



PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. 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-5:00PM Pacific Time.

TENGEN

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CONGRATULATIONS!

You have just purchased **KLAX™**, a premium quality **TENGEN** game for play on your Sega™ Game Gear™. Get ready for hours of exceptional entertainment at home!

INTRODUCTION

KLAX is a hot new "tic-tac-tile" game that has you scrambling to catch colored tiles as they tumble down a conveyor belt. Arrange the tiles in same-colored stacks of three or more to score big points! Sounds easy? Well, it is until the tiles come tumbling at you faster and faster and faster! You'll lose your mind trying to catch them all while figuring out where to stack them before you run out of room! Klax, the fun, fast, totally mind-boggling arcade puzzle that makes you move fast — and think faster!

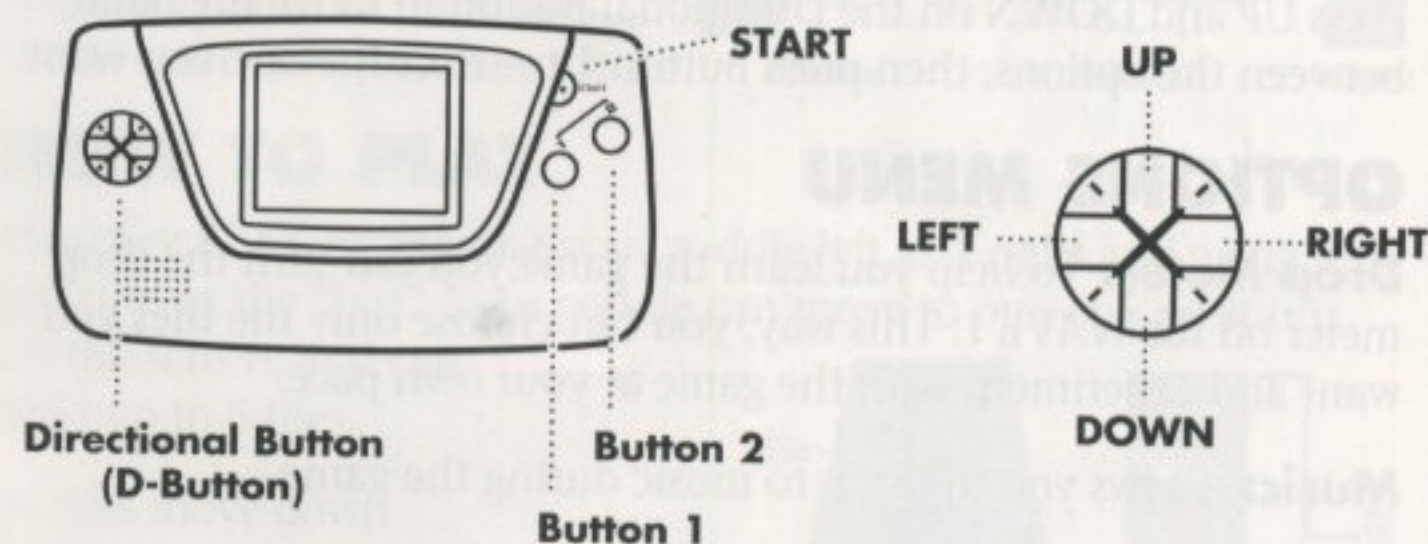
STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF, then insert the cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments the Title Screen appears.
4. If the Title Screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: This game is for ONE PLAYER only.

SUMMARY OF CONTROLS



Directional Button (D Button):

- Press UP or DOWN to move the marker at the Start/Options Screen.
- Press UP to flick tiles back up the conveyor belt if "pad up" is selected from Options Screen.
- Press LEFT or RIGHT to move paddle to catch tiles.
- Press DOWN to speed up tiles.

Button 1:

- Press to select START game on the Options menu.
- Press to select option settings.
- Press to flip the tiles off the paddle into the bin below.

Button 2:

- Press to flick tiles back up the conveyor belt if "Button 2" is selected on the Options Screen.

START:

- Press to pause game.

OPTIONS SCREEN

Press UP and DOWN on the Directional Button to move the hand between the options, then press Button 1 to select the one you want.

OPTIONS MENU

Drop Meter: To help you learn the game, you can turn the drop meter off for WAVE 1. This way, you can choose only the tiles you want and experiment with the game at your own pace.

Music: Allows you to listen to music during the game.

Sound: This setting turns sound effects ON and OFF. Note that you cannot have both sound effects and music at the same time.

