

TURRICAN II

The Final Fight





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TURRICAN II

The Final Fight

13 LOADING INSTRUCTIONS

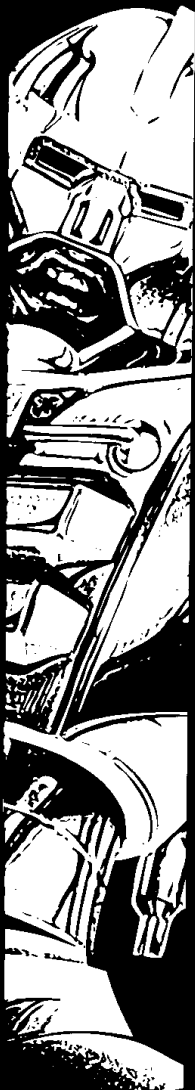
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AMIGA

To avoid the danger of computer viruses, please first turn off your Amiga and turn it on again after a few seconds. Amiga 1000 users must now insert the Kickstart disk. As soon as the screen shows the icon of the Workbench disk insert the game disk into drive DFO. The program will start automatically.

ATARI ST

Turn off your computer and insert DISK 1 into drive A. As soon as you turn on your computer again, the computer will load and start the game automatically. Follow the instructions on the screen.

C 64 DISK

Insert the game disk into your disk drive and type Load ".*", 8, 1. Press the RETURN key. The program will start automatically. Follow the instructions on the screen.

C 64 TAPE

Rewind the tape and insert the tape into the data recorder. Press SHIFT and RUN/STOP simultaneously. Press PLAY on your recorder. The program will start automatically. Follow the instructions on the screen.

AMSTRAD DISK

Insert the disk into your drive, side A showing face up. Type RUN"DISK and press RETURN. The game will load and start automatically. Follow the instructions on the screen.

AMSTRAD TAPE

Owners of a CPC 664, 6128, or 464 with a disk drive have to enter ITAPE and then press RETURN. Insert the rewound tape into the data recorder, side A showing face up. Press Control and small Enter simultaneously. Press PLAY on your data recorder. The game will start automatically. Follow the instructions on the screen.



SPECTRUM DISK

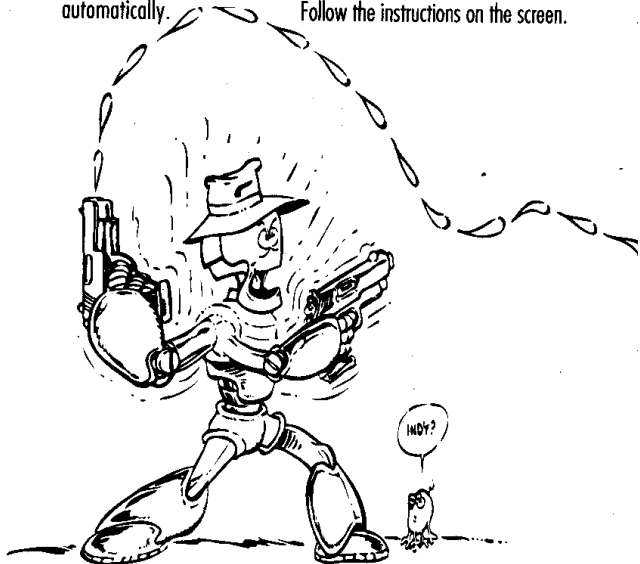
Turn your computer off, and then on again. Insert the disk into your drive, side A showing face up. Now select item **LOADER** from the menu, and press the **ENTER** key. The game will start automatically. Follow the instructions on the screen.

SPECTRUM TAPE

Owners of a +3 first select item **+3 BASIC** from the 'On' menu and press the **ENTER** key.

128K: Insert the re wound tape into the data recorder, side A showing face up. Press **ENTER** and press **PLAY** afterwards. Follow the instructions on the screen.

48K: Insert the re wound tape into the data recorder, side A showing face up. Now enter **LOAD""** and press the **ENTER** key. The game will load and start automatically. Follow the instructions on the screen.



THE LEGEND OF TURRICAN CONTINUES...

Morgul, the three-headed incarnation of evil, has finally been destroyed! But you, Turrican, cannot rest because your most dangerous and most noble mission is yet to commence...

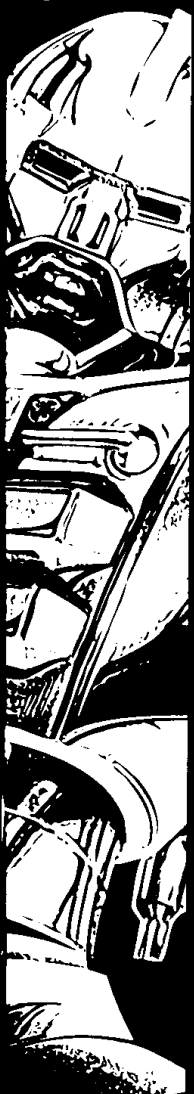
A long time ago, in a galaxy far, far away, brave rebellious fighters destroyed the menacing hordes of the MACHINE and it's tyranny-spreading satellite, which circled the planet of the brave, the planet called Lendorin.

