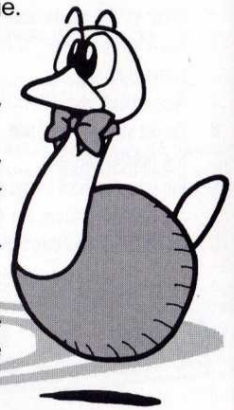
Hi there, I'm Ozzie!

I may be too heavy to fly, but I'm really good at cracking bridges with my STRONG beak.
All I have to do is peck, peck, peck away!!
The bridge is mine depending on where I crack it.
But the problem is that I don't know where the jackpot is...

It is your job to help me win this game. Just move me as you please.
What we want to do is sink the enemy along with the bridge.
We can even discover items hidden behind the pillar which will be a bonus point for both of us.
We have to get rid of all the enemies to clear the stage.
Our challenge is to clear all 60 stages!
Let's see how far we can get!

But be careful. Everything isn't as easy as it may seem.
We're in a lot of danger... touching the enemy character, cracking the bridge in the wrong place or jumping in the wrong direction is bad news.
The game is over once you run out of Ostriches or time.

Now, boys and girls, ladies and gentlemen, it's time to spin the wheel of fortune... it's time for the challenging game of "Splash Lake."



Preparing to Play

Setting your SuperSystem

1 Make sure that your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected.
Note: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 to turn ON the system.
3 Turn ON your television and make sure you are on the right channel.

Inserting the TurboGrafx-CD System Card

1 Remove the TurboGrafx-CD System card from its case.
Note:DON'T bend the game card or touch the metal parts. Doing so may damage the program.
2 Insert the card into the Game Card Port with the title side up.
3 Push the card in firmly until you feel a firm click.

Turning on the SuperSystem

1 Be sure that your game card is inserted properly.
Note:If your game card is not inserted properly, the Power Switch will not move all the way to the right.
2 Slide the Control Deck Power Switch (the upper switch) ON.
The initial TurboGrafx-CD screen will appear.

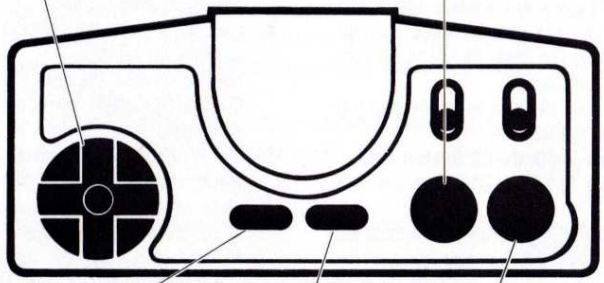
Setting your compact disc

1 Carefully take the CD-ROM DISC out of its case.
Note:Never bend the disc.
2 Open the cover of the TurboGrafx-CD player by lifting the handles.
Note:Do not touch the inside of the unit. Your CD-ROM DISC player will not operate with the cover open.
3 Set your CD-ROM DISC into the position with the title side up.
4 Make sure that the hole is correctly centered on the spindle and then close the cover.
Note:Before turning OFF the power, keep [RUN] depressed and press [SELECT] to reset the system. Then turn OFF the system.
Place your CD-ROM DISC back in its case when you're finished playing.

Controlling the TurboPad

Direction Key
Moves Ostrich up and down and to the left and right. Use for item selection.

Button Ⅱ
Makes Ostrich peck at the bridge.



SELECT Button
To reset the system, press the select button and [RUN] buttons.

RUN Button
Starts and pauses the game.

Button Ⅰ
Makes Ostrich jump over one block.

Before Starting the Game

Upon starting "SPLASH LAKE"

1 Make sure that the cover of the CD player is closed.
2 Press[RUN].
The [SPLASH LAKE] title screen will appear.
A demonstration will start in a while and the high score will be indicated.
The title screen, demonstration and high score display will be repeated unless the [RUN] button is pressed.
3 Press [RUN] when your ready to play.
The play selection screen will appear.
The play selection screen allows you to select the stage and number of players before starting the game.
You can also make various game adjustment, selections and TV color adjustments.



