





\_\_\_Skill:

This is another thing to make life harder for you. The default Value of the Skilllevel is 2, you can lower it down to 1 or pitch it up to a high 4. The higher the number is, the more hits the enemys will need to die and the more they will shoot at you. While Skill Level 4 is really crazy 2 is a good start.

\_\_\_Exit:

Guess what, you exit the Optionsmenu back to the titlescreen! Hah, you didn't expect that, did you.

> Highscores

Enter your name after the gameover screen and you can see how good you rank under the best unknown standart Gameentries, that start with 10k Points and end at 1000 Points. It shouldn't be that hard to get on that list ;)

You can compete against your friends and see how good you really are at Super Turrican.

The only thing that sucks is, that every time you turn off your game console (or your Emulator) your highscores get deleted. There is no way to avoid it except taking screenshots, but don't count too much on people believing your incredible scores, as there are a zillion 1337 ways to hack a screenshot.

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Controls  
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There are only a few buttons so here you can find what you can do with these.

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>>>> LEFT/RIGHT Turrican walks in the direction you want him to move.  
If you press B while moving you speed up.

-----  
>>>> DOWN Crouch. You can dodge shots and hide.

-----  
>>>> DOWN + START Morph into the wheel.  
If you are in wheelmode you roll around endlessly and are in kind of a godmode. You can kill enemies just by touching them. But you can't jump. You leave the wheel

mode by pressing up.  
You have unlimited wheels and unlimited time for beeing  
in wheelmode.  
By pressing B you can drop Bombs.

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>>>> UP  
If you are in the wheelmode you will return to Turri-  
can's normal form.

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>>>> A  
Jump. The longer you press A the higher you jump.

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>>>> B  
Once pressed you fire one shot. Sadly there is no rapid  
fire option. Well, with the Laser and while you are  
constanly moving there is kind of a rapid fire.  
If you are in wheel mode you drop bombs.

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>>>> B (hold)  
If you press B long enough you start shooting the sour-  
round shot. A long laser beam sprays out of you weapon  
and you can turn it around by pressing LEFT or RIGHT.  
At first it is 3 laserball units long, but if you  
collect enough of the Flash-Items your sourround shot  
grows in lenght. Up to 7 laser ball units are possible  
then there is no more room for them left on the screen.

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>>>> B (hold)+START  
This unleashes Turricans screen filling mega weapon.  
The form of this attack is relative to the length of  
your sourround shot.  
It is available once your lifebar flashes. After you  
used it it takes some time to refresh. It is refreshed  
once your lifebar flashes again.

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>>>> START  
If you press START just once you active the Energylines  
you can shoot by pressing B.  
Once actived you shoot 8 Energylines and then return  
to your normal shot.  
The number of energy line packages is indicated by the  
number in the lower right if the screen.

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>>>> SELECT  
The game pauses. Resume by pressing A or B.

If you are playing this game on an Emulator I would suggest that you map your  
Button for up and for jump on the same button, I prefer it to be the up button,  
but that depends on personal taste I guess.

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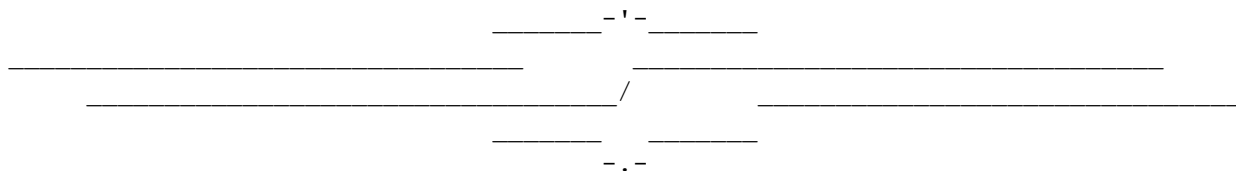
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Items

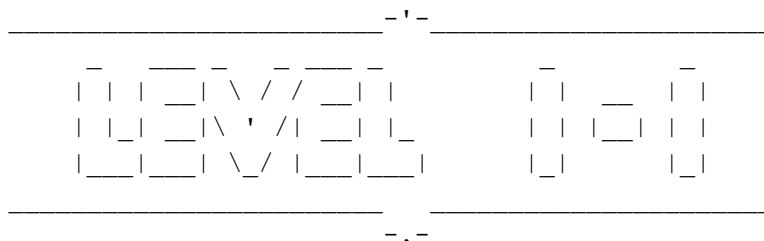
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Sign	looks like	
	—  _ ) 	a 'P' POWER refills your complete Health bar.
	/_ \	an 'E' SPREAD SHOT collect more of these Items to power up this Shoot.
	— —	Equals LASER Quiet an effective weapon. But only shoots straight. In this case the spread shot is better. But the laser has rapid fire, which no other shot has
	— ( _ )	Ball BOUNCE SHOT Bounces off the walls and returns as two smaller shots.
	/_ /	Flash sign SOURROUND SHOT makes your surroundshot one step longer. You start with 3 units and can go up to 7 units in length.
	— ( _ ' . _ )	an 'S' SHIELD Puts a shield around Turrigan. It looks like this afterwards: ( Turrigan ) You can get hit up the 5 times, then the shield disappears again.
	  _	an 'L' LINE You get one Energyline. You know, the one with START and then pressing B 8 times.
	\ / / \	Star SMARTBOMB Once you touch the Icon all enemies on Screen are killed. Immediately.
	.--. / 1 \ \ up / '--'	a coin 1 UP What about a nice Extra Life?
	/\ \.	a grey rhomb DIAMOND Collect 100 of them and get an extra life.



