TURRICAN II

The Final Fight

typed in by [T.R.Schmidt](#) . . .

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 instert the Kickstart Disk. As soon as the screen shows the icon of the Workbench disk insert the game disk into drive DF0. 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 inser the tape into the data recorder. Press SHIFT and RUN/STOP simultameously. 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 program will 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 Controland small enter simultaneoulsly. Press PLAY on your datarecorder. The program will start automatically. Follow the instructions on the screen.
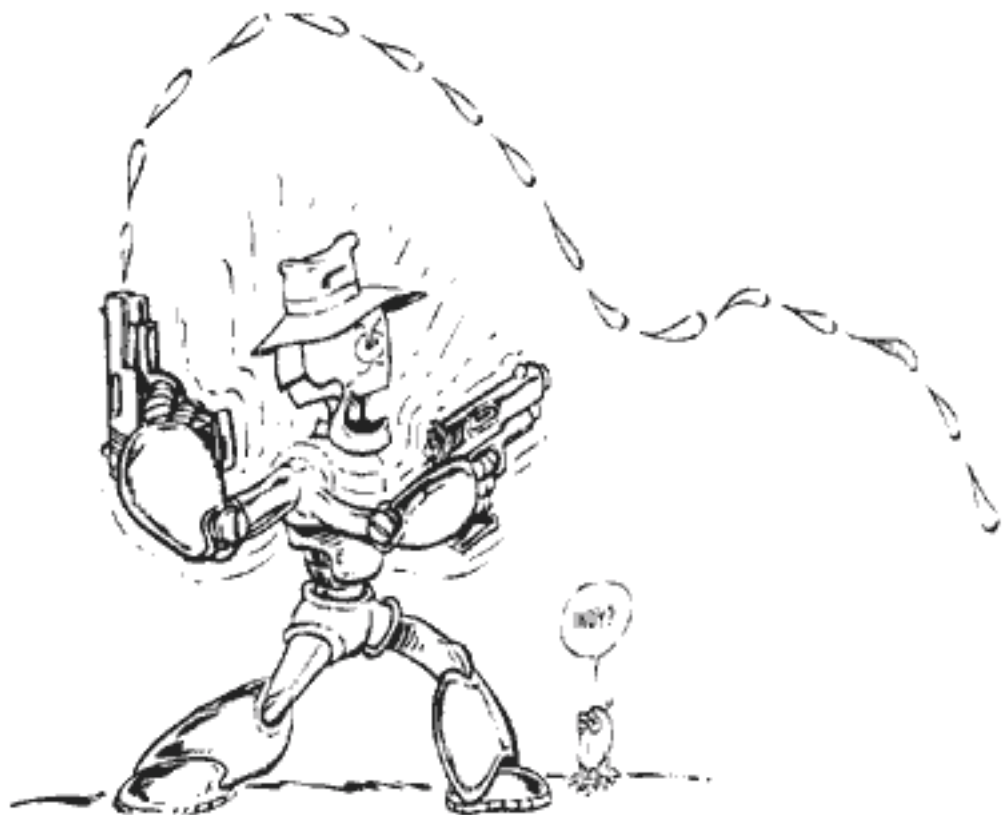
SPECTRUM DISK Turn your computer off, and then on again. Insert the disk into your drive, side A showing face up. Now select item LOADER from the menu, and press the ENTER key. The game will start automatically. Follow the instructions on the screen.

SPECTRUM TAPE Owners of a +3 first select item ü3 BASIC from the "on" menu and press the ENTER key.
128K: Insert the rewound tape into the data recorder, side A showing face up. Press ENTER and press PLAY aferwards. Follow the instructions on the screen.

48K: Insert the rewound tape into the data recorder, side A showing face up. Now enter LOAD"" and press the ENTER key. The program 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 misscion 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 Landorin.

The evil moon has gone, but Landorin wasn´t free. The MACHINE still ruled the surface of the planet. The Landorins retreated to the inner core of their world to await their destiny... DEATH. The machines and mutants, however, went on to roam trough the deserted ruins of a long-lost paradise in search of the entrance to the secret caves.

Before, the Landorins 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 Landorin, an 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 civilisation and free the planet Landorin forever!

Turrican travels trough 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 trough 3 levels with this hyper-fast moving ship. Ever changin 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. forceshields and extra lives. Examine every level closely, you will find new surprises and useful items everywhere.

HOW TO PLAY THE GAME

General Information: Tha game Is played with joystick ond keys. Owners of an Amiga may use a joystick with two independant fire buttons. This is explained below.