Flick Brick: Allows you to select "pad up" or "Button 2" in order to flick the tiles back up on to the conveyor belt during play.

Paddle Speed: This setting determines the speed at which the paddle moves to catch the tiles coming down the conveyor belt. You can select "FAST" or "SLOW."

Brick Palette: Allows you to change the colors of the tiles.

WAVE SCREEN INFORMATION

This screen is for your information only.

Wave: The current wave number.

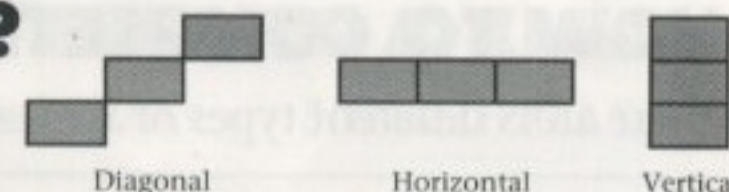
Get: Shows what you need to get to finish the wave (see HOW TO COMPLETE A WAVE section).

Hint: A helpful message (such as "Make a **Big X** to Warp").

Press Button 1 to start this wave.

WHAT IS A KLAX?

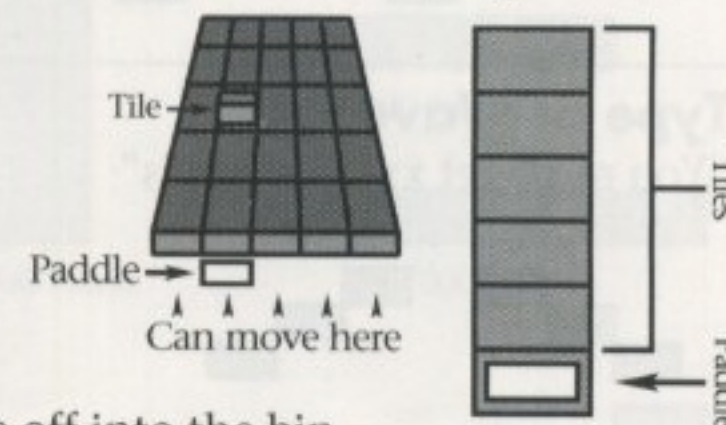
A KLAX is three or more tiles of the same color in a row, i.e.



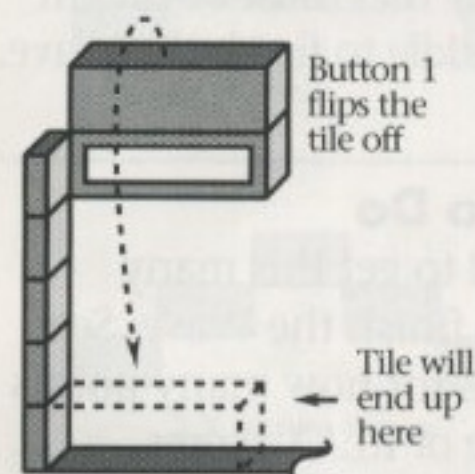
HOW TO PLAY

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, and can hold up to 5 tiles.

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



Press Button 1 to flip the top tile off into the bin below. Press UP on the Directional Button or Button 2 (see Options Menu) to flick the top tile on your paddle back up the conveyor.



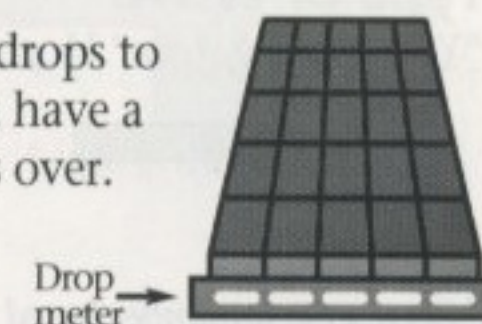
Also, you can press DOWN on the Directional Button to accelerate the tiles on the conveyer. *Use this feature with caution.*

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 don't catch a tile with your paddle, it drops to its death and your drop meter increases. You have a limited number of drops before your game is over.

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

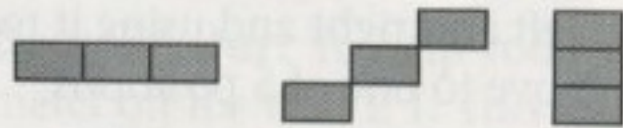


HOW TO COMPLETE A WAVE

There are 5 different types of Waves in KLAX.

Type of Wave

"You must get xx* KLAXs."

