

Total Eclipse Turbo FAQ/Walkthrough

by NeoGamer

Updated to v1.0 on Oct 28, 2001

```

/_____/|_| | |_____\ |_____\ /_____\
|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/
|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/
|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/

/\_/\_/\   |_____|_____\|_____|_____\|_____\|_____\|_____\
/_____\     |_____|_____|_____|_____|_____|_____|_____|_____|_____|
| By:      |   |_____|_____|_____|_____|_____|_____|_____|_____|_____|
|NeoGamer|   |_____|_____|_____|_____|_____|_____|_____|_____|_____|
|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|

/_____/|_| | |_____\ |_____\ /_____\
|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/
|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/
|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/|_| | |_____/
=====|_____/=====
    ___/GENERAL FAQ/WALKTHROUGH\___
    {Ver 1.0}{neogamer007@hotmail.com}

```

Introduction:\

This Faq/Walkthrough was written for the Crystal Dynamics game, Total Eclipse Turbo. This Document is Copyrighted 2001 by NeoGamer. Any reproduction of this document in part or in whole without the author's consent is strictly forbidden. Any reader wishing to use the FAQ for their personal and private use only may do so, and a printed copy may be made.

I was inspired to write this Faq(my first FAQ!) after seeing that there had not been any attention given to this game. This old game can be pretty fun, and challenging as well. Enjoy.

Table of Contents:\

I-----Background

II-----Getting Started

III-----Controls

IV-----Weapons/Power-Ups

V-----Walthrough

a-----Aqueous Major

b-----Magma Prime

c-----Solarius Centuria

d-----Polaris 5

e-----Sun Dagger

VI-----General Tips

VII-----Codes

VIII-----Acknowledgment

SECTION I: Background\

FROM: Commander Orion
Squad Com
Stellar Command

TO: Firewing
Gamma Squadron

Lieutenant:

Starbase Bravo's been hit, hard. The Drak-sai came in lean and mean. Their weapon of choice: the Sun Dagger. This is no squirt gun. When they pulled the trigger, Omega Quadrant's sun went down. For good. Now the Drak-sai are threatening Earth's sun. You don't need a physics lesson to figure that one out.

You're going into Omega Quadrant. The Drak-sai are waiting. There's a wolfpack behind every mountain. They suck up your shield power. Burn 'em and recover your shield strength. Get the picture?

The FireWing is your friend. Get a visual on a pack of these squid-heads and lock on. Pull the stick over into a snap roll with all guns firing. Keep your cool and FireWing will get 'em. Drak-sai are mean, nasty, and drop-dead ugly. Except when they explode.

We have particulars on your mission orders, as follows:

- A. Your patrol covers five planets. We'll contact you with mission specifics for each world before you attack.
- B. Shoot everything. The FireWing carries one weapon, the Stellar Guard blaster. We'll deploy heavier armaments as they are developed. When you find 'em, pick 'em up and use 'em.
- C. The Drak-sai drain your shield strength. Go after 'em hard. Every exploding Drak-sai ship and ground installation means increased shield strength for you.
- D. We can replace the FireWing four times, giving you five fighters total. After that, you get a limited number of continues. Limited--got it?

One more thing. After burning Bravo, Lord Zodak, the Drak-sai Supreme Predator, sent us a message: "Your sssspeciesss hasss been sselected for the hunt".

Hope that makes you feel wanted, because you're gonna be ALONE. Sorry we can't go with you. But we'll be watching. So get in there and kick some space-scum tail. Stay tough.

--Stellar Guard Blaster--

Your stock weapon, shoots projectiles forward in three streams.

--Scatter Gun--

Launches a spray of bullets in all directions, like a shotgun blast.

--Photon Strafer--

Fires a central shot straight ahead and two outside shots to ground targets.

--Ion Whipgun--

Spreads deadly projectiles like hailstorms at Mach 5.

--Rotary Gun--

Shoots bullets in a figure-8 pattern.