Joystick up:
Player jumps. if he is in 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 ployer is invincible and will destroy enemies an 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.
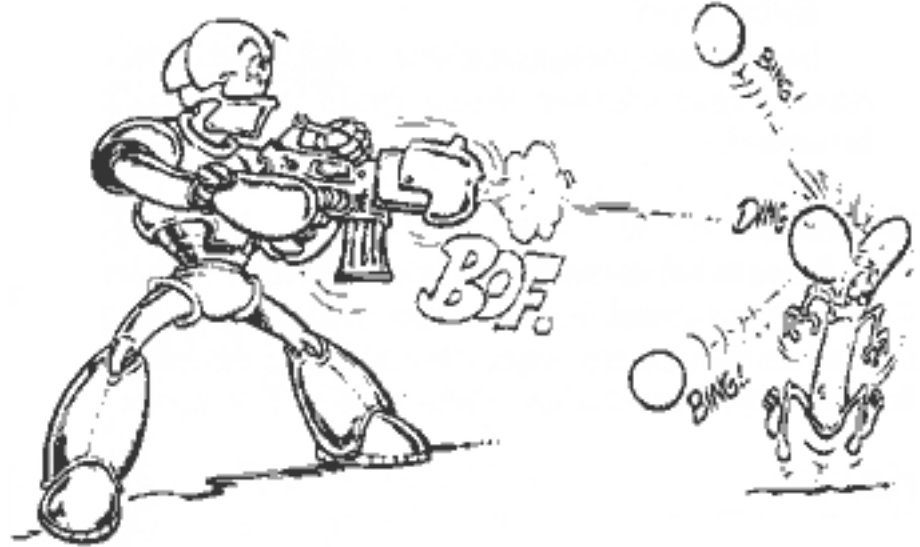
Turrican may transform inte a gyroscope as often as he wants to. Only in the gyroscope mode he can place mines... The mine is placed on the ground and explodes shortly afterwards. Various enemies arnound can be dealt with in this manner.

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 lang 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 af the screen.

Pressing firebutton briefly:
Player fires.

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

LASER
The laser has a high penetratsion rate, making it very effective when fighting against several enemies simultaneously.
The laser fires horizontally, and can be increased in strenght by up to 5 times by gathering up the corroponding symbols. The laser will then increase in width and become more effective.

BOUNCE
This shot can be increased in strenght by up to three times. Very efficient in narrow passages or caves. When twice in strenght, the nalss burst into smaller balls bouncing back from the walls.

POER LINES
ATARI ST, C64, SPECTRUM: SPACE BAR
AMIGA: SPACE BAR or second fire button
AMSTRAD: RETURN
Releases two enerhy beams, moving right and left over the full height of the screen. All enemies in range will be destroyed. Should an obstacle var the way, the beam will be terminated.

SUPERWEAPON
Pressing the firebutton and SPACE (or second firebutton) simultaneously the super weapn 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 wether this weapon is still available.

PAUSES GAME
Pressing CTRL: Pauses Game
Press the firebutton to continue

ESC
Quit the game and return tp introductory sequence.

During his mission, the player will find the following symbols with useful functions:
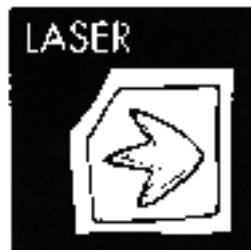
Shoot this Symbol to activate the hidden extra

Red - MULTIPLE
Activates multiple shot. If already active, the shot will increase in strenght.

Green - LASER
Activates Laser. If already active, the Laser will be increased in strenght.

Purple - BOUNCE
Activates the bounce shots. If already active, the Bounce will be increased in strenght.

SURROUND

Blue - SURROUND
Extends lightning.

SHIELD

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

POWER-UP

Yellow "p" - POWER UP
Recharges energy.

POWER-LINE

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

ONE - UP

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

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 maximom 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. Thre 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 strenght.

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. Presing 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 the highscore.

AMSTRAD, SPRECTRUM, C64, TAPE VERSIONS
It is not possible to save highscores.

TIPS & TRICKS

- Try to use all wapon 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 tp. Don´t forget you are invulnarable
  and can use mines!
- Collect as many lives and Continues as possible
- Never give up - there is always a solution
- Do not alyways take the easiest way - there are hidden
  secrets everywhere.

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16-bit-versions developed by Factor 5
Z-80 -versions developed by Enigma Variations

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PARDONOMDA!

BOING!