The evil moon has gone, but Lendorin wasn't free. The MACHINE still ruled the surface of the planet. The Lendorins retreated to the inner core of their world to await their destiny...DEATH. The machines and mutants, however, went on to roam through the deserted ruins of a long-lost paradise in search of the entrance to the secret caves.

Before, the Lendorins retreated, they managed to send a desperate cry for help: A last radio signal floats through the endless reaches of the tri-solar system and off to the farthest reaches of the universe. The cry is heard, and a man has to be found... A man with the courage to face the hordes, a man to free the last survivors of Lendorin, a man on his most dangerous adventure ever... **TURRICAN.**

Go out to seek the MACHINE and its' slaves, collect the weapons and ships of an ancient civilization and free the planet Lendorin forever!





Turrican travels through five different worlds in which he will be confronted by various perils. In the middle of the game he has to enter a space ship and fight through 3 levels with this hyper fast-moving ship. Ever changing enemies will constantly try to destroy you. You will have to use your weapons skillfully in order to survive the various levels. To assist you in battle, further weapons and extras may be obtained during your journey, e.g. forcesshields and extra lives. Examine every level closely, you will find new surprises and useful items everywhere.

HOW TO PLAY THE GAME

General information: The game is played with joystick and keys. Owners of an Amiga may use a joystick with two independent fire buttons. This is explained below.

Joystick up:

Player jumps. If he is the gyroscope mode, he will transform back to normal again.

Joystick down:

Player ducks away, e.g. from enemies.

Joystick down and press space:

(For Amiga: Joystick down and press second fire button.)

The player will transform into a gyroscope. While in this state the player is invincible and will destroy enemies on touch. The gyroscope spins automatically, and can only be directed to move left or right with the joystick. This shape also allows you to pass through narrow corridors.

Turrican may transform into a gyroscope as often as he wants to. Only in the gyroscope mode he can place mines... The mine is placed on the ground and explodes shortly afterwards. Various enemies around can be dealt with in this manner.

Joystick left/right:

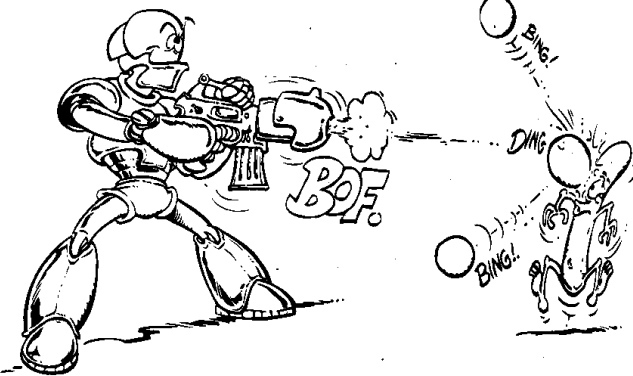
Moves player left/right.

Keeping the firebutton depressed:

The player can activate a flash of lightning (Surround) and may direct it (as long as the firebutton is held), by moving the joystick left (lightning rotates anti-clockwise) or right (lightning rotates clockwise). The lightning can be of different lengths. At the beginning of the game it stretches over half the width of the screen. By gathering up extras it can be extended to stretch over the whole width of the screen.

Pressing firebutton briefly:

Player fires.





MULTIPLE SHOT

The multiple shot can be increased twice in strength by collecting the right symbols. That means in the end this weapon has 5 shots.

LASER

The laser has a high penetration rate, making it very effective when fighting against several enemies simultaneously.

The laser fires horizontally, and can be increased in strength by up to 5 times by gathering up the corresponding symbols. The laser will then increase in width and become more effective.

BOUNCE

This shot can be increased in strength by up to three times.

Very efficient in narrow passages or caves. When twice in strength, the balls burst into smaller balls bouncing back from the walls.

POWER LINES

ATARI ST, C64, SPECTRUM: SPACE BAR

AMIGA: SPACE BAR or second fire button

AMSTRAD: RETURN

Releases two energy beams, moving right and left over the full height of the screen. All enemies in range will be destroyed. Should an obstacle bar the way, the beam will be terminated.

SUPERWEAPON

Pressing the firebutton and SPACE (or second firebutton) simultaneously the super weapon is activated. Once per life Turrican can activate this weapon. It is the most effective weapon as all weapon systems are activated simultaneously. The window at the bottom left indicates whether this weapon is still available.