--Plasma Bombs--

Damage everything in sight heavily. Press TRIANGLE to detonate a bomb. You can only carry up to 3 Plasma Bombs at once. Your remaining supply is shown next to the radar map on the heads-up display.

=====

POWER-UPS: There are a few power-ups hidden throughout the levels which will help you make it to the next level:

--1-Ups--

Deliver additional FireWing

--Shields--

Restore shield strength at random levels of 10%, 25%, and 100%

--Stunt Rings--

Adds points to your score when you fly through them.

SECTION V: Walkthrough\

This is a basic walkthrough for the next 4 levels. These missions are actually very short. Each of the 5 primary missions is broken down into 4 rounds for a total of 20 separate levels. Also, the names of the levels reflect those in the US version of the game, not in the instruction book. For some reason Crystal Dynamics changed the level names in the actual game.

You will notice that, while you are playing, your health automatically goes down. The only way to keep your health up is to pick up shield power-ups or simply shoot the enemies. This forces you to constantly be on the offensive, and take out the alien scum.

Additionally, some game segments take place within the Drak-Sai Tunnels. While in the tunnels, you may not barrel roll or see your radar map.

[a]--Aqueous Major--

>Mission Objective: Destroy Missile Silos

>Planetary Terrain: Swamp

>Hostiles/Obstacles: Poseidon, a scorpion-shaped combat flyer, carries an invulnerable acid cannon and side props which it uses to create huge tidal waves. Its auxiliary weapons: wave bombs.

>Promotion Potential: Captain

>Round 1:

Make your way through the first canyon, shooting as many enemy ships as possible and collecting the weapon power-ups. In a few minutes, you will reach a blue Tractor Beam. Fly through it to reach the first of the Drak-Sai Tunnels. This one is easy. Once inside, carefully maneuver your way through the first few tunnels and shoot the two turret guns located at the top of the elevation. Next you will see some yellow beams. Running into them is unavoidable. They give you a huge speed boost, making it more difficult to fly. Finally you will see some twisting tunnels, and several more enemies. After making it through that area, you come out to a new set of tunnels, where Round 1 ends.

>Round 2:

This round starts out in the same Drak-Sai tunnel you were just in, only it is a bit tougher. Make your way through, again killing as many enemies as possible, and navigating through the tight spaces. You will also have to go under moving blocks that can crush you if your timing is not right. At the end of the tunnel, you will emerge back into the open skies of Aqueous Major. Just be careful not to hit the ocean floor. Continue through and you will see both a shield power-up and a rotary gun weapons power up. You will come across a fork in the path. Taking the right one will gain you another Shield power-up. After a few more canyons, you'll see yet another blue Tractor Beam. Get used to them because they are used quite a bit in the game. Go ahead and fly into it. This one is much harder, with multiple paths and many enemies blocking your way. There are also several trap doors that shut if you don't hurry. Make it through the tunnel and you'll once again emerge in the open area on Aqueous Major. There are 3 separate paths you may take in the open area. It doesn't matter which one you choose, as they all lead to the same place, Round 3. Just be sure to fly high enough so that you do not hit the canyon.

>Round 3:

This round is very simple. Just fly above and around the canyons and pick up the power-ups. Be sure to be in the middle near the end, as you will see a 1-Up power-up. Just as before, the path you take doesn't matter, as you will end up in the same area. You flight straight into Round 4.

>Round 4:

This round starts out with an immediate change in elevation. You will notice that you don't have very much room, vertically, to move around. Navigate around the canyons this time (instead of over them) and when you reach the elevation drop, be sure to bear left. If you don't bear left, you will run into the dead-end cliff and die. Before you know it, you will see one of those blue Tractor Beams again. You know what to do. Use precision braking and acceleration to safely make your way through the moving blocks. Shoot the enemies to regain health, and pick up the 1-Up found just around the corner. When you see the orange closing doors, speed up so that you will not be crushed. If you are crushed by one, you have already failed because you do not have time to make it through the others. After passing through, the rest is straight-forward. Exit the tunnel to find the final section of Round 4 and Aqueous Major. You will see 3 Weapon Power-Ups ahead. Grab one and prepare to right the first Boss.

