Have you tried these TurboGrafx™ CD games?

- *Addams Family™*
- *Splash Lake™*
- *Prince of Persia™*
- *Shape Shifter™*
THANK YOU!

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

Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment System, 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 System, 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 Entertainment System, 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

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

1 Take the CD disc carefully out of its case.
2 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.
3 Set your CD disc in position with the title side up.
4 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.
2 Open the TurboDuo™ 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
A SHATTERED LAND...

It was long ago in the past, or maybe far off in the distant future. The world... Isrenasa. A world blessed with the bounties of nature - lush, green hills, rolling plains, majestic mountains and cobalt blue seas. Nature’s hand was on the people and freedom reigned throughout the lands. In the center of Isrenasa lay the Kingdom of Farlayne. Corwin, a kind and gentle King, ruled his people with mercy and justice that knew no bounds. And although the Kingdom was not a rich one, the citizens enjoyed a life free from misery and suffering. But in the deep dark night of the seventh moon, disaster struck their capital, Castle Sylvan. Untold numbers of beasts, fiends and monsters poured over the outer defenses and broke like a stormwave against the First Wall. Yet fate turned against the cruel army that night, for their ice-cold hearts could not press the advantage their numbers gave them, and, just as the first rays of light melted the darkness, they hesitated, then fled. The citizens of Sylvan, barely able to believe their good fortune, streamed into the streets and began a celebration the likes of which had never been seen in the Kingdom before that time. The celebration, however, was short-lived. News soon spread of a tragedy which had befallen in the midst of victory - the King was dead. His death heralded the coming of a new age - a dark and desolate age. The King’s most trusted advisor - Baron Drax - announced to the people that King Corwin, in his last breath, had handed over the reins of power to him. He was to assume the Regency until the time that Prince Logan, the true heir to the Throne, reached sixteen years of age. For ten years Logan has waited in Exile on the Isle of Glen. Ten long years. Now Logan is ready. Ready to be crowned King... and ready for revenge!
CHARACTERS

PRINCE LOGAN
The Prince of Farlayne who, at the age of six, lost his father in a monster attack, has been living in Exile for the past ten years. He has been waiting for his 16th birthday - a day that will see him crowned King. Until that time he is to be cut off from the outside world.

MARKUS
Many people consider Markus a good-for-nothing because he never works. He likes to hang around the Village of Revere and cast strange and wonderful spells all day.

GILES
This man is a rebel with a cause. Because he was always fighting Baron Drax he was thrown into The Pits to work as a miner. No one is really sure where he's from or why he's in Farlayne.

MICA
The Princess of Sordis. She is engaged to her childhood sweetheart Prince Logan and waits patiently for their wedding day.

SONIA
This strong-willed woman is one of the main pillars in the Resistance movement headquartered in Revere. She is a brilliant tactician and leader. All respect her fierce determination and sense of justice.

ETHAN
A traveling monk who wandered into Farlayne. He stumbled upon the Resistance one day and decided to sign up. He has dedicated his life to helping the people of Farlayne shake off the tyrant Drax. His true identity is not known.

BARON DRAX
Temporary ruler of Farlayne. The plan is for Drax to step down as ruler when Prince Logan turns sixteen and takes the Crown of Farlayne. He rules with a heavy hand, and because of this, a Resistance movement has sprung up to oppose his rule.
STARTING THE GAME

Select 'New Game' or 'Continue' from the Title Screen. Press Button I or Run to start play.

New Game
Opening sequence begins; press Run to cancel the sequence and start the game.

JOYPAD CONTROLS

1. Direction Key: Use to move your party on the screen or to move the cursor when selecting Commands, Items, or Spells.
2. Button I: Press to execute a Command, use an Item, cast a Spell or scroll the Message Screen.
3. Button II: Press to display the COMMAND WINDOW or to cancel any game sequence or displayed Window.
4. Run Button: Press to start a game.
5. Select Button: Not used in this game.

