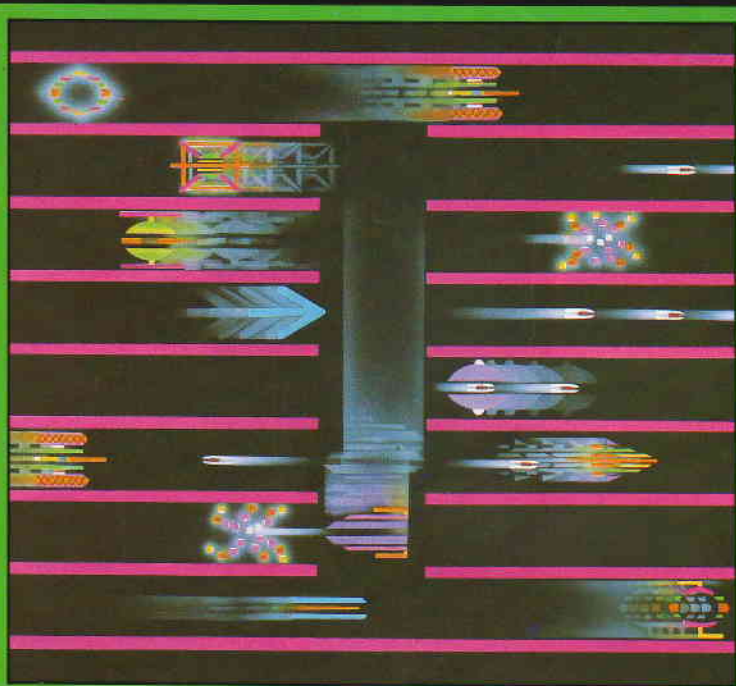# TURMOIL ™

20th CENTURY FOX ™

Games of the Century ™

Game Instructions

Fox Video Games

TURMOIL™

TO SET UP:

Set up your video computer system and left joystick controller as instructed in your manufacturer owner's manual. Turn the power OFF and insert the Turmoil game cartridge.

TO BEGIN:

Turn the power ON. Use the Game Select lever to select a play level and then press the Game Reset lever or the joystick button to leave the Demo Mode. Now take a deep breath. You have five seconds to get ready for some of the fastest fun you've ever had.

THE OBJECTIVE:

The objective is to zoom up and down the center alley and blast aliens as they streak by. Keep shooting and keep moving to avoid a deadly collision with a speeding alien spacecraft.
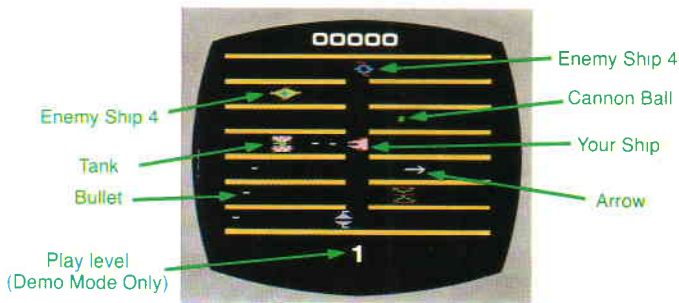

THE CONTROLS:

Tilting your joystick forward and backward moves your ship up and down the middle alley in the screen. Tilting your joystick left and right turns your ship left and right to face, or travel, down the lanes. Hold the joystick button down for continuous rapid fire. Oodles of bullets can be on the screen at once so you can enjoy destroying more aliens, more often, than ever before! Press the Color/B·W lever to pause Turmoil at any time during play.

SCREEN DISPLAY:

In the Turmoil Demo Mode, the current level of play is shown at the bottom of the screen. The high score, since the cartridge was last inserted, flashes at the top of the screen in orange.

During the game, your current score is displayed at the top of the screen. The number of ships you have in reserve is shown at the bottom of the screen. Be sure to record your high scores on the back of this booklet.
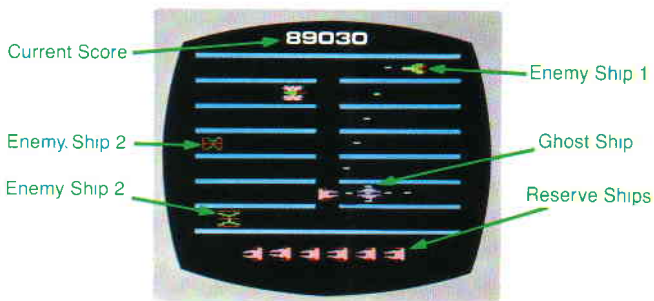
SHIPS:

You begin Turmoil with five ships, one in play and four in reserve. If you can blast all of the aliens in a level, you'll receive a bonus ship. You can hold up to six reserve ships at one time. Ships are destroyed by accidentally running into passing aliens.

ALIENS:

Turmoil features a variety of speedy aliens which travel back and forth across the screen at their own unique paces. The faster they move, the more points they are worth. All aliens, except for the Prizes, must be shot while your ship is in the center alley.

ENEMY SHIPS: There are five different Enemy Ships to blast. A collision will be deadly no matter which ship you hit.

ARROWS: If allowed to cross the screen, Arrows turn into Tanks.

TANKS: These can only be destroyed from behind. If shot head on, your bullet blasts will merely push the Tanks back a bit.

PRIZES: When a Prize appears at the edge of the screen, you have just a few seconds to race down the lane and touch it. (If you don't get there in time, the Prize will turn into a Supersonic Cannon Ball.) After touching the Prize, you must quickly return to the center alley to avoid getting smashed by the indestructible Ghost Ship.

PLAY LEVELS:

Play levels, one through nine, may be selected at any time during the game by pressing the Game Select lever. You must wipe out wave after wave of aliens to advance through the levels during play. The further you progress, the faster and/or more plentiful the aliens become. The alien traffic lanes will occasionally become invisible after level four.

HINTS FROM THE DESIGNER . . .

Hold the joystick button down and race up and down the screen to wipe out the aliens. Go touch the Prizes as soon as they appear and then race back to the middle as fast as you can Your ship will stop automatically when it reaches the center alley.

FAST BLASTERS

Name	Level	Score

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