<BOSS>He is very easy. He just flies and all you have to do is follow and shoot. Dodge the occasional bomb that he sends at you, or shoot it to regain

health. Don't forget to shoot the other objects in the level for additional health supply, as it will run dry. It only takes a minute of good shooting to take down this spider looking guy. Accelerate to get closer to him to kill him even quicker. After the fight, you are promoted to the rank of Captain!

[b]==Magma Prime==

>Mission Objective: Nullify Cyborg Labs

>Planetary Terrain: Lava

>Hostiles/Obstacles: Vulcanos, an earthbound giant, ruptures the ground with volcanic fury. It launches lethal photon barrages from gun turrets that rise from the quaking plain. Sustain your attacks on one eye at a time until this monster is destroyed.

>Promotional Potential: Major

>Round 1:

You'll notice the ground is lava so be extra careful not to touch it! This first segment is similar to the first level, only much harder. You must kill quite a few enemies to keep your health at reasonable levels this time around. Use your Plasma Bombs wisely. After a few minutes, of navigating the tunnels, you will come up to another one of those blue Tractor Beams. Fly into it as usual. At first you will need to keep up your speed to make it through the trap doors. There are a few pesky enemies shooting at you, but only kill them if its convenient. Ahead you may slow down for the moving blocks to ensure that you make the pass safely. When you see the jagged doors closing from left to right, be sure to hold the brakes. You will need to wait for the door to start opening back up before you can pass through. After making your way through these doors, try to stay centered as you run through the yellow speed burst beam. You will exit the tunnel, and begin Round 2.

>Round 2:

In the open, you will face many more enemies at once. You will have to start some barrel rolling to dodge many of the attacks. The path you take still doesn't matter. Be sure to destroy any buildings you see along the way, as they are your primary targets for this mission. You'll see another blue Tractor Beam up ahead in the center. Through the first half of the tunnel, you must use both your brakes and gas buttons wisely, to avoid being crushed by the opening and closing doors. Once you see the row of orange doors, however, speed it up if you want to make it through them. You will continue through a winding path with the occasional enemy. The exit leads back out to the surface of Magma Prime. When you regain control, pull up so that your ship will not hit the mountain in front of you. Continue through destroying all enemies, but concentrating on the Cyborg Labs, which are gray buildings. You will fly to the end in no time, to go onto Round 3.

>Round 3:

The first section takes you through some rough terrain. You must navigate through some very small canyons while dodging several shots. Try to shoot everything in sight, especially the buildings. Be sure and pick up the weapon Power-Ups as they are vital to destroying most of the enemies. Again, you'll see another Tractor Beam. You had better keep up the speed for the first bit of the tunnel. Again, those orange doors are not forgiving if you are going slow through them. After those, you will run into red beams, which actually slow you down. After killing the first set of enemies, pick the pace back up. More orange doors await. After some twisted halls, you'll come back out to the surface. Continue with the same strategy you used on the other 2 rounds. This

time, however, be extra careful of the red bombs that come at you from some of the enemy ships because they take down your health with rapid speed. Cruise into Round 4 after safely going through the canyons.

>Round 4:

You are still on the surface of Magma Prime. Carefully fly through the center canyon to find a much needed weapon Power-Up. You will continue on the surface for the remainder of the Round. This is not easy. The hardest parts are where you must shoot two turrets and go through a skinny canyon. Both turrets can kill you within a matter of seconds. You must constantly dodge and fire. Near the end you will see a 1-Up. Grab it and prepare for the boss.

<BOSS>For this fight, you will not be able to move forward or backward, only left, right, up, and down. This is also a tough fight because there is nothing during the fight to regenerate your health. Since your health runs down automatically, you need to finish him off quickly. Use any plasma bombs you have and keep firing away. Dodge his shots and the rock looking freak should die just before you do. So, how does it feel to be Major now?