ADVENTURE SCREEN

1. Direction Key
2. Location
3. Character Name
4. Level
5. Experience Points
6. Gold
7. Current Hit Points / Maximum Hit Points
8. Current Magic Points / Maximum Magic Points
9. Character Box

STATUS ICONS

A Status Icon appears in the Character Box to indicate various Battle conditions. For enemies, Icons appear below their image. Yellow Icons indicate defense; Red Icons indicate a Spell effect.

DEFEND
Indicates the character is defending and cannot attack.

REPEL
Indicates the magic Repel defense. (See SPELL SCROLL)

VENOM
Indicates poisoning; you'll soon be unconscious.

SLEEP
Indicates magical sleep.

CONFUSED
Indicates magical Chaos.

CALM
Indicates magical Calm in the Battle; no Spell casting is possible.

UNCONCIOUS
Indicates that all character's HP's are gone!
Command Window

Button II displays the COMMAND WINDOW. To execute a Command, select with cursor and press Button I. Button II cancels the COMMAND WINDOW and resumes play. Some Commands require you to select a character. A Character Box will pulse blue; use the Direction Key to highlight one Box, Button I to select the character.

Spells: Accesses your party's Spell Books. Select a character; usable Spells appear in white. (See Spells)

Items: Accesses Item List. Usable Items appear in white. (See Items)

Equip: Accesses your party's CHARACTER ARSENALS for equipping arms. Select a character; both CHARACTER ARSENAL and the STATUS SCREEN will be displayed. The CHARACTER ARSENAL has four equipment slots: Weapon, Armor, Shield, and Special Item. Select a slot with cursor, press Button I, and use cursor to select from the white Items on the Item List (including an empty spot). Press Button I to 'EQUIP'. This automatically replaces the original Item with the one you selected. Button II cancels the Item List. Pressing Button II twice returns you to the COMMAND WINDOW. (See Dragon Slayer ARSENAL and CHARACTER ARSENAL)

Drop: Drop Items from the Item List that you don't want to carry (use Button I). Items you can't drop appear in red.

Status: Displays CHARACTER ARSENAL and STATUS SCREEN. Includes Attack / Defend power. (See Status Screen)

Option: Displays OPTION WINDOW. (See Option Window)

Leader: Allows you to select the party Leader (use Button I).

Status Screen

This list shows the character's current Ability Points and power.

Str (Strength): When a character gains a Level, Hit Points (HPs) increase by about double the STR value shown.

Int (Intelligence): When a character gains a Level, Magic Points (MPs) increase by the INT value shown.

Spd (Speed): Increases the number of times a character attacks in one round. (See Manual Battle Mode)

Luck: Helps you avoid enemy's attacks and increases your chances of striking a Severe Blow!

Attack: Attack Power equals Strength pts (STR) plus Weapon attack pts.

Defend: Defend Power equals Armor pts. plus Shield pts.

Option Window

Save: Stores the current game in the File Cabinet. Up to three games can be Saved. Select one of the three file-slots to 'Save' into with the Direction Key, then press Button I to 'Save' your game into that slot. Button II cancels. You can overwrite a Saved game with a new game using this procedure.

Load: Retrieves a Saved game. Select a file to 'Load' with the Direction Key, then press Button I to 'Load' and play.

System: Displays SYSTEM WINDOW. (See System Window)

Battle: Accesses BATTLE SET SCREEN. (See Auto Battle Mode)
SYSTEM WINDOW

NARRATION: Choose to play with narration 'ON' or 'OFF'.

PT DISTR (Point Distribution): Distribute Bonus pts. either manually (MAN) or automatically (AUTO). (See GAINING A LEVEL)

EXP TOTAL / EXP TO GO: These settings change the 'EP' display in the Character Boxes. Choose either setting. EXP TOTAL displays the total amount of Experience pts. the character has gained on the quest; EXP TO GO displays how many Experience pts. the character needs to advance to the next Level.

BGM (Background Music): Choose from Program Sound Generation (PSG) or CD sound.

