

PHILIPS

VIDEOPAC



TurtlesTM

TORTUES




Turtles

In the multi-storey "Turtle Towers Hotel" baby turtles are being held prisoner by deadly beetles. It is your job to help an adult turtle to rescue as many baby turtles as possible, and there's a reward for each baby turtle found and rescued. But you'll have to be careful... if a beetle catches your turtle it will kill it instantly. However, you do have another three turtles standing by to take over the rescue mission. Now see how many points you can make before your four turtles are used up and the game ends.

N.B. Numbers in the text refer to illustrations contained on a flap inside the back cover.

Starting a series

To begin a new series of games, press RESET/DEPART  and a picture of the hotel ❶ will appear with the turtle ❷ outside it. This picture will also return automatically a few seconds after each game to remind you of the highest score ❸ in the series, unless of course a new game is started right away.

A game is started by pressing either "0" or your ACTION button ❹, or by moving either of the joysticks ❺. This brings to the screen a plan of the hotel's first floor ❻, with the adult turtle ❼ in the bottom right hand corner. Using your joystick, you can move the turtle in any direction through the hotel corridors. In this way, you must guide it to any room containing a baby turtle, but remember to stay out of the way of those deadly beetles ❶!

Baby turtle or deadly beetle egg?

Each hotel room has a question mark ❶, and this indicates the presence of a baby turtle... or does it? Some rooms in fact contain a nasty egg which, when disturbed by the turtle, immediately hatches into yet

another deadly beetle. And you'll have to be quick to avoid any fatal contact.

Finding a safe place

When you do find a baby turtle, it climbs onto the turtle's back. At the same time, a place of refuge ❶ will appear at some randomly selected part of the hotel. Now you have to guide your turtle to that refuge where the baby turtle can be safely deposited. To do this you need strong nerves and quick reactions. Because all the time, the deadly beetles are becoming increasingly skilful!

Intelligent deadly beetles

At first the beetles are "blind" and move at random. These blue beetles, however, soon grow into yellow ones, with the ability to see in straight lines. And once they catch sight of your turtle they'll follow it relentlessly. But that's not all. Very soon the yellow beetles will turn red and acquire the power to "see" round corners! Your turtle, however, is not entirely defenceless.

Beetle bombs

One weapon your turtle has is a supply of beetle bombs – three

to start with. If a beetle gets too close, just press your ACTION button and the turtle will release a beetle bomb ⑩. These are harmless to the turtle, but will explode when touched by a beetle, changing it back to its original blue, blind condition. In fact your turtle can even safely pass by a beetle that's just been blasted. And each explosion gains you valuable bonus points. You are limited though to using one bomb at a time, so make sure it counts. You can also increase your turtle's load of bombs by taking it past the supply store, indicated by a flashing cross ⑪ at the centre of the screen. Whenever your turtle runs out of bombs, an intermittent buzzer will warn you to pick up some more. Up to 99 bombs can be used in each game.

Moving to a higher floor

When all the baby turtles on the first floor have been rescued, your turtle will move up to the second floor ⑫. After clearing the second floor, it will move up to the third floor, and so on. But as your turtle moves up from one floor to the next, the game becomes increasingly difficult, with more

deadly beetles and fewer beetle bombs. Your task will also be complicated by changes to the layout of rooms and corridors on the higher floors. The third floor ⑬, for example, is different from the first and second floors.

Identification panel

Whenever a game is in progress, an identification panel ⑭ containing various numbers can be seen at the bottom of the screen.

This provides the following information:

- ⑮ = number of turtles in reserve (not counting the one in use)
- ⑯ = number of beetle bombs in turtle's possession
- ⑰ = total score of game in progress
- ⑱ = number of baby turtles rescued
- ⑳ = current hotel floor number

Scoring

- Finding a baby turtle ... 100 points
- Carrying it to safety..... 150 points
- Finding a beetle egg..... 80 points
- Bombing a beetle..... 50 points

The winner is the player with the highest score in a series, or the one who gets the most points during a specified time.

