

TENGEN

ARCADE HITS THAT HIT HOME

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Manufactured
and Printed in
USA for play on the
SEGA™
GENESIS™
SYSTEM

SEGA
GENESIS
16-BIT CARTRIDGE

KLAX™

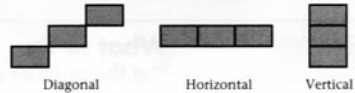


TENGEN

<http://www.replacementdoes.com>

KLAX

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



HOW TO PLAY

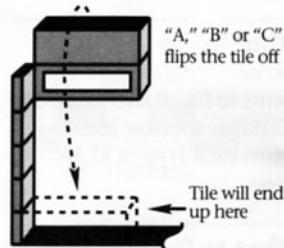
You play KLAX by moving your paddle left and right and using it to put tiles in the "bin". Your paddle can move to one of 5 positions on the screen:



The paddle can hold up to 5 tiles.

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

Press "A," "B" or "C" to flip the top tile off into the bin below. Press UP on the directional button to throw the top tile on your paddle back up the conveyor.

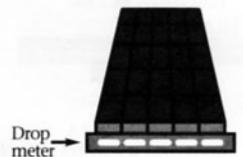


Also, you can press DOWN on the directional button to accelerate the tiles on the conveyor. Use this feature with caution.

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.

*Represents a number based on current wave.

THE BASIC EXAMPLES OF A KLAX

3 Tiles = 1 KLAX

4 Tiles = 2 KLAXs

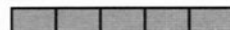
5 Tiles = 3 KLAXs



1,000 Points



5,000 Points



10,000 Points



50 Points



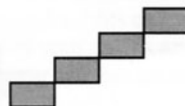
10,000 Points



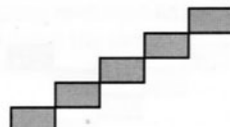
15,000 Points



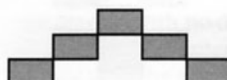
5,000 Points



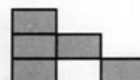
10,000 Points



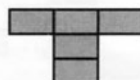
20,000 Points



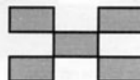
2 X 10,000 Points



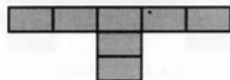
2 X 5,050 Points



2 X 1,050 Points

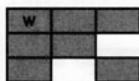


2 X 10,000 Points

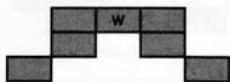


2 X 10,050 Points

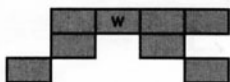
Some KLAXs can be done easily by using a wild tile.
(w = Wild Tile)



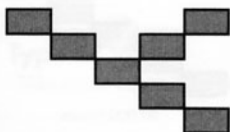
3 X 6,050 Points



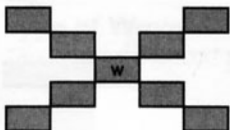
3 X 11,000 Points



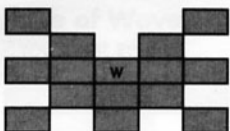
3 X 15,000 Points



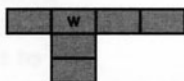
2 X 25,000 Points



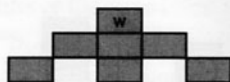
3 X 30,000 Points



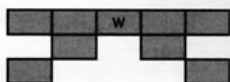
5 X 42,050 Points



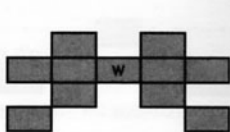
2 X 5,050 Points



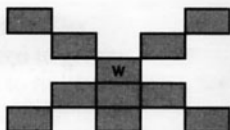
3 X 10,050 Points



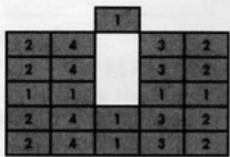
3 X 20,000 Points



3 X 30,000 Points



4 X 30,050 Points



Big Points on Wave 1

OPTIONS SCREEN

Use the paddle to select one of the options. Press "A" to cycle through the choices for each option.

Difficulty Setting

Easy, medium or hard — affects the speed of the game and how many wild tiles are released.

Difficulty Ramping

If ramping is on, the game will get faster over time: the longer you play, the faster it gets (when you lose a life and continue, it slows down some). If ramping is off, the difficulty stays the same, no matter how long you play.

Credit Limit

This is the number of credits at the beginning of the game. See how far you can get on 2 credits or try to finish the game with 21 credits. When all of your credits are used up, you can still continue, but your score will be cleared.

Drop Meter Off First Wave

"Yes" means that the drop meter does not work on the first wave and you can drop all the tiles you want. This allows you to experiment with setting up different KLAX patterns and chain reactions, since you can wait for the exact tiles you need. Since playing with no drop meter is kind of like cheating, you will not be able to enter your score on the high score screen if you play with the drop meter off.

"No" means that the drop meter works on all waves and that you will be able to enter your high score on the high score screen.

Music

"On" means that the music will play during the game.
"Off" means no music will play.

*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.*

Sound FX

"On" means that sound effects will play during the game.

"Off" means no sound effects will play.

Play Sound No.

Select a sound number with "A". Then press "B" to play the sound.

Wide Screen

"Yes" — if one person is playing, the game will appear wider.

"No" — the game is displayed in narrow mode.

If two people are playing, the game will switch to narrow mode automatically.

Tile Palette

Choose tile palette A, B or C to get the set of colors that looks best with your display. The ten tiles displayed on the screen will change color to show the palette selected.

Exit

Returns to attract mode.

The High Score Screen

There are two columns on the high score screen. The right column lists the top five total scorers. The left column lists the highest average scores per credit. Each score is followed by a letter that indicates whether ramping was enabled for this game (Y=Yes, N=No) and another letter that indicates whether easy, medium or hard was selected (E=Easy, M=Medium, H=Hard). The scores on the right are also followed by a number that indicates the number of credits that were used to get each score.

CREDITS

Game Concept, Design and Graphics **Mark Stephen Pierce**

Software Design and Programming **David S. Akers**

Music and Sound Effects **Brad Fuller**

Audio Driver **Lisa Ching**

Special Thanks to **Bob Flanagan**

Art and Graphic Design **Louis Saekow Design**



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-6:00PM Pacific Time.

HANDLING THE SEGA GENESIS™ CARTRIDGE

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- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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