CHAR SPEED: Party movement speed on the Adventure Screen can be FAST, SLOW, or NORMAL.

MESSAGE: Message Printing speed can be SLOW, NORMAL, FAST, or BLOCK.

TIME: Displays the length of time your game has been played.

BATTLE MENU

You can fight monsters in AUTO BATTLE or MANUAL BATTLE modes. With AUTO BATTLE ON, characters fight automatically according to BATTLE SET. (See AUTO BATTLE MODE) In MANUAL BATTLE MODE you can select the characters' actions from the Battle Menu. (see MANUAL BATTLE MODE)

ATTACK: Attacks are carried out with Weapons Equipped in each CHARACTER ARSENAL. Damage inflicted on an enemy depends on the type of Weapon that is Equipped.

SPELL: Spells can be cast on an enemy as an attack or cast on party members as a defense. (See Spells)

DEFEND: This Command increases a character's Defend Power and makes it harder for an enemy to connect with its attack. Good to use with low HPs.

ITEMS: Use Items to heal or attack. Usable Items appear in white on the Item List. (See MANUAL BATTLE MODE)

EQUIP: Arm yourself with a new Weapon! After selecting a Weapon from the Item List you can use it immediately to attack your enemy.

AUTO: Select this to view BATTLE SET SCREEN. (See AUTO BATTLE MODE)

STATUS: Displays the CHARACTER ARSENAL and STATUS SCREEN of the character on screen.

RUN: Use this Command to escape from a Battle that's going bad.

MANUAL BATTLE MODE

• ATTACK ORDER
Character attack order is determined by the number of SPD pts. they have. The character with the highest number of SPD pts. attacks first, and so on. During the battle, select each character's actions from the different Commands in the BATTLE MENU.

• CASTING SPELLS DURING BATTLE
To cast a Spell while fighting, select 'SPELL' on the BATTLE MENU. Then choose a Spell from the character’s SPELL BOOK using cursor and Button I.

• USING AN ITEM DURING BATTLE
To use an Item while fighting, select 'ITEMS' from the BATTLE MENU. Then choose an Item from the ITEM LIST with cursor and Button I.
AUTO BATTLE MODE

Auto battling is a crucial factor in a good game plan. To learn the tricks of the trade, watch your characters battle their enemies on their own! With this mode ON, the characters will automatically make their own Battle choices.

• To access before a Battle:
Press Button II and select 'OPTION' from the COMMAND Window; then select 'BATTLE' from the OPTION Window. Select a character, press Button I; this takes you to the BATTLE SET SCREEN for that character. Turn AUTO BATTLE 'ON' or 'OFF' (Button I); Button II continues Battle.

BATTLE SET SCREEN

• Case 1: * AUTO BATTLE ON
(Both Attack and Healing are Auto)
With AUTO BATTLE ON, you can set the YES / NO' option for any of ATTACK SPELL or HEAL SPELL or HEAL ITEM. If you set 'YES' for any of these, the characters will automatically judge for themselves which Spells/Items will be the most effective for attacking or healing. Note that this mode does not guarantee victory.

• Case 2: * AUTO BATTLE OFF / AUTO HEALING ON
(Attack is Manual, Healing is Auto)
With AUTO BATTLE OFF / AUTO HEALING ON you can choose the YES / NO' option for HEAL SPELL and/or HEAL ITEM. If you set 'YES', the characters will use Spells/Items automatically as they lose HPs in Battle.

• Case 3: * AUTO BATTLE OFF / AUTO HEALING OFF
(Both Attack and Healing are Manual)
With AUTO BATTLE and AUTO HEALING OFF, you are in MANUAL BATTLE MODE. (See MANUAL BATTLE MODE)

NOTE: A final line sets AUTO PARTY or AUTO CHARACTER. In AUTO PARTY, set one character's BATTLE SET SCREEN and the whole party has the same set. In AUTO CHARACTER, each character can have an individual BATTLE SET. During AUTO BATTLE combat with enemies, you can alter the BATTLE SET SCREEN by holding or pressing Button II. This displays the SET UP / RUN WINDOW. Choose 'SET UP' to access the BATTLE SET SCREEN; you may 'RUN' from Battle if the going is getting tough.

