TURRICAN™

BALLISTIC™

BORIS

THANK YOU

...for Buying this Advanced TurboGrafx™ Game Card, *"Turrican."*

Before using your new TurboChip™ Game Card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx™-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip Game Card. Always operate your Turbo-Grafx-16 SuperSystem and this TurboChip Game Card according to instructions. Please keep this manual in a safe place for future reference.

WARNINGS

1 Be sure power is turned off when changing game cards.

2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.

3 Do not forcibly bend your TurboChip Game Cards.

4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.

5 Do not wipe your SuperSystem or TurboChip Game Cards with volatile liquids such as paint thinner or benzene.

TurboChip Game Cards operate only on the TurboGrafx-16 Entertainment SuperSytem and TurboExpress™ Handheld Entertainment System.

Any duplication, copying or rental of this software is strictly prohibited.

TURRICAN

TABLE OF CONTENTS

GETTING STARTED 1
PLAYER CONTROLS 1
- Direction Button 2
- I Button 2
- II Button 2
- Select Button 2
- Run Button 2
- Other Controls 2

THE MENU 3
TURRICAN'S WEAPONS 3
STATUS INDICATOR DISPLAY 4
TIME 5
TOKENS, CRYSTALS, ETC. 5
ENEMIES 6
THE FOUR WORLDS OF ALTERRA 8
- World One 8
- World Two 9
- World Three 9
- World Four 9

STRATEGY TIPS 10
WARRANTY 11

CREDITS

Designer: The Code Monkeys
Producer: Chris Bankston
Testers: David Friedland, Robert Daly
Manual: Larry Hall

Additional thanks: SoftGold GmbH, Rainbow Arts, Factor Five, Boris Vallejo, Al Miller, Peter Doctorow, Randy Oyler, Jeff Hoff and all others involved.

INTRODUCTION

The story of *Turrican* begins in the lost colony of Alterra, a completely man-made "lifeworld" abandoned long ago in a nearby galaxy. Alterra is actually four colonies in one. Each self-contained habitat has been separately bio-engineered by a powerful ecosystem generation network known as a Multiple Organism Unit Link — MORGUL, for short.

Early colonists used MORGUL to render Alterra inhabitable. But a cataclysmic quake severed all system interface functions ... and MORGUL murderously "rebelled." Those few colonists lucky enough to escape told a grim tale of a higher intelligence gone berserk.

THE MISSION

For generations, mankind sought a return to Alterra. Finally, genetic science created a "saviour": **Turrican**, a mutant warrior, bio-engineered for the task of planetary reclamation.

In the meantime, MORGUL has diligently twisted Alterran life forms to his brutal, destructive purposes. Thus, Turrican's challenge:

ONE. *Eliminate hostile organisms from Alterra's four multi-level worlds.*

TWO. *Destroy the three faces of MORGUL.*

GETTING STARTED

1 IMPORTANT: Always be sure that the system is turned OFF before inserting or removing a cartridge.

2 Insert the *Turrican* cartridge into the TurboGrafx system by following the instructions in your user's manual.

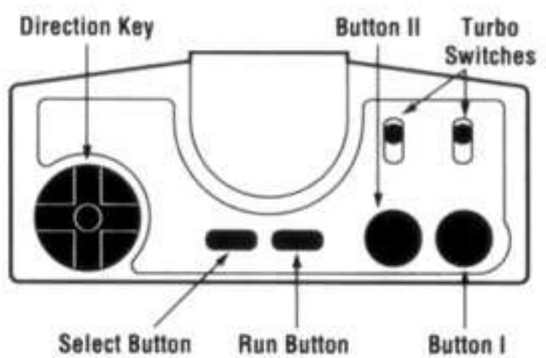
3 Turn the power switch ON. If nothing appears on-screen, re-check your cartridge to be sure it is inserted properly.

4 After the title screen appears, press the **Run Button** to begin the game.

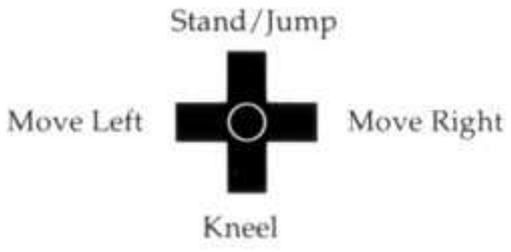
PLAYER CONTROLS

Use the TurboPad™ to (1) direct Turrican's movement, and (2) select & fire his weapons.

> **Note:** You can also customize the button functions. (See **The Menu** section.)



Direction Button



I Button

Press: Turrican jumps.

II Button

Press quickly: Fires currently selected weapon.

Press & hold: Fires lightning whip.

Press + **Direction-▼**: Releases mine.

Run Button

Press: Pause.

Press + **Select** (hold 3 seconds): Reset.