Playing "Turtles" with Videopac N 60 or G 7200 game computer

The rules of the game are identical to those just described. Before you start to play, make the following adjustments:


- Set picture brightness and sound level as desired
- Set contrast control to position 6

„Turtles“

In dem mehrstöckigen „Schildkröten-Turmhotel“ werden Schildkrötenbabys von mörderischen Käfern gefangen gehalten. Es ist nun Ihre Aufgabe, einer ausgewachsenen Schildkröte die Rettung möglichst vieler Jungschildkröten zu ermöglichen; für jedes gefundene und gerettete Schildkrötenbaby gibt's eine Belohnung. Aber Vorsicht ist geboten: wenn ein Käfer die Schildkröte zu fassen bekommt, macht er ihr sofort den Garaus. Drei Reserve-Schildkröten stehen Ihnen für die Rettungsaktion zur Verfügung. Und nun versuchen Sie einmal wieviel Punkte Sie erringen können, bis Ihre vier Schildkröten am Ende des Spiels verloren sind.

N.B. Die Zahlen im Text entsprechen den Abbildungen auf dem Einschlagteil des hinteren Umschlagblattes.

Start einer Spielreihe

Zum Starten einer neuen Spielreihe drücken Sie den Knopf RESET/DEPART . Der

Bildschirm zeigt das Hotel ❶ und vor dem Hotel die Schildkröte ❷. Dieses Bild wird einige Sekunden nach jeder Spielrunde wiederholt, und zwar unter Angabe der höchsten Punktzahl ❸ der betreffenden Spielrunde, – es sei denn, dass Sie sofort zur nächsten Runde übergehen wollen.

Sie beginnen das Spiel, indem Sie entweder „0“ oder Ihre Aktionstaste ❶ drücken oder einen der Daumenhebel ❷ bewegen. Dies bringt den Grundriss des ersten Stockes des Hotels auf den Bildschirm ❹. Die ausgewachsene Schildkröte ❶ befindet sich in der Ecke rechts unten. Mit Hilfe Ihres Daumenhebels können Sie die Schildkröte nach allen Richtungen durch die Hotelkorridore dirigieren, und es kommt nun darauf an, sie in eines der Zimmer zu lenken, in denen sich ein Schildkrötenbaby befindet. Aber hüten Sie sich vor den todbringenden Käfern ❸!

Schildkrötenbaby oder Ei eines mörderischen Käfers?

In jedem Hotelzimmer sieht man ein Fragezeichen ❹. Das kann entweder ein Schildkrötenbaby

bedeuten..., aber es könnte auch etwas anderes dahinter stecken! In einigen Zimmern liegt nämlich ein heimtückisches Ei, das sich – sobald es von der Schildkröte berührt wird – rasend schnell in einen dieser mörderischen Käfer verwandelt. Sie müssen also schnell reagieren und unheilvolle Kontakte vermeiden!

Suche nach einem Unterschlupf

Wenn ein Schildkrötenbaby gefunden ist, klettert es auf den Rücken seines Retters. Gleichzeitig erscheint an einer willkürlichen Stelle des Hotels ein Unterschlupf ❺. Jetzt kommt es darauf an, die Schildkröte schnellstens dorthin zu lenken, wo das Jungtier sicher zurückgelassen werden kann. Dazu brauchen Sie starke Nerven und schnelle Reaktionen. Denn die mörderischen Käfer werden zusehens immer geschickter und gefährlicher.

Mörderische Käfer mit Intelligenz

Zunächst sind die Käfer noch blind und können nur blindlings umherirren. Aber schnell werden aus diesen blauen Käfern gelbe. Diese haben die Fähigkeit, in

to start with. If a beetle gets too close, just press your ACTION button and the turtle will release a beetle bomb ⑩. These are harmless to the turtle, but will explode when touched by a beetle, changing it back to its original blue, blind condition. In fact your turtle can even safely pass by a beetle that's just been blasted. And each explosion gains you valuable bonus points. You are limited though to using one bomb at a time, so make sure it counts. You can also increase your turtle's load of bombs by taking it past the supply store, indicated by a flashing cross ⑪ at the centre of the screen. Whenever your turtle runs out of bombs, an intermittent buzzer will warn you to pick up some more. Up to 99 bombs can be used in each game.

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9. Computer Programmer
10. Golf
11. Cosmic Conflict
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16. Depth Charge
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