DEFEAT IN BATTLE

A window appears after all characters are unconscious and the battle is lost. RETURN TO TOWN takes the party back to the last town they visited. RESTART BATTLE gives you another chance at glory.

AINING A LEVEL

Level increases are made when a character earns the required number of EP's. Power increases in two ways when a character gains a Level. The first is an increase of HP's and MP's. HP's go up by about double the number of current STR pts, while MP's go up by the number of current INT pts. The second is an increase in the character's Ability Points. There are four Abilities: STR, INT, SPD, and LUCK. (See STATUS SCREEN) Bonus pts. are awarded when a character gains a Level; the Bonus can be distributed Automatically or Manually. (See SYSTEM WINDOW, PT DISTR) Manual distribution lets you distribute the Bonus pts. as you wish.
Spells

**LEARNING NEW SPELLS**

Some of the characters start out with Spells, but others must pick them up along the way. Be friendly and talk to everyone you meet.

**SPELL CASTING**

Press Button 2 to call up the COMMAND MENU; select 'SPELLS'. Next, select a character to display that character's Spell Book. Spells you can cast at that time appear in white. Yellow-colored Spells can't be used because the character's MPs are not high enough.

**MPs (Magic Points)**

A character's MPs are used by casting Spells. To restore MP's you can munch on a mage fruit or spend a peaceful night in bed in a friendly town. When characters gain a Level, their available MPs go up by the number of current INT pts.

**SPELL BOOK LIMITS**

Each character can carry a maximum of seven Spells. If you want to add new Spells you have to overwrite one of the Spells already in your SPELL BOOK. It’s a good idea to spread out your Spell selection among the party. Give Spells that use up a lot of MPs to your most intelligent characters.

**CHARACTER ARSENAL**

Weapons, Armor, Shields, and Special Items are useless unless they are equipped. To move your goods from the Item List to a CHARACTER ARSENAL, choose 'EQUIP' from the COMMAND WINDOW. (See COMMAND WINDOW, EQUIP) The CHARACTER ARSENAL shows four equipment slots for each character. You can equip a character with one Weapon, one set of Armor, one Shield, and one Special Item. Equip and jump into the thick of things!

**USING ITEMS**

Press Button 2 to display the COMMAND WINDOW, then select 'ITEMS', to display the Item List. You can choose an Item using the cursor and Button 1. During Battle, select 'ITEMS' from the BATTLE MENU and press Button 1 to display the Item List. Each Item has different powers. (See ITEMS) Items you can use at that time appear in white.

---

**THE DRAGON SLAYER SPELL SCROLL**

The bigger the Spell number, the bigger the punch! Most Spells increase intensity using the following formula:

**Example:**

<table>
<thead>
<tr>
<th>Spell</th>
<th>MP Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>FLAME1</td>
<td>5</td>
</tr>
<tr>
<td>FLAME2</td>
<td>12</td>
</tr>
<tr>
<td>FLAME3</td>
<td>25</td>
</tr>
<tr>
<td>FLAME4</td>
<td>50</td>
</tr>
<tr>
<td>FLAME5</td>
<td>125</td>
</tr>
</tbody>
</table>

---

Shoot bolts of lightning at your enemies! Think before you shoot though, some monsters may get a jolt out of it!

<table>
<thead>
<tr>
<th>Spell</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMA1</td>
<td>100</td>
</tr>
<tr>
<td>COMA2</td>
<td>250</td>
</tr>
<tr>
<td>COMA3</td>
<td>500</td>
</tr>
</tbody>
</table>

Zap them into oblivion! COMA1 has a 1/3 chance of success; COMA 2, 1/2; and COMA3 hit 2/3rds of the time!