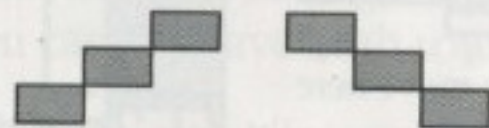


What to Do

Get the number of KLAXs specified.

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"

Type of Wave

"You must get xxxxx* points"

What to Do

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

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.

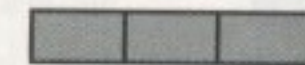
*Represents a number based on current wave.

THE BASIC EXAMPLES OF A KLAX

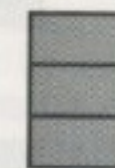
3 Tiles = 1 KLAX

4 Tiles = 2 KLAXs

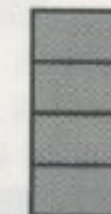
5 Tiles = 3 KLAXs



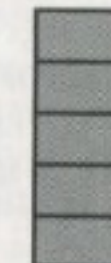
1,000 Points



50 Points



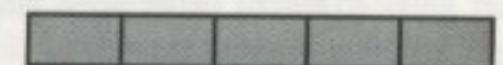
10,000 Points



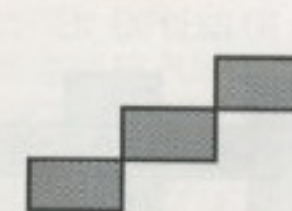
15,000 Points



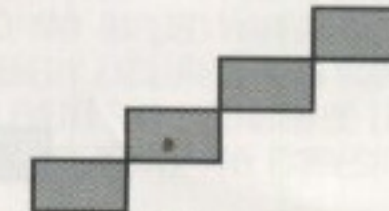
5,000 Points



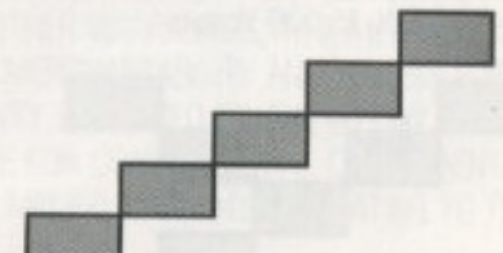
10,000 Points



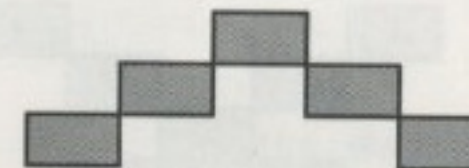
5,000 Points



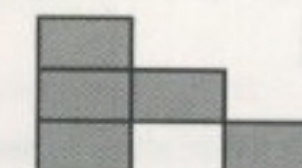
10,000 Points



20,000 Points



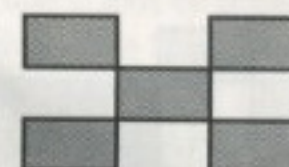
2 X 10,000 Points



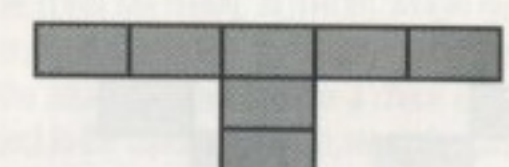
2 X 5,050 Points



2 X 1,050 Points



2 X 10,000 Points



2 X 10,050 Points

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

W	3	3
1	2	
1		2

3 X 6,050 Points

		W	

3 X 11,050 Points

		W		

3 X 15,000 Points

2 X 25,000 Points

		W		

3 X 30,000 Points

1				2
	1		2	
3	3	W	4	4
	2	5	1	
2		5		1

5 X 42,050 Points

Some of these wild tile configurations take a lot of practice. Once you get the pattern down, you'll be able to do it with ease.

	W		

2 X 5,050 Points

		W	
1	1	2	3
		2	

3 X 10,050 Points

		W		

3 X 20,000 Points

	1		2	
3	3	W	3	3
	2		1	
2				1

3 X 30,000 Points

1				2
	1		2	
		W		
	2	3	1	
2		3		1

4 X 30,050 Points

		1		
2	4		3	2
2	4		3	2
1	1		1	1
2	4	1	3	2
2	4	1	3	2

Big Points on Wave 1

HANDLING THE SEGA™ GAME GEAR™ CARTRIDGE

- The Sega Game Gear Cartridge is intended exclusively for the Sega Game Gear System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the screen.

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Address all correspondence to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for \$12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, Attn: Customer Service, Milpitas, CA 95035-0782

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Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)