To change the settings:

The settings of this game can be changed.
If you want to make any changes in the settings, do it before starting the game.

1 Move the direction key up and down and select [CONFIGURATION]. Then press [RUN].
This will give you the CONFIGURATION menu.
2 Move the direction key up and down to select the item you want to set. Then move the direction key to the left and right to display the contents that you want to set.
3 When all settings have been made press [RUN].
This completes the setting procedures.

Setting	Contents
Player	Number of Ostriches from 3 to 10.
Lives	Number of lives one Ostrich has. (ON=3/OFF=1)
Ostrich Through	Whether Ostrich can go through other players Ostrich when touching it. (ON:Go Through/OFF=Can't Go Through)
Time	Speed of count down timer. (NORMAL:Fast/LONG:Slow)
Bridge Pattern	The pattern of the bridge blocks. (NORMAL 01-06)
Status Color	Color of background. (00-04).
Player Color (1P)	The color of Ostrich. (00-03)
Player Color (2P)	The color of the other Ostrich when playing with 2 players. (00-03)
Theater	Whether to show a mini theater of Ostrich after clearing every 10 stages. (ON:Yes/OFF:No)
BGM	Whether to add background music. (ON:Yes/OFF:No)
Bridge Fall Type	How the bridge falls. (A:The floors will simultaneously fall/B:The floors will fall one after another.)
Exit	Finishes the play selection screen.

To adjust the television monitor:

The color bar and hatch can be displayed if necessary.
Push the direction key up and down to select [COLOR TEST PATTERN], then press [RUN].
The color on the television can be adjusted now that the color bar is displayed.

To confirm the items collected:

Move the direction key up and down and select [ITEM], then press [RUN].
A chart of the collected items will appear.
Pressing [RUN] again will bring you back to the play selection screen.
One item is hidden in each stage.

Game, Start!

To start the game:

1 Move the direction key up and down and select [STAGE ＊-＊] through the play selection menu. Then move the direction key to the left and right to display the number of the stage you want to start at.
Note:You can go back to the stages you have already cleared through these selection procedures.

2 Move the direction key up and down to either select [1P START] (for one player) or [2P START] (for 2 players using 2 TurboPads). Then press [RUN] to start the game. The game will start from the stage that you selected.

Remaining Ostrich lives
The remaining number will be displayed when the life mode is ON. The number of lives will decrease when coming in contact with enemies.

Remaining time

Remaining enemies

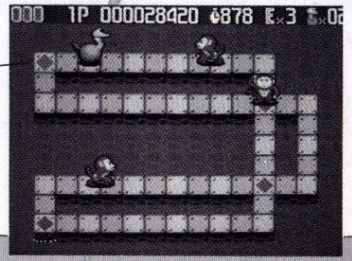
Points

Remaining Ostriches

Ostrich
(Jumps one block with Button I and pecks on the bridge with Button II)

Bridge pillar
This will not crack regardless of vigorous pecking. However, a hidden item may appear after several pecks.

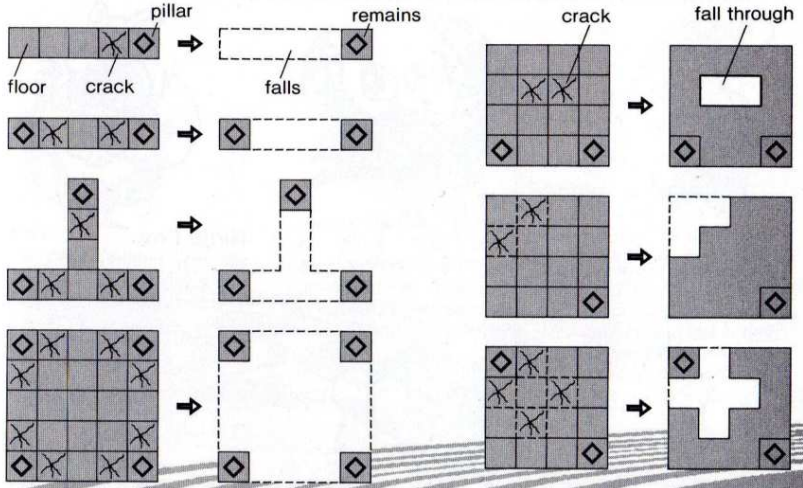
Floor of the bridge
The floor will crack when pecked on.