Select Button

Press once: Fire button releases grenade.

Press twice: Fire button releases power line.

Other Controls:

To transform Turrican into a "buzzsaw," press & hold the **I Button**, then press **Direction (▼)**. To return Turrican to his normal state, press **Direction (▲)** or the **I Button**.

Moving the **Turbo Switch up** fires several bursts and then activates the lightning whip.

> **Note:** See the section on **Turrican's Weapons** for descriptions of each weapon.

THE MENU

Here's where you can start a new game or customize your button functions. After you boot the cartridge, press **(Direction ▲/▼)** to highlight **Start Game** or **Options**, then press **Run** to activate.

To change button functions: Select **Options**, Press **Run**, then press **Direction (◀/▶)** to toggle the assigned functions for the buttons. When you have the configuration you want, highlight **Exit** and press **Run** to return to the Menu.

TURRICAN'S WEAPONS

Turrican lets you choose from a variety of weapons. Read the following descriptions to learn how each weapon works in the game, then review the **Player Controls** section to learn how to activate a chosen weapon:

Gun: Fires laser bullets at target. (Certain tokens that you collect in the game will alter your gun's firing mechanism. See **Tokens, Crystals & Continues**.)

Lightning Whip: Whips high-energy laser in a deadly arc. (Turrican must stand still.)

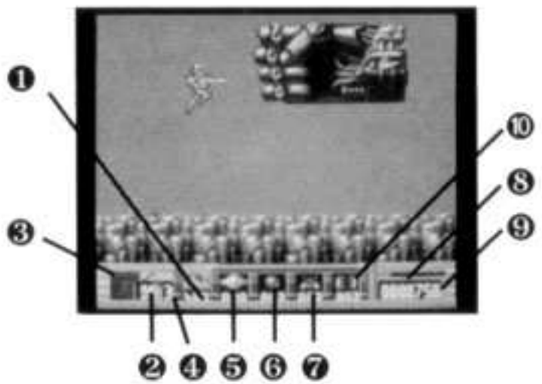
Power Line: Zaps foes left & right with vertical ionizing bolts.

Mines: Destroys all enemies on surrounding surface.

Grenade: Liquidates every enemy in vicinity (if it hits a solid surface).

Buzzsaw: Turns Turrican into a deadly rotating blade. (Turrican can assume the buzzsaw form only *three times* during any given life.)

STATUS INDICATOR DISPLAY



The Status Indicator Display at screen bottom shows Turrican's current status and progress.

❶ **Time:** Number of time units remaining at the current level.

❷ **Continues:** Current number of Continues remaining.

❸ **Buzzsaw**: Number of times Turrican can transform into buzzsaw.

❹ **Current Lives**: Number of "lives" Turrican possesses.

❺ **Crystals:** Number collected toward new Continues. 300 crystals give you an extra Continue.

❻ **Grenades**: Remaining grenades.

❼ **Mines:** Remaining mines.

❽ **Energy Bar:** Turrican's current level of endurance.

❾ **Score:** Your score is kept while you play.

❿ **Power Lines:** Shows number of power lines remaining.

TIME

You are allotted a limited number of time units for each level. Time units are shown on the Status Indicator Display. If your time runs out, you lose a life.

TOKENS, CRYSTALS & CONTINUES

During play, valuable tokens are available for Turrican's pursuit. These are often hidden inside boxes and other objects. Some add lives and restore energy; others add to Turrican's arsenal. Collecting more than one of certain "weapon" tokens will increase that weapon's potency, or extend the period of time it can be used.



Gives Turrican one extra life



Fully restores Turrican's energy level



Activates gun's "multiple shot"— if it's already active, additional tokens extend capability



Activates gun's quick-firing "laser blast"— if it's already active, additional tokens extend capability



Activates a force field which gives Turrican a brief period of invulnerability



Extra mine

TOKENS, ETC. (continued)



Extra grenade



Extra power line



Increases length of lightning whip





Crystals are present throughout the game. When Turrican passes over a crystal, he accumulates points towards another **Continue**.

Continues

You start with 3 Continues per game. If you lose all your lives, but have a Continue, you can start over with three (3) new lives at the beginning of the *current level* rather than back at the first level. Simply select **Continue** when the "drop-down" message appears.

ENEMIES: ALTERRA'S MUTANT HORDES

A wide variety of enemies populate the different levels of play. Hundreds of deadly **drones** swarm on every level ... but be particularly wary of the gargantuan **bosses** that lurk in seven different Alterran outposts. These monstrous supercreatures pose a daunting challenge for Turrican:



The Gauntlet: A remnant of a terraforming robot, this airborne monster once rounded mountains into arable land. Now it wants to pulverize a careless Turrican.



Dead Head: This cranial remnant of a giant construction robot continues to supervise the building site as if the colonists had never left. The head views intruders with displeasure, and will attempt to destroy Turrican by Energy Phase Cannon fire or a convincing crushing.