<table>
<thead>
<tr>
<th>Spell</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>VENOM1</td>
<td>10</td>
</tr>
<tr>
<td>VENOM2</td>
<td>25</td>
</tr>
<tr>
<td>VENOM3</td>
<td>50</td>
</tr>
</tbody>
</table>

Infect them with poison and watch 'em fade away! VENOM1 takes 6 turns to kick in, VENOM2 takes 5 turns, and VENOM3 4 turns.

<table>
<thead>
<tr>
<th>Spell</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>WASTE1</td>
<td>10</td>
</tr>
<tr>
<td>WASTE2</td>
<td>25</td>
</tr>
<tr>
<td>WASTE3</td>
<td>50</td>
</tr>
<tr>
<td>WASTE4</td>
<td>100</td>
</tr>
</tbody>
</table>

Steal your rival's HPs to restore your own. Note: not all monsters let you have their HPs.
SLEEP3 35
Cast them into a beauty sleep and then
smash them with ‘Severe Blows’ while
they’re dreaming; SLEEP1 is 1/3
effective; SLEEP2 gets them half the
time; and SLEEP3, 2/3rds of the time!

POWER1 15
POWER2 37
POWER3 75
POWER4 150

Beef up your Attack pts. and lay into
beasts that have high Defend power and
lots of HPs.

HASTE1 15
HASTE2 37
HASTE3 75

Get an edge in Battle by boosting your
Speed pts. and striking faster than the
enemy.

CALM 10
When this Spell is cast ALL Spells
become useless.

GUARD1 15
GUARD2 37
GUARD3 75
GUARD4 150

Toughen your Defenses! Use Guard
when your HPs are low or their attack is
fierce.

MUTE1 10
MUTE2 25
MUTE3 50

Silence your enemies so they can’t cast
their Spells. They won’t be able to shout
for help either. MUTE1 gags them 1/3 of
the time; MUTE2 1/2, and MUTE3,
2/3rds.

REPEL 50
All Spells cast at you return to sender.

CURE1 10
CURE2 25
CURE3 50
CURE4 100
CURE5 250

When you are scraping the bottom of
the HP barrel, cast a Cure to give
yourself a boost!

DETOX 5
Neutralize the poison in your veins with
the Detox and live to tell about it.

REVIVE 10
Awaken from your nightmare of
unconsciousness and start a new life with
1 HP.

WARP1 50
Return to the last town you visited or
get out of those stinky, dark caves or
high towers.

BY THE WAY: These Spells are great to
use on your enemies, but just remember
that the reverse is also true - they can be
turned on you and used AGAINST you
by those awful beasts. May the Seeker
protect you!
Note: AP=ATTACK pts.,
DP=DEFEND pts.

<table>
<thead>
<tr>
<th>ARMS GROUPS</th>
<th>GOLD</th>
<th>AD/DP</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAGGER</td>
<td>100</td>
<td>15AP</td>
</tr>
<tr>
<td>SHORT SWORD</td>
<td>200</td>
<td>25AP</td>
</tr>
<tr>
<td>TUNIC</td>
<td>100</td>
<td>5DP</td>
</tr>
<tr>
<td>BUCKLER</td>
<td>150</td>
<td>5DP</td>
</tr>
<tr>
<td>VEST</td>
<td>200</td>
<td>10DP</td>
</tr>
<tr>
<td>BREASTPLATE</td>
<td>350</td>
<td>20DP</td>
</tr>
</tbody>
</table>

This first arms group isn't exactly wicked, but anyone who can't beat GREENSLIMES needs help!

| WOLF SWORD      | 500  | 50AP  |
| WOLF SHIELD     | 400  | 15DP  |
| WOLF ARMOR      | 500  | 30DP  |

Shred and tear your enemies to ribbons with this snarly pack.

| LION LANCE      | 1000 | 90AP  |
| LION BLADE      | 2000 | 100AP |
| LION SHIELD     | 1200 | 40DP  |
| LION ARMOR      | 2500 | 60DP  |