[c]==Solarius Centuria==

>Mission Objective: Destroy Energy Refineries

>Planetary Terrain: Dessert

>Hostiles/Obstacles: Conundrum, a heavily armored battle tank, begins by firing shatterballs. After this deadly overture, two sections split from the main body, independently launching projectiles while the main pieces re-energize. After making their circuit, the sections re-attach for recharging, and the main body repeats its attack. Keep outside the pattern of shatterballs or you will be penned in for the kill!

>Promotion Potential: Lieutenant Colonel

>Round 1:

Very short and to the point, Round 1 is also much easier than that of the previous level. The entire round is outside on the surface, and the enemies are much easier. The helicopter type enemies are slower, and do not take much fire power to destroy. For the first half, the terrain is very flat with no canyons to worry about. Near the end, however, be sure to keep a high altitude so you will not collide with the wall for an instant death. Also, try to build up your supply of Plasma bombs as there are dozens scattered across the area. In no time you will be finished with Round 1.

>Round 2:

This round is significantly harder than the last, but shouldn't be too big of a deal. Just keep destroying enemies as quick as possible and carefully navigating the narrow tunnels. When your health is low, be sure to use a Plasma Bomb on the first enemy you spot. There will probably be more behind him and you will be guaranteed a health refill. Be cautious of the high elevation in this one, meaning you may not drop to low altitudes without dying.

Bear left near the end and you will spot a 1-Up Power-Up so grab it and enter the blue Tractor Beam ahead. For the first phase of the tunnel, there is no need to go fast. You only need to change your altitude to dodge a few platforms blocking your path. Once you see the closing doors, however, stay in the very center because they do not completely close and you will be able to escape danger. You will also need to use the brakes quite a bit for the sharp door that does close from left to right. Just get your timing right and you wont have a problem. The rest of the tunnel in Round 2 is a breeze, except for

the huge climb in altitude. If you do not pull up fast enough, you will surely die. Round 2 is concluded after you pass those changes in altitude.

>Round 3:

This round starts off where Round 2 ended...in a tunnel. This time you will have many more obstacles to dodge. You will also see blue beams of light similar to the red and yellow ones that speed you up and slow you down. Unfortunately the blue ones hurt you so try to avoid them. You will have to speed through a few orange gates, and then keep your altitude as high as possible as the narrow pathway is dangerously close. After what seems to be a never-ending stream of obstacles, you will finally emerge back on the surface. Just hang in there and pick up the Shield Power-Ups so that you will survive! The outside area has a few tricky turns, but is pretty short.

>Round 4:

This starts outside where Round 3 left off. I found it easier to stay left when you had the choice of paths, plus there are nicer Power-Ups. In no time you will see that infamous blue Tractor Beam. This tunnel can be quite difficult if you do not maintain control. It is recommended that you dodge the speed bursts(yellow beams) so you can navigate easier and shoot the enemies for a health refill. Also, use your brakes at the right time to keep from being destroyed in the closing door. The rest of the tunnel is somewhat short, just keep shooting enemies to regain health. You'll emerge from the tunnel, to find a...Boss!

<BOSS>This boss is a cool little ship, similar to yours. He is really simple though. His fire-power is easy to dodge. Just stay in line with him and fire away, and keep track of his health with the red bar in the upper-right corner of the screen. You should have no trouble defeating him, Lt. Colonel.

[d]==Polaris 5==

>Mission Objective: Raid Drak-sai Headquarters

>Planetary Terrain: Ice

>Hostiles/Obstacles: Cobra's lateral silos launch warheads in a continuous stream, its central hot zone fires spheroid energy blasts, and delayed-action rotor blades shoot energy pellets and megaton plasma bolts.

>Promotion Potential: Colonel

>Round 1:

This first section is a piece of cake: There is only one path that you can take, even though it is very small. There are not many enemies, so try to fly fast enough to survive. You will soon meet up with our friend, the blue Tractor Beam. In the first area of the tunnel, you are confronted with a machine that spits out photons. Take it out...quickly! Then speed up to make it through the orange doors ahead. You must dodge those types of machines and try to eliminate them quick, as they can instantly kill you with a slew of photons. The tunnel is hard, but fairly short. You emerge back to the surface of this icy planet. Both the left and right paths will lead you to where you need to go, but they are both hard to navigate. Continue on to reach Round 2.

