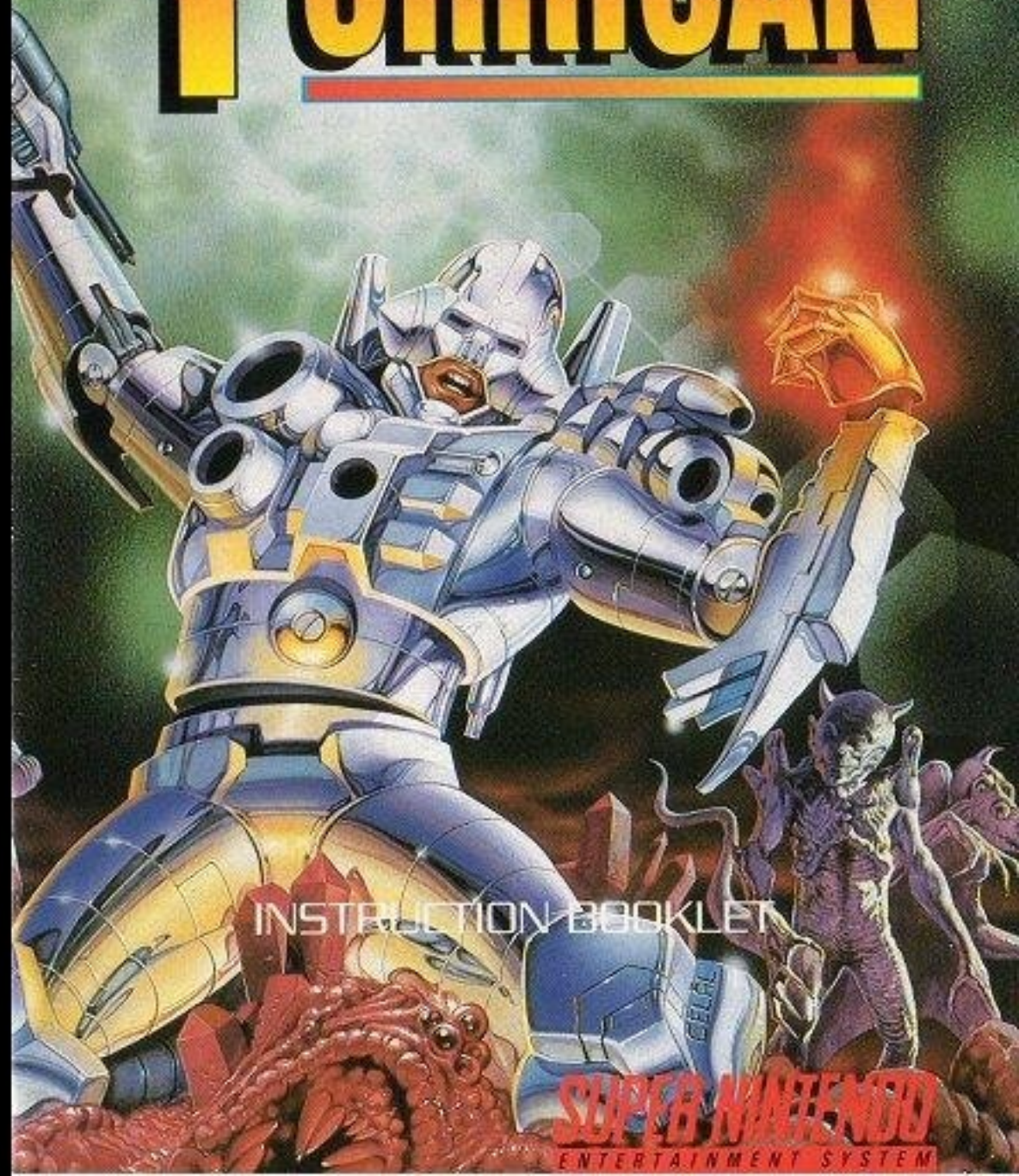


SNS-TU-USA

SEIKA

TURRICAN™



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

© 1993 Factor 5
© 1993 Seika Corporation



THIS OFFICIAL SEAL IS YOUR 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 SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

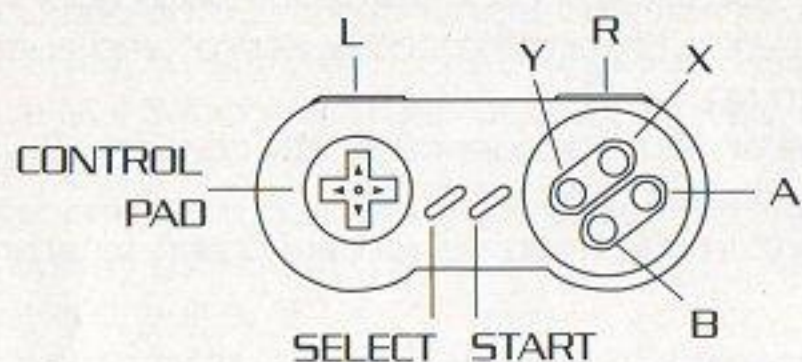


NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

TABLE OF CONTENTS

The Story So Far.....	4
Starting the Game.....	5
Controls.....	6
Game Options.....	6
The Weapons.....	8
Tips & Tricks.....	11
Notes.....	12
Credits.....	13

CONTROLS



You control Turrigan with the Super Nintendo Control Pad.

