TENGEN
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Milpitas, CA 95035
U.S.A.

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KLAX™



TENGEN

THANK YOU

Thank you for choosing Tengen's advanced TurboChip Game Card, "KLAX."

WELCOME TO KLAX

This hot arcade hit will test your reaction time and ability to think fast and think ahead while providing hours of fast-paced fun.

PROBLEMS?

We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30am – 6:00pm Pacific Time or Write:

Tengen, Inc.
1623 Buckeye Drive
Milpitas, CA 95035

WARNINGS!

Your Turbo-Grafx-16 SuperSystem and its TurboChip Game Cards are precision devices and should not be used or stored under conditions of excessive temperature or humidity.

1. Be sure power is turned off when changing TurboChip Game Cards.
2. Do not touch or expose to water the SuperSystem hardware or the terminal area of game card.
3. Do not clean SuperSystem or TurboChip with volitile liquids such as paint thinnner or benzene.

TurboChip Game Cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

INSERTING THE TURBOCHIP GAME CARD

1. Remove the TurboChip Game Card from plastic case.
2. Hold the TurboChip Game Card with the title side up and gently slide it tnto the Game Card Port until you feel a firm click (Do not bend the game card or touch its metal parts as this could erase the program.)
3. Slide the Control Deck power switch to the ON position. (If your game card is not inserted properly, the Power Switch will not move all the way to the right.)
4. The KLAX title screen should now appear on your television screen.

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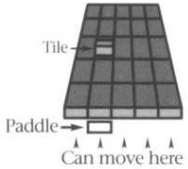
KLAX

A KLAX is three or more tiles of the same color in a row, i.e.

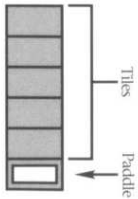


HOW TO PLAY

You play KLAX by moving your paddle left and right and using it to put tiles in the "bin". Your paddle can move to one of 5 positions on the screen:

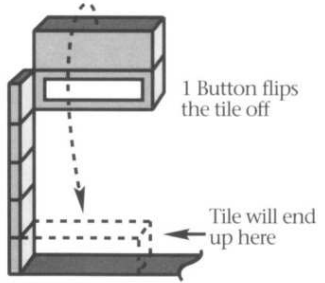


The paddle can hold up to 5 tiles.



As tiles move down the conveyer, use your paddle to catch them.

Press the 1 Button to flip the top tile on your paddle off into the bin below.



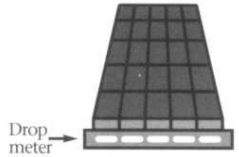
Also, you can press DOWN on the control pad to accelerate the tiles on the conveyer. Use this feature with caution.

There are up to 10 total colors in the game, plus the wild tile. (The wild tile is a flashing block that will substitute for any color.

Drop meter

If you do not catch a tile with your paddle, it will drop to its death and your drop meter will increase. You have a limited number of drops before your game is over.

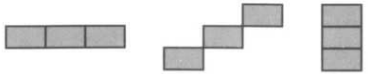
When all the lights are ON, your game is over!



HOW TO COMPLETE A WAVE

There are 5 different types of Waves in KLAX.

Type of Wave
"You must get xx* KLAXs."



What to Do
Get the number of KLAXs specified. KLAXs are three or more tiles of the same color in a row.

Type of Wave
"You must get xx* Diagonals"



What to Do
Only Diagonal KLAXs count towards finishing the Wave. You can still get other types of KLAXs, though (and you might need them to survive!).

Type of Wave
"You must catch xx* Tiles"

What to Do
That many tiles must be caught on the paddle to finish the Wave.

Type of Wave
"You must get xxxxx* points"

What to Do
You need to get this many points to finish the Wave. See SCORING for how many points each type of KLAX scores.

Type of Wave
"You must get xx* Horizontals"



What to Do
Only Horizontal KLAXs count towards finishing the Wave. You can still get all types of KLAXs, though.

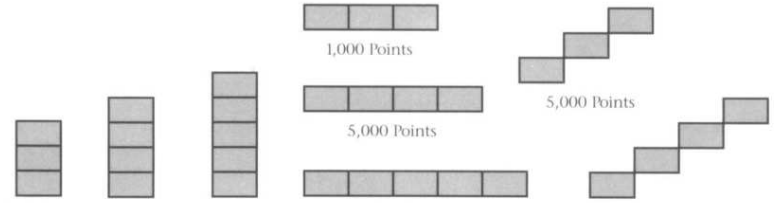
*x's represent a number based on current Wave.