PAUSES GAME

Pressing CTRL: Pauses game

Press the firebutton to continue

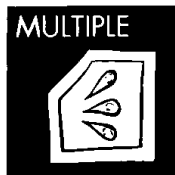
ESC

Quit the game and return to the introductory sequence.

During his mission, the player will find the following symbols with useful functions:

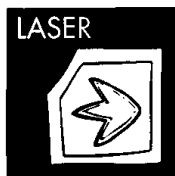


Shoot this symbol to activate the hidden extra.



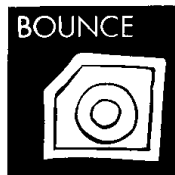
Red - MULTIPLE

Activates multiple shot. If already active, the shot will increase in strength.



Green - LASER

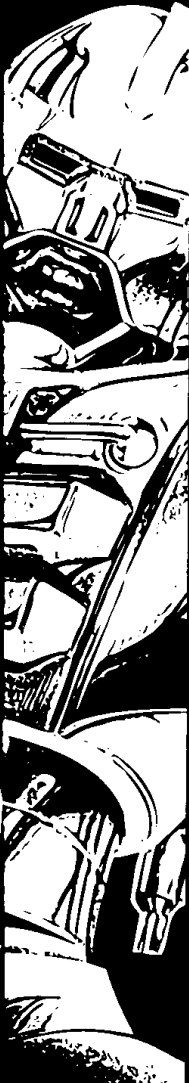
Activates laser. If already active, the Laser will be increased in strength.



Purple - BOUNCE

Activates the bounce shots. If already active, the Bounce will be increased in strength.





Blue - SURROUND
Extends lightning.

SURROUND



Light blue - SHIELD
Activates force shield, making the player invincible for a short duration. Enemies will be destroyed on touch during this period.

SHIELD



Yellow 'P' - POWER-UP
Recharges energy.

POWER-UP



White 'L' - POWER LINE
The player gains an energy beam.

POWER-LINE



Grey '1 up' - ONE-UP
The player gains an extra life.

ONE - UP



SMARTBOMB



Yellow - SMART BOMB

Touching this symbol destroys all smaller opponents on the screen.

Diamonds

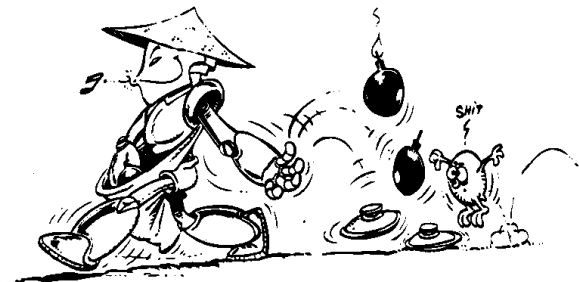
Once the player has gathered up 100 diamonds, he receives another 'CONTINUE', i.e. has the chance to continue the game after all lives have been lost. The maximum no. of CONTINUES is 5 (that means there are exactly 599 diamonds hidden). You can view the number of CONTINUES at the bottom left.

NOTE: There are no CONTINUES when the game is started.

The player has 3 lives at the start of each game. He can lose them in three ways:

1. Time, indicated on the display runs out. The screen display will announce TIME OUT.
2. The player has lost all of his energy. A loss of energy occurs every time the player touches an enemy or is hit by enemy fire.
3. The player falls into an abyss.

If you lose a life the number of energy beams will default to 3. Surround, multiple, bounce and laser will be reduced - if not already at minimum strength.



The player can gain the following information from the display (from left to right):

- Number of lives (Amiga: Upper left corner of the screen).
- Number of CONTINUES (Amiga/ST: diode display).
- Time.
- Number of diamonds.
- Number of energy beams.
- Score (Amiga: Upper-right corner of the screen).
- Energy (above score).

HIGHSCORE TABLE

Please follow the instructions on the screen!

AMIGA, ATARI ST, SPECTRUM, AMSTRAD

If you achieve a top score, you may enter the highscore table. After entering your name press RETURN.

C64

A menu will appear. Enter the main menu by pressing the firebutton. Pressing the S-key will prompt a request to insert side 1 of your disk. Return to the menu by pressing the RUN/STOP-key, or press the firebutton to save a highscore.

AMSTRAD, SPECTRUM, C64, TAPE VERSIONS

It is not possible to save highscores.

TIPS & TRICKS

- Try to use all weapon systems. Think carefully which system will best help you in a given situation.
- Use the gyroscopes! Remember you can use them as often as you want to. Don't forget you are invulnerable and can use mines!
- Collect as many lives and Continues as possible
- Never give up - there is always a solution...
- Do not always take the easiest way - there are hidden secrets everywhere.

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13 ISTRUZIONI DI CARICAMENTO

14 IL GIOCO

15 COME GIOCARE

16 DIVERSI SIMBOLI

20 IL DISPLAY