>Round 2:

Again, your outside. Take any path, but be very careful when you reach the top. The icebergs can be tricky to dodge, plus there are tons of enemies. Actually, the entire Round is on the surface. Halfway through the level, you will have to fly through some extremely high and skinny spaces, which proves to

be quite hard. Once you see the rolling water you will know you are about 9/10 of the way through the Round. Keep going like usual and you will be transported to Round 3.

>Round 3:

Be very, very careful on this one. The game starts to punish you for not taking the correct path. Since there are several dead-ends and several correct paths, just go slower and use your map to navigate and decide which path to take. As a general rule, try not to veer to far to the left or right sides, as they always lead to dead end death traps. Near the end keep to the mid-right section and for the first time in the game, be happy to see that blue Tractor Beam because you just survived! Keep a steady pace once inside, so you don't have too much or too little speed once you reach the closing doors. Then, use the Plasma Bombs as you need them, there are several to be picked up along the way. Navigating the tunnel can be tough because it twists and turns and there are many enemies along the path. Nevertheless, if you stick to good maneuver skills, you will make it through very soon. When you emerge, immediately maximize your altitude, and take either the left or right path. The rest of the round is short, and very straight-forward.

>Round 4:

Continuing outside, you will see another fork. The left path contains more enemies, but is easier to navigate. After the paths meet back up, prepare for some tricky flying. At time it will look like your at a dead end, but on this round, you usually are not. Just Keep it high and try to squeeze through those tight places. After reach the open area, and see the rolling water, you must get ready to fight the boss.

<BOSS>This guy is another big spaceship. The bad part? He takes forever to kill. You don't have forever, trust me. Constantly blast away at him and take advantage of the side enemies so that your health may refill. Keep up with the dodging and shooting. A left to right tactic usually works fine, just don't stand still! You will eventually finish off this foe...to learn some very important news!

[e]==Sun Dagger==

>Earth is under attack! Some how the huge ship, Sun Dagger, bypassed the defense and is headed our way!

>Round 1:

What appears to be another planet is actually the surface of the Sun Dagger. There are tons of enemies, and they are all much harder. Use your map carefully to traverse the strange crevices along the ship. If you bear right, you will eventually see another one of those pesky blue Tractor Beams! The enemies in this tunnel are very, very touch, and shoot endless streams of photons at you. Take them out quick and dodge what you must. Navigation wise, this tunnel is not bad. You see those little alcoves in the middle? Use them to dodge the enemy fire, and save your life. The new type of closing doors is tough to pass through. They are extra fast and take almost all of your health if you run into them. Timing is key. It wont be long until your out of the tunnel, and into Round 2.

>Round 2:

This round leaves that despicable tunnel and takes the action back to the surface of the ship. Be very mindful of the Red enemy fire, as it will kill you almost instantly. There is an optional blue Tractor Beam, but it is recommended that you take it. Inside, you must use every yellow beam to give you enough speed to make it through all of the orange doors, and there are

quite a few. Kill the enemy when convenient to ensure your health his high, but never sacrifice hitting the yellow beam for them. Before you know it, you will be back on the surface. There is another optional blue Tractor Beam ahead on the left, do not take it. It is one of the hardest tunnels in the game, and you are better off just staying outside. A few minutes after that one, however, you will come to a dead end blue Tractor Beam. Obviously, take it. You will love this one. It has nothing to do. It takes less that 10 seconds to flight through and there are not any obstacles. You emerge back to the ship after exiting the tunnel. Again, another optional blue Tractor Beam can be seen near the beginning. Skip it unless you just want trouble. Up ahead, there are two paths. Take the one on the right for the other optional blue Tractor Beam. Go on and take it. Yay, another easy tunnel that only serves as a transport. You will emerge back on the surface of the ship. This time, don't take any of the optional Tractor Beams. Instead, make your way to the end and take the one at the dead end in the very middle. This tunnel can be hard, just dodge the enemy fire and use the ravines to take shelter while flying. When you emerge back on the ship, continue your flight. Skip the first optional blue Tractor Beam in the middle, and skip the first one on the right. Instead, take the second one on the right(3rd one you see). Make your way through this tunnel to come out in a new area, still in round 2 though. Stay to the far left at all times in this area. Do NOT go in the first optional blue Tractor Field that you see on the left, instead, take the far most left path and you will go straight into Round 3....FINALLY.

