

- What was the cause of the name

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- How to work the game

- The weapons

- The symbols - The display

- the secret

- Directory of disk

What was the cause of the name

The name comes from the "Duesselderfer telephonebook" (Germany).

It is a Italian with the name Turricano.

The story from the pizza shop, which the programmers have been eaten, is from a magazine free fabricated. This story is well-known as the truth.

The game

In Turrican you will guide your hero through five different worlds, in which you will be confronted by

How to work the game

General information: The game is played with joystick and keys. Owners of an Amiga may also use

MOVE

Joystick up: Player jumps. If he is the gyroscope, he will transform back to normal again.

Joystick down: Player ducks away e.g from enemies.

Joystick down and space (For Amiga: Joystick down and 2nd firebutton) state the player is invincible.
Joystick left/right: Moves player left or right.

SHOT

Pressing firebutton briefly player fires. If you have already collected the multiple shot or the laser, the acc...

ACTIVATE A MINE

Joystick down while holding fire: activates a mine. The mine is placed on the ground and explodes sh...

ACTIVATE A FLASH

Holding fire (For Amiga: press 2nd firebutton) a flash of lightning and may direct it (as long as FIRE is...

[SPACE]

- (Amiga 2nd firebutton, too; Amstrad RETURN)

Activates two energy lines, moving right and left at the full height of the screen. All enemies in range wil...

[F7]

- (Amiga ALT or AMIGA; Amstrad ENTER)

The player throws a grenade. Hitting an obstacle or an eye-level-monster has the effect of a smartbomb...

[CTRL]

- (Amiga: P; press fire to continue)

Pause game

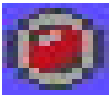
[S]

- (Amiga only) Sound on/off

The weapons

Multiple shot: The multiple shot can be extended in up to two degrees by collecting the m
Laser: The laser fires horizontally, and can be extended by gathering up the correspon

The symbols



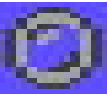
Activates multiple shot, if already active it will be extended.



Activates laser, if already active will be extended.



Extends lightning



Activates force shield, making the player invincible duration



Recharges vitality



The player gains a grenade



The player gains a mine



The player gains an energy line



The player gains a life



Once the player has gathered up 300 diamonds, he receives another 'CONTINUE'


```
SEARCHING FOR $
LOADING
READY.
L,
0  "====>MURRICAN<===="  ++  20
1  "CD"                    PRG
2  "PO"                    PRG
3  "<>"                    PRG
4  "EF"                    PRG
5  "8="                    PRG
6  "RU"                    PRG
7  "9M"                    PRG
8  "3M"                    PRG
9  "Y6"                    PRG
0  "#:"                    PRG
1  "Q4"                    PRG
2  "12"                    PRG
3  "10"                    PRG
4  ")<"                    PRG
1 BLOCKS FREE.
READY.
```