Roar and rip them to bits! Carry this group with pride.

| IRON LANCE      | 4000 | 180AP |
| IRON SWORD      | 6000 | 200AP |

IRON PLATE  4000  60DP
IRON ARMOR  5000  80DP

Impale your enemies and fend off their attacks with an iron will!

| STEEL SWORD    | 12000| 260AP |
| STEEL PLATE    | 8000 | 80DP  |
| STEEL ARMOR    | 10000| 100DP |

Gain nerves of steel! Even if you suffer damage in the fray... fight on!

| DOOM SPEAR     | 20000| 300AP |
| DOOM BLADE     | 25000| 320AP |
| DOOM PLATE     | 18000| 100DP |
| DOOM MAIL      | 20000| 120DP |

These arms will lay low powerful foes, so cut and thrust your way to glory!

| MOON SPEAR     | 35000| 360AP |
| MOON BLADE     | 50000| 400AP |
| MOON MACE      | 80000| 430AP |
| MOON MAIL      | 40000| 140DP |
| MOON SHIELD    | 35000| 120DP |

These will put you in orbit! Blows may never pierce your defenses; meanwhile, send them to the moon.

| SUN SWORD      | 100000| 460AP |
| SUN SHIELD     | 60000 | 140DP |
| SUN ARMOR      | 70000 | 160DP |

Sun arms burst with firepower! Hunt them down and send them running for shade.

**Note:** Damage inflicted by magical weapons depends on the powers of your enemy.

**COMPONENTS**

**STEEL ROD**

Draw HPs out of those beasts and keep them for yourself.

**SUN WAND**

This rod has a 1/3 chance of putting your enemies to sleep.

**DOOM ROD**

Draw HPs out of those beasts and keep them for yourself.

**STEEL ROD**

You have a 1 in 3 chance of knocking your enemy out!

**FIRE STAFF**

Scorching flames lick the air and envelop the enemy!

**THUNDER ROD**

Where there is thunder there is lightning.

**ICE STAFF**

Shiver and shake them with a taste of winter chill.

**BLAST DART**

Blast anything to smithereens when this dynamite item nails its target!

**VIPER RING**

Wearing this ring will put some sting into your attack!

**GUARD RING**

Boost up your defenses with this magic band.

**SPEED RING**

Lend wings to your attack with this terror of the battlefield. Speed increase: 10pts.

**LUCK RING**

Fortune will smile on those wearing this good luck charm. Battle luck increase: 50pts.

**SLEEP MIST**

With this yawner you can give your enemies the kind of rest they deserve. 2/3 chance of success.

**WARP QUILL**

Returns the party to the town they've just visited.

**WARP WING**

Flys the party to any place they've visited.

**TORCH**

Light up the darkness! Use more than one and it'll last longer.
PASTE NOTE:
Not all of the DRAGON SLAYER ARSENAL or ITEMS have been included in this manual. You'll stumble upon them during the game. It's up to you to figure out how they are used!

Turbo Grafex™-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 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, impaid, 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, deflected, 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.

LIMITATION OF IMPLIED WARRANTIES
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY, AND ARE NOT SUBJECT TO ALL CONDITIONS HEREIN.

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 EXCLUSIONS AND LIMITATIONS 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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TELE-LENS
Sweep the battlefield and expose enemy units. Be warned - it doesn't last long.

SEEKER EYE
The Eye produces a map of the area you are in. Can be used only once.

SEEKER ORB
The Orb produces a map of the area you are in. Use it as many times as you like.

DETOXIN
Get rid of that nasty poison in your system with this homemade remedy.

HERB
Heal those in need with a 500 HP boost.

POTION
Take it when you're really down and out. A 1000 HP boost.

MAGE FRUIT
Eat some of this delicious fruit and your MP's will max out!

SALTS
One whiff of this and they'll jump right back on their feet with 1 HP.

NITRO
Restore Max HP's with an injection of this powerful medicine.

ELIXIR
Power surge! MP's and HP's shoot sky-high!