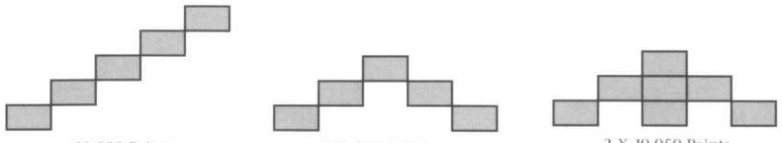
THE BASIC EXAMPLES OF A KLAX

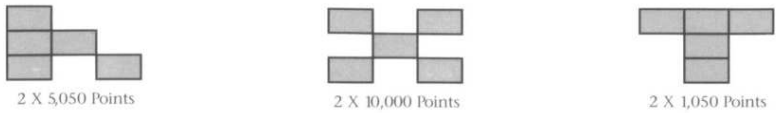
3 Tiles = 1 KLAX

4 Tiles = 2 KLAXs

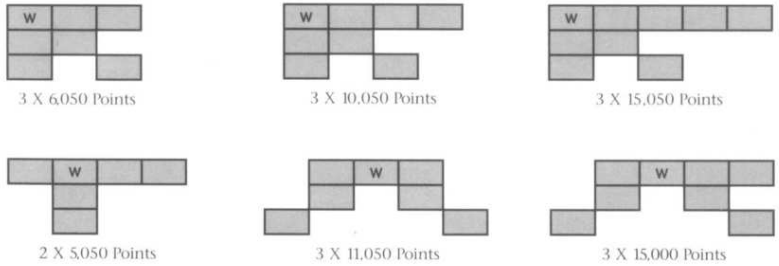
5 Tiles = 3 KLAXs

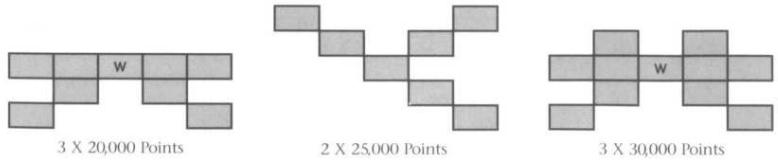




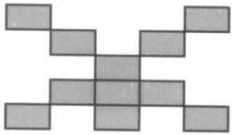


These KLAXs can be done easily by using a wild tile. (W = Wild Tile)

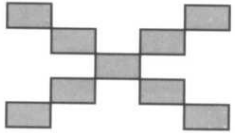




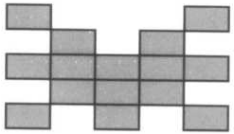




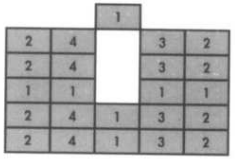
3 X 40,050 Points



2 X 40,000 Points



4 X 50,050 Points



Big Points on Wave 1

Some of these wild tile configurations take a lot of practice. Once you get the pattern down, you can do it with ease.

OPTIONS SCREEN

Initial Credits

(1-9) Default is "3". Determines the number of credits to start with. (Credits = lives)

Paddle Type:

(A or B) Default is "B"

A "Throw back" a tile even if you are not exactly lined up in a column.

B Must be exactly lined up in one of the five columns to "throw back" a tile.

PDL Accelerator

(0-4) Default is "2". Adjusts the response of the paddle movement (the time that it takes the paddle to move after you move the controller right or left).

0 instant response

4 delayed response

CRT Dot Rate

(A or B) Default is "A". Adjusts the apparent width of the playfield.

Does not change the playfield, but makes it appear wider.

A Normal (TV version)

B Wide (Monitor version)

Difficulty

(Easy, Medium, Hard, Harder) Default is Medium.

The rate at which the wild tile appears differs for each of the Easy, Medium and Hard settings. In the Harder setting, everything is the same as the Hard setting, except the tiles move faster.

Ramping

(On/Off) Default is "Off"

On The game will get harder, the longer that you play.

Off The difficulty stays the same no matter how long you play.

Norm

(50% – 150%) Default is "100%". Allows you to adjust the requirements to complete the Wave. 50% makes the game half the difficulty level of the 100% setting. 150% is 1.5 times harder than the 100% setting.

Example:

50% – you must get 5 KLAXs (or ½ the points of a point Wave.)

100% – you must get 10 KLAXs (or the standard points of a points Wave.)

150% – you must get 15 KLAXs or 1½ the points of a points Wave.)

Color Adjust

(On or Off) Default is "Off". This option changes how the tiles are generated. When it is off, the tile color is chosen as in the arcade game. When it is on, the tile colors that are chosen are more evenly balanced. You will not get a long run of orange tiles, for example, when color adjust is on.

Window Palette
(A or B) Default is "B". This changes the colors of the windows that appear on the screen.

A Yellow text on black background.

B White text on blue background.

PF Brightness
(3-8) Default is "8". Adjusts the playfield background brightness. In pause mode, the background brightness can be adjusted with the 1 and 2 buttons. The position of the playfield can also be adjusted at this time.

8 – very bright

3 – dim

Japanese Text (On/Off)
Default is "Off"

On All of the Wave requirements are displayed in Japanese.

Off All text is English.

Wave Data
(A or B) Default is "A"

A The same as the coin-op. You warp every fifth Wave.

Wave	Number of Colors
1	4
2	5
3	6
4, 5	7
6 – 49	8
50 – 89	9
90 – 99	10
100	8

B This is a more difficult version. You warp on every ninth Wave and there are 8 different tile colors on Waves 1 through 54, then 9 thereafter.

Voice Number
Allows you to play the voice and sound effects.

PSG Number
Allows you to play the tunes and additional sound effects.

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This product is warranted for 90 days from the date of the first consumer purchase.

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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 USA by Tengen or which is purchased in the USA from an authorized Tengen dealer.
2. Damage, deterioration or malfunction resulting from:
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   b) repair or attempted repair by anyone not authorized by Tengen;
   c) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information or game support, call (408) 435-2650 Monday through Friday from 8:30am – 6:00pm Pacific Time

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