Mother Fish: This gigantic, bio-engineered fish requires quantities of energy to produce an endless supply of gobbling guppies. She's a ravenous creature, foul-tempered and insistent.



Trash Master: The ultimate garbage disposal grinds up waste and produces fuel. Regards Turrican as another tasty morsel.



Monolith: An alien machine of unknown origin guards the caverns against all intruders.

ENEMIES (continued)



Queen Mother: This colossal breeder, font of all insect life in the subterranean worlds, has multiple heads, and a fierce will to survive.



MORGUL: With brains in triplicate, this most awesome of all Turrican's foes is a real thinker.

THE FOUR WORLDS OF ALTERRA

You play *Turrican* across the four multi-level worlds of Alterra, each containing its own distinct features and variety of ill-tempered foes.

Read the descriptions which follow to learn more about each world and its individual levels.

World One

Level 1.1: An exterior world on the outer fringes of the former colonist civilization. It contains scattered outpost towers and odd life forms that dwell in caves and on cliff faces. Danger from earthquakes and autosensors exist; flying observation platforms are a constant nuisance.

Level 1.2: Another exterior world, 1.2 features larger caves and an abundance of man-made structures. The air is charged with ions, and the skies can erupt in lightning displays.

Level 1.3: Contains the start of an outer city. Gargantuan skyscraper structures soar to the heavens.

World Two

Level 2.1: A subterranean setting. Once a manufacturing zone to supply the colonist-builders with food and goods, 2.1 is now an abandoned fish farm breeding swarms of voracious killer fish.

Level 2.2: Into this lower world has fallen all the refuse and debris from the colonist enterprise. Recycling and incinerating devices still operate, and defenses are active.

World Three

Level 3.1: Welcome to a maze of caverns created by millions of years of subterranean river action, then expanded by industrious insect colonies. Ceiling-hanging stalactites drip the poison effects of leftover machinery into the waters beneath, while skeletons of ancient victims mar the scenery.

Level 3.2: A second set of caverns wider than the first are marked by a series of dangerous ledges and bottomless pits. Hydrabirds breed in the gloom. The bones of would-be escapees from the doomed colonies clutter this maze. Scattered amongst them are glittering examples of mined crystals.

Level 3.3: A third and final maze of deadly caverns and treacherous chasms. Loosing your sense of direction is as much a threat as the creatures which lie within.

World Four

Level 4.1: MORGUL's central computer is located in this vertical control tower. Bio-engineered life forms do guard duty on the tower's exterior; inside, a dense automated network of defenses protects the master controls found in the computer core.

World Four (continued)

Level 4.2: A web of solid circuitry surrounds the computer's core. Blast through to reach the electronucleonic brain ... and MORGUL.

STRATEGY TIPS

- Hidden boxes contain interesting surprises.
- Leaps into space may yield more than a thrilling free-fall.
- Exploration yields rewards.
- Don't drink from waterfalls.
- Obstacles needn't block Turrican's pursuit of extra lives.
- The rotary saw is one tough blade.
- Use available resources.

NEC TURBOCHIP™ 90-DAY LIMITED WARRANTY

Accolade, Inc. warrants this product to 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 purchase. You should save your proof of purchase 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 Accolade or which is not purchased in the U.S.A. from an authorized Accolade dealer.
2. Damage, deterioration or malfunction resulting from:

a) accident, misuse, abuse, neglect, impact, fire, liquid damage, lighting or other acts of nature, commercial or industrial use, unauthorized product modification, or failure to follow instructions supplied with the product.

b) repair or attempt repair by anyone not authorized by Accolade

c) any shipment of the product (claims must be submitted to the carrier);

d) removal or installation of the product;

e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information or game support, call (408) 296-8400. Monday - Friday 9:00 am to 5:00 pm (Pacific Standard Time).

LIMITATION OF IMPLIED WARRANTIES
ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY.

EXCLUSION OF DAMAGES
ACCOLADE'S LIABILITY FOR ANY DEFECTIVE PRODUCT IS LIMITED TO THE REPAIR OR REPLACEMENT OF THE PRODUCT AT OUR OPTION. ACCOLADE SHALL NOT BE LIABLE FOR:

1 Damage to other property caused by any defects in 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 EXCLUSIONS OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY
The warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



Ballistic by Accolade
550 S. Winchester Blvd.
San Jose, CA 95128

"TurboGrafx", "Turbo-Chip", and "TurboExpress" are trademarks of NEC Technologies, Inc. "TurboPad" is a registered trademark of NEC Technologies, Inc. "Turrican" is a trademark of SoftGold GmbH. "Ballistic" is a trademark of Accolade, Inc.

©1991 Accolade, Inc. 05197
Printed in U.S.A. 8/91