X-marked blocks
The X-marked blocks will not crack no matter how you try.

How to sink the bridge

The bridge is supported by the pillars. The bridge will only fall when all the pillar connections are cracked.
However, you must always consider where Ostrich should be standing and the order to peck the blocks when pecking away!

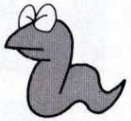


Pause and Cancel during the game

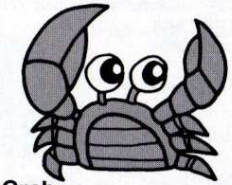
The game will temporarily pause when [RUN] is pressed during the game.
Pressing [RUN] again will cancel the pause.

Meet the Enemies

Many enemies are awaiting Ostrich like a hawk in the path that he is about to cross. The following are some enemies that you want to beware of!



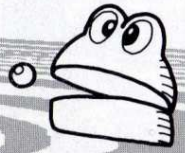
Snake
He usually takes it easy crawling around, but once he spots Ostrich he'll immediately transform into a speedy destroyer destined to destroy Ostrich.



Crab
Slow in vertical movements but swift in horizontal movements is what Crab is all about. Another enemy that you won't want to touch.



Ninja Fox
He can multiply himself and appear in threesomes. You won't get rid of him unless you sink all 3 at once.



Froggie
A cheater that spits bombs while in motion.



Snail
Really slow in movement. But beware, he can bury the cracks that took you for ever to make!



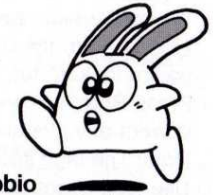
Black Ostrich
Your destined rival, he has the same power as you!



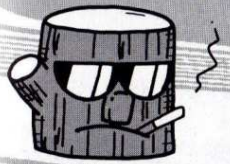
Fire
His weak point is that he can't cross a crack on the bridge!



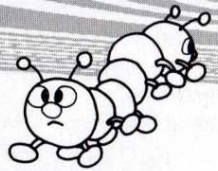
Kappa
You can sink him but he'll just crawl back up. He's totally water resistant and persistent as well.



Rabbio
A cute guy who is always around, but be careful he's not as cute as he may seem!



Stumpy
A strange one that quietly stands in the path... But don't touch him. He can really burn you.



Green Caterpillar
He's too long for you to jump over. You have to sink him all in one to get rid of him.



Eggie
Eggies movements are simple, but don't underestimate the damage it can do.

When the game is over

The game will be over when your remaining Ostrich is gone.
A high score will put your score in the honorary high score chart!

1 When the high score chart appears, input your 3 initials and then press [RUN]. Turn the direction key to the left and right to select the letter that you're looking for.
Press Button I to input the character you want. You can use the arrow to correct any mistaken inputs.
Note: The high score chart will not appear unless you receive a high score.

2 Use the direction key to either select [CONTINUE](continue game) or [GAME END](quit), and then press [RUN]. When selecting [CONTINUE], you will be continuing the game from the stage you left off. When selecting [GAME END], you will return to the title menu.
Note:When you want to quit the game, reset the game by pressing [RUN] and[SELECT] at the same time.
Then turn the power OFF. The stages that you cleared will be stored in memory; therefore, you will be able to continue from the last stage that you cleared without having to start all over everytime.
However, the data stored in the memory will be erased if you don't turn ON your SuperSystem for a long time.
Turn ON your SuperSystem at least once a week to prevent you hard work from disappearing.

TurboGrafx™-16 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 anthorized 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 as to 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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EXCLUSION OF DAMAGES
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.

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