>Round 3:

Round 3 takes place on the surface the entire time...yes! No blue Tractor Beam. It doesn't matter which path you take, however, this level is extremely hard. All of the paths are filled with hard enemies and even harder turns. The flight will last for a good 5 minutes, then you will run straight into round 4.

>Round 4:

The final round...you excited? Don't be just yet. This last area is like a maze, and the wrong turn will lead to death. Follow these general directions when it comes to paths from the start: Right, Left, Left, Center, Left, Right, Right. You will be in a larger area, however, you must bear Left to make the way out. Ignoring the cubed alcoves on the left and right, take the next left path. Keep to the left and you will fly over a wall that leads to a drop in elevation. Just go straight for now. You will notice, you are at a boss!

<BOSS>What a freak he is! Go for the first row of Power-Ups when you see them.

Use a similar strafe tactic to kill him fairly easy. Use the plasma bombs to destroy the enemies below for health refills. He should be dead within a few minutes. But wait! You must now escape from the ship! Well, congratulations Colonel, and may you wear your Stellar Guard Medal of Honor with pride!

SECTION VI: General Tips\ ---

Still having trouble? Look no further:

*If you keep crashing into the deck, you may be a fast-action reflex intensive flyer. Try switching to Arcade controls.

*Turn the FireWing over in a 360° barrel roll for high points. Hold down the right or left roll button to roll continuously; release the button when the fighter rights itself.

*Fly upside-down to take less damage from Drak-sai fire.

*Watch the radar map for safe passages. If you see a wall of white (impassable area) on the map, scan for darker spots that indicate areas you can fly through.

*Beware high-flying Drak-sai that will attempt to ram you. Stay low when encountering these devils.

*Watch out for red enemy fire!

*Don't forget to brake in tunnels.

*Fly as fast as possible for maximum points.

*Keep your eyes peeled for hidden power-ups.

SECTION VII: Codes\

Feel like taking the easy way out? Well read on friend!

--Extra Continues, Planes, and Plasma Shots--

Entering this code will gain you: 10 continues, 10 plans, and 10 plasma shots.

1) Begin a game and pause it. At the Continue/Options screen, select 'Options' then press Triangle, Square, Circle, Square, Triangle, Square, L1, L1+R1, Select, Select. A skull will appear.

2) Then press Triangle, Square, L1, L1, L1, Square, Triangle.

This code may be entered as many times as you want later in the game.

--Level Select--

Go into the options screen and highlight Password. Hold Select and press: Triangle, L1, Square. Then release Select and press Triangle, L1, Square, Triangle, L1, Square.

--Level Passwords--

Level 1: Aqueous Major: <No code needed>

Level 2: Magma Prime: <X-O-Triangle-◆-X-X-X-◆>

Level 3: Solarius Centuria: <Triangle-Triangle-O-X-Triangle-Triangle-X-◆>

Level 4: Polaris 5: <O-O-O-Triangle-X-Triangle-◆-◆>

Level 5: Sun Dagger: <◆-X-O-Triangle-X-◆-Triangle-Triangle>

Section VIII: Acknowledgment\

*I would like to thank CjayC for hosting my FAQ on such a great site.

*I used the Total Eclipse Turbo instruction manual for some of the basic info.

*The codes can also be found at:

<http://www.gamefaqs.com/console/psx/code/20404.html>

If you need to contact me for any reason, be it this FAQ or something else,
drop me a line at: neogamer007@hotmail.com

This document is copyright NeoGamer and hosted by VGM with permission.