

**ACCOLADE™**

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Printed in Japan

05198  
4/91

Nintendo

**GAMEBOY®**

DMG-TQ-USA

**TURRICAN™**  
**ACCOLADE™**

***Instruction Booklet***

LICENSED BY



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ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR  
THIS SEAL WHEN BUYING GAMES  
AND ACCESSORIES TO ENSURE  
COMPLETE COMPATIBILITY WITH  
YOUR GAME BOY SYSTEM.

## ***CAUTIONS DURING USE***

- 1 If you play for long periods, take a 10 to 15 minute break every hour or so.
- 2 This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3 Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4 Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5 Store the Game Pak in its protective case when not in use.
- 6 A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures

## **CAUTIONS (continued)**

or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness or your surroundings, mental confusion and/or convulsions.

Thank you for purchasing the Nintendo® GAME BOY® Turrigan Game Pak.

Before you start play, please read this instruction booklet carefully and be sure to follow the correct operation procedures. Keep this instruction booklet safe for future reference.

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## **INTRODUCTION**

The story of Turrigan 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": **Turrigan**, a mutant warrior, bio-engineered for the task of planetary reclamation.

Thus, Turrigan's challenge:

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

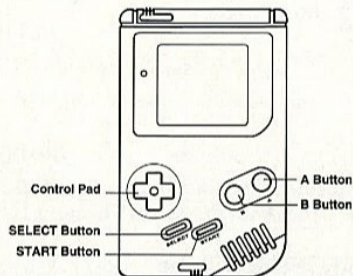
**TWO.** *Destroy the three faces of MORGUL.*

## GETTING STARTED

- 1 Make sure the power switch is OFF.
- 2 **IMPORTANT:** Always make sure that the Game Boy is turned OFF when inserting or removing a cartridge.
- 3 Insert the *Turrican* cartridge into the Game Boy by following the instructions in your user's manual.
- 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 screens appear, press the **Start Button** to begin a new game.

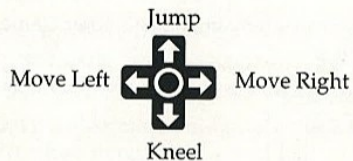
## PLAYER CONTROLS

Use the Control Pad to direct Turrican's movement, and other Game Boy buttons to select & fire his weapons.



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

## Control Pad



## A Button

Press: Turrican jumps

## B Button

Press quickly: Fires currently selected weapon

Press & hold: Fires lightning whip

Press & hold + **↓**: Releases mine

## Start Button

Press: Pause

Press + **Select** + **A** + **B**: Reset

## Select Button

Press once: Fire button releases grenade

Press twice: Fire button releases power line

## Other Controls

Press **↓** + **A Button** in combination to transform Turrican into a "buzzsaw." To return Turrican to his normal state, press **↑** or **A Button**.

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

## THE MENU

Here's where you Start a new game, use a Continue, or customize your **A** and **B Button** functions. After you boot the cartridge, use the Control Pad to select the option you want.

**To change button functions:** Press ◀ ▶ to toggle the assigned functions for the buttons. When you have the configuration you want, press Start to begin playing *Turrican*.

## TURRICAN'S WEAPONS

*Turrican* lets you choose from a variety of weapons. Read the following descriptions to learn the uses of each, 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 circle by using ◀ or ▶. (Turrican must stand still).

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

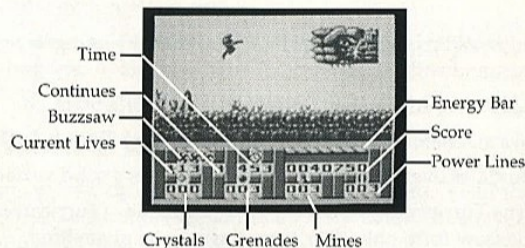
**Mine:** Destroys all enemies on surrounding surface.

**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.



**Buzzsaw:** Number of times remaining that Turricon can transform into buzzsaw.

**Current Lives:** Number of "lives" Turricon possesses.

**Continues:** Current number of Continues. If you lose all your lives, but have a Continue, you 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 opening Menu appears. Start with 3 Continues per game. Selecting **Start Game** resets Continues to "3."

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

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

**Grenades:** Remaining grenades.

**Mines:** Remaining mines.

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

**Energy Bar:** Turricon's current level of endurance.

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



## TIME

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

## TOKENS, CRYSTALS & CONTINUES

During play, valuable tokens are available for Turrigan's pursuit. Frequently, they are hidden inside boxes and other objects. Some add lives and restore energy; others add to Turrigan'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. Loss of a life will decrease your weapon's potency by one level.



Gives Turrigan one extra life



Fully restores Turrigan's energy level



Activates gun's multiple shot; if already active, additional tokens extend capability



Activates gun's laser blast; if already active, additional tokens extend capability



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



Extra mine



Extra grenade

## CRYSTALS, ETC. (continued)



Extra power line



Increases length of lightning whip



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

## 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 pose a daunting challenge for Turrigan:

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

***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 Turrigan by Energy Phase Cannon fire or a convincing crushing.

***Mother Fish:*** This gigantic, bioengineered 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 Turrigan 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 Turrigan's foes is a real thinker.

## **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 Turrigan's pursuit of extra lives.
- The rotary saw is one tough blade.
- Use available resources.

## **CUSTOMER SERVICE**

### **90-Day Warranty**

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media 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 Game Pak to the retailer.
- 2 Notify Accolade Customer Service of the problem by calling; (408) 296-8400 between the hours of 9am and 5pm (Pacific Standard Time). Please Do Not send your Pak to Accolade before calling Customer Service.

## ***CUSTOMER SERVICE (continued)***

- 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 Pak (be sure your packaging is at least 4" x 6" as many shipping companies will not ship anything smaller), and return your **PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of-purchase 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 \$15 (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.)

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