



**Acclaim**

# TUROK

SHOOTER OF THE DINO SAURS



PRINTED IN JAPAN

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Nintendo

**GAME BOY**



INSTRUCTION  
BOOKLET

**Acclaim**

# BRAIN DRAIN™



DIMG-ABRE-USA

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**SAFETY FIRST...**

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

## STARTING A GAME BOY GAME

Make sure the power of your Game Boy is off. Insert your "Brain Drain" Game Pak into your Game Boy. Turn on the power.

## STARTING A SUPER GAME BOY GAME

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals

Press the **START BUTTON** to skip the introduction screen. In the menu screen, select a game mode. "Brain Drain" or "Brain Race". To change the music or the difficulty level, select "Options". To navigate in the menu, use the **CONTROL PAD** or the **SELECT BUTTON** and then press the **START BUTTON** to validate.

## Difficulty Levels:

There are three difficulty levels: **Rookie (easy)**, **Student (average)** and **genius (difficult)**.



Rookie



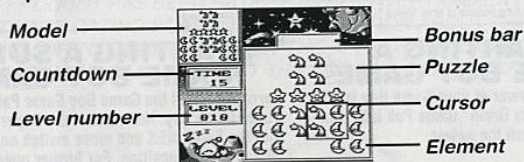
Student



Genius

## THE AIM OF THE GAME

You have to place the elements of a scrambled puzzle according to a given model in a pre-defined time-limit.



## Special Effects

In Student and Genius difficulties, at a certain level, some special effects will make the game more complicated. Each effect is indicated at the beginning of the level.

- Teaser: A block of 4 elements suddenly turns
- Control Teaser: The cursor suddenly moves.
- Control Block: All movements are blocked for a few seconds.
- Inverse control: All the controls are reversed.
- Slow Motion: All movements are in slow motion.
- Black-Out: The 4 elements in a block are hidden by ?
- 3 Column Black-Out: The elements in a column are hidden by ?

Row Black-Out: The elements in a row are hidden by ?

Random Black-Out: Some elements are hidden by ?

*Note: There are sometimes several effects in the same level.*

## THE CONTROLS

- Control Pad: To move the cursor (block of 4 elements) in the game.
- Start Button: Pause during the game.
- Select Button: To enter a level code (in Brain Game).
- A Button: To turn the elements clock-wise.
- To trigger the "clock" bonus (in Brain Game).
- B Button: To turn the elements counter clock-wise.
- To trigger a "flash" bonus (in Brain Game).

## BRAIN GAME

### Bonuses:



The clock: It gives you 20 additional seconds. You get this bonus if you finish a level in less than 10 seconds.



The Flash: It allows you to skip a level. You win this bonus in the bonus levels.

Every time you win a bonus, it appears in the bonus bar. To trigger the

clock, press the A BUTTON for 1 second and the B BUTTON to trigger the flash.  
*Note: You can only keep a maximum of 3 bonuses of the same type!*

### Bonus Levels:

Each bonus level allows you to win either a credit or a flash bonus. You have to place the scrambled elements of a puzzle as shown in an image which appears at the beginning of the level. The flash and the credit are available one after the other. The available bonus appears on the top left-hand side of the screen. The little head corresponds to a credit and the flash...to a flash bonus.

### Level Code:

While playing, some codes will be given to you. They will allow you to access directly to the corresponding level.

*Note: If you enter 3 times successively the wrong code, you go back to the first menu.*

## BRAIN RACE

### Hall of Fame:

You have to finish a series of 10 levels in Rookie, 25 in Student, and 50 in Genius in a record time in order to enter the Hall of Fame. If your time is good enough, you will enter the Hall of Fame. To enter your name, use the CONTROL 5 PAD then press the START BUTTON to validate.

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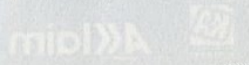
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