Press **B** to jump

Press **Y** to shoot

Press **L** or **X** to activate the Freeze-Beam

Press **R** or **A** to activate the Smart-Line

Press **START** to pause and unpause the game at any time

GAME OPTIONS



If the default settings of "Super Turrigan" do not fit your gaming habits, you can change them in the options menu.

Select "OPTIONS" in the main menu by highlighting the word and press "START".

Game Level

Normally you have 3 lives and 3 continues to waste. If you select "Easy," you have 5 lives in the beginning. If you select "Hard," there is no continue option.

Rapid Fire

Normally you just have to press the fire button and Turrigan will shoot automatically very fast. If your thumbs are made of steel, try the "Rapid Fire" off mode!

Controls

You can select 4 different button settings

Sound Mode

Please change this setting to "Mono" if you haven't connected your Super NES to either a Stereo TV or any other Stereo-System. On most other games you won't lose sounds on mono systems if you do not switch to mono, but due to the usage of special "Surround" techniques, in "Super Turrigan" you will lose a considerable amount of sound if you don't change this setting. Press "Start" at any time in the options menu and you will exit to the main selection screen.

THE WEAPONS

Turrican can select between three major types of weapons by collecting flashing icons with three different colors. Each weapon can be upgraded five times. If you lose a life, your weapons will be downgraded one level. If you change the weapon, the level won't be upgraded:



Red: A powerful spread shot. Very effective in the open field.

Blue : The mighty laser. This one is good for tough enemies.



Yellow: The Bounce shot. Obviously very useful in caves as it bounces off the wall several times.

The Freeze Beam: Additionally to those three weapons, Turrican has the "Freeze Beam."



Activate it by pressing the L Button and keep it pressed. By turning Turrican to the left and right, you can circle the "Freeze Beam" over the whole screen. Every enemy hit by it is frozen for a few seconds and can be shot quite easily. The "Freeze Beam" doesn't work on big enemies, though.



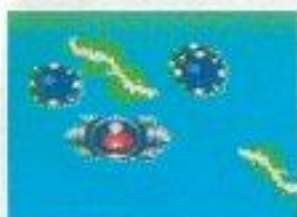
The Smart Line: If you are in a hopeless situation, surrounded by enemies, use the "Smart Line." It will destroy almost anything in it's way, but it breaks off if it hits the ground.

The Energy Wheel: If you duck and press the jump button, Turrican will turn into an almost unwoundable wheel of energy. In this form you can only lay mines and throw bombs in the air, but in certain situations, the wheel is very usefull

If you want to transform back, just press the jump button. You have only limited "wheel time" which is marked by the line beneath your energy indicator. If your "Wheel time" runs out, Turrican returns to his normal form.



Turrican gets new "Wheel time" in every level.



The Extra Block: Shoot hidden blocks to find loads of extra weapons, additional lines and power ups. In some hidden spaces you can also find extra lives.

Losing a live: You will lose one of your lives when all of your energy is drained. Try to collect "Power ups" to refill your energy.



Level complete: To complete a level, just search and follow the "Exit" signs until you find the final "Exit" at the end of the level. In a few levels, huge monsters are waiting to be destroyed.

World complete: If you find the exit in the level and fight the huge end guardians, you have completed a world. At the end of a world you will see a statistic which tells you how many diamonds and lives you collected in that world and how many were left.



Game Over: If you should lose all lives left, you will see the "Continue Screen" if you still have one of your three continues left. Select "Yes" to continue the game from the beginning of the level you have died in. Select "No" to end the game.



TIPS & TRICKS

- Search the levels carefully. Diamonds are good for points and points will bring you extra lives!
- Try to find hidden blocks and try to jump on them. Sometimes you'll find even more this way.
- Extra lives are hidden everywhere!
- Don't forget to use the "Energy Wheel." Certain places can only be reached with the wheel.
- Use the "Freeze Beam" really often, it weakens the enemies!

NOTES

CREDITS

Designed and developed by Factor 5.

Designers:

Julian Eggebrecht
Holger Schmidt
Frank Matzke

Program

Holger Schmidt
Thomas Engel

Graphics

Frank Matzke
Ramiro Vaca
Andreas Escher

Music & Sound Effects

Chris Hülsbeck

Producer

Julian Eggebrecht

90-DAY LIMITED WARRANTY SEIKA GAME PAKS

90 DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories), shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-310-373-0404 Ext. 140.
3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after the personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEIKA BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance CA 90503

PRINTED IN JAPAN