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TURRICAN™

FOR THE SEGA® GENESIS®

BALLISTIC™

AND MEGA DRIVE SYSTEMS

CREDITS

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TURRICAN

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Important: If you have any trouble with this Cartridge, please contact Accolade Customer Service (see page13 for details).

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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 five 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:

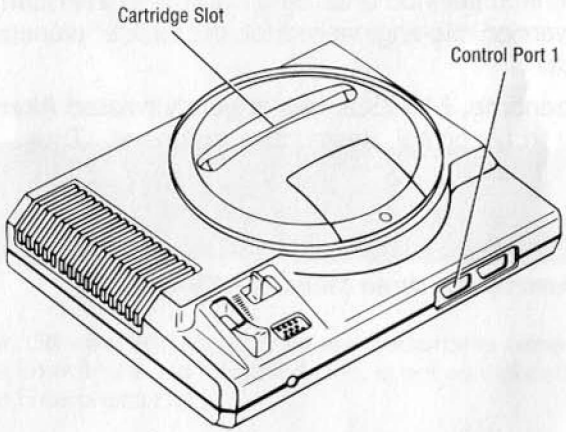
ONE. Eliminate hostile organisms from Alterra's five multi-level worlds.

TWO. Destroy the three faces of MORGUL.

GETTING STARTED

1. Make sure the power switch is **OFF**.
2. Insert the *Turrican* cartridge into the Sega Genesis or Mega Drive system by following the instructions in your system user's manual.
3. Plug a control pad into port 1.
4. Turn the power switch **ON**. If nothing appears on-screen, re-check your cartridge to be sure it is inserted properly.
5. After the title screen appears, press the **Start Button** to begin the game.

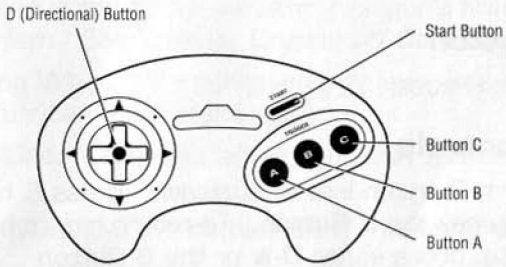
> **Important:** Always be sure that the system is turned **OFF** when inserting or removing a game cartridge.



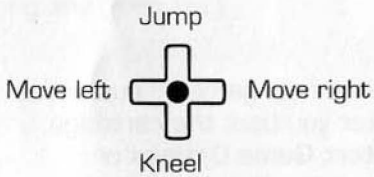
PLAYER CONTROLS

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

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



D (Directional) Button



A Button

Press quickly: Fires currently selected weapon.
Press & hold: Fires lightning whip.
Press & hold + **D-▼**: Releases mine.

B Button

Press: Turrican jumps.

C Button

Press once: Fire button releases grenade.

Press twice: Fire button releases power line.

Press three times: Back to gun.

Start Button

Press once: Pause.

Other Controls

To transform Turrican into a "buzzsaw," press & hold **D-▼**, then press the **B Button.** To return him to his normal state, press either **D-▲** or the **B Button**.

> **Note:** See the section on **Turrican's Weapons** below 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 **D-▲/▼** to select **Start Game**, **Options** or **Highscore,** then press **Start** to enter your choice.

To customize button functions: Select **Options**, then press **D-◄/►** to toggle the assigned functions for the various buttons. When you have the configuration you want, press **Start** to exit back 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.

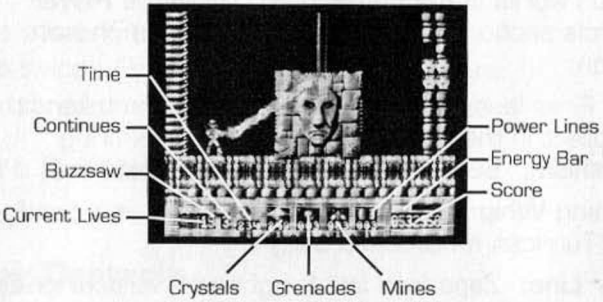
Mines: Destroys all enemies on surrounding surface.

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.



Current Lives: Number of "lives" Turrican possesses.

Buzzsaw: Number of times Turrican can transform into buzzsaw.

Continues: Current number of continues remaining.

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

Crystals: Number collected toward new continues. 300 crystals give you an extra continue.

Grenades: Remaining grenades.

Mines: Remaining mines.

Power Lines: Shows number of power lines remaining.

Energy Bar: Turrican's current level of endurance.

TIME

You are alloted 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.

TOKENS, ETC. (continued)

Extra mine.

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 three (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 world* rather than back at the first world. 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 super-creatures pose a daunting challenge for Turrican:

The Gauntlet: A remnant of a terra-forming 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 large 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.

ENEMIES (continued)

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

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 FIVE WORLDS OF ALTERRA

You play *Turrican* across the five 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: An elaborate lattice-work marks this Atmosphere Production Facility. Use a jetpack to move through the plant. An array of giant insects has multiplied since the anti-arachnid filter system failed some time ago.

Level 3.2: The central factory area is a busy, crowded sub-world as dangerous as it is interesting. Acid-dripping spiders wreak havoc on the machinery, and laser cutters run out of control.

Level 3.3: A complex of air ducts, with a snaking tunnel that leads down to the natural caverns of the next world.

World Four

Level 4.1: 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 4.2: 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.

World Five

Level 5.1: 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.

Level 5.2: 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

CUSTOMER SERVICE

Warranty

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the cartridge that the recording medium on which it is recorded will be free from defects in materials and workmanship. A defective cartridge which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

To receive warranty service:

1 DO NOT return your defective cartridge to the retailer.

CUSTOMER SERVICE (continued)

2 Notify Customer Service of the problem by calling (408) 296-8400 between the hours of 9 am and 5 pm (Pacific Standard Time). Please DO NOT send your cartridge to Accolade before calling Customer Service.

3 If the Customer Service Representative is unable to solve the problem by phone, you will be provided with a return authorization number. Simply record this number on the outside packaging of your defective cartridge together with your sales slip or similar proof-of-purchase and return it within the 90-day warranty period to:

Accolade
Customer Service
550 S. Winchester Blvd.
San Jose, CA 95128

After the 90-day period, defective media may be replaced in the United States for $20 (plus 7% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the cartridge, not other materials.)

Limitations on Warranty

The remedies provided in the warranty section are the customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the cartridge or the user manual. Except as provided in the warranty section, Accolade, Inc. makes no warranties, either express or implied, with respect to the cartridge or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

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