[.yeah.]

## Walkthrough



### NOTE:

This Walkthrough is written for Skill:2 . the default

You start out on a plain. Go some steps to the right and kill the walker. Now a powerup container appears. The first one you see has the spread shot upgrade that you really want to have right now. Shoot the container and collect the powerup icon.

Remember: While these powerup containers are spread throughout the levels over the whole game and you really need and want them they can drain your energy when they touch you. So be careful with them.

Now turn left and jump up the hill and avoid the walkers while you're going uphill. Shoot them or jump on them. The walkers are the only enemies in Super Turrican for the NES that you can kill by jumping on them Super Mario style. ALL the other enemies will suck away your health if you try jumping on them. Once you are on top of the hill jump up and 5 Diamonds start pouring down on you. Now you know how that girl in star talers must have felt like.

Now come down the hill and continue going right. You'll reach a gap. Just before the gap there is another power up. This time it's a surround shot upgrade. Collect it and then slowly make your way down the gap. Shoot all the bats and once you reach the ground make sure to fight your way to the left.

There is a cave and some bats are just waiting for you. Kill them and collect the surroundshot upgrade.

Continue exploring the cave. You'll reach a wall blocking your way. Just shoot it or if that takes too long for you shoot it with your surround shot. This speeds up things here.

Once inside you'll find a lot of walkers in here and even more diamonds. Kill the walkers and collect the diamonds. Jump up to the upper left corner of the cave.

Here you will find your first hidden powerup block. Shoot it and it will spit out even more powerups. Mostly there is a shield and a laserupgrade inside. This is a good thing.

The shield can stand 5 enemies and the laser is a powerful weapon.

So go out and start killing the bats on the right side of the valley.

After that climb up the hill on the right side and kill the bats. Enter the second cave and you will get a POWER powerup. This refreshes your lifebar completely and there we go.

Climb up the hill and continue to the right.

Here it is raining. Raining hard. Hard like rocks. Rock like rock n roll. Avoid the dropping rocks if possible, if not, you're in advance if you still have your shield you got from the first cave. But fear not, the first or second power up flying around right in the rain of rocks has right on time yet another shield inside.

Once you reach the tech-umbrella you can stand under it and find some shelter. On the top left of the techumbrella is another hidden powerup block, but it is hard to reach if you are not experienced with Super Turrican, because it's still raining rocks around the powerup block.

From the techumbrella step down till you reach some more turrets. Crouch down and kill them quite fast as it is still raining rocks. Jump over the small gaps and avoid dropping down as there are deadly spikes down there.

Once over the gap get close to the waterfall and the rocks will stop raining down on you.

But don't drop down into the waterfall as you'll be dead then. Just jump a big jump until you reach a small island inside the waterfalls surface. From there crouch down and shoot the next turret. Jump to the next island and from there to the mainland.

Kill the two turrets up there and jump down this waterfall (the second one after all) and keep close to the right wall. You will land in a hidden secret cave and now you can jump to the left. There is a walker and a hidden powerup block.

Continue to the right through the cave you just landed in. Some walkers will cross your way, kill them and then jump up, kill the bat and jump over the third waterfall. On the other side there is another dry cave with lots of bats inside and the first bounce shot powerup. This is not that useful in this situation so I advice you to not collect it. It's best not to enter the cave at all.

Make your way up the hill and shoot the turrets on your way. On the right side there will be a huge techstructure. Continue climbing the techstructure but be aware that there is a walker dropping down and there are lots of turrets.

Once you passed the walker you are on top already. Slowly take out the three turrets and then collect the goodies.

Now use the wheel to drop down the techstructure quite unharmed. There is a hole in the ground and noone knows why. Maybe Leonidas kicks his visitors in here. Maybe not. And though the holes were rather small they had to count them all. Just step on solid ground on the right side of the hole and you're done with the level and enter Level 1-2









The Iron fist wants to squish you, just like it always wanted to do in every Turrigan game yet. It hovers above your head and sometimes crashes down to smash you to the ground.

So what do you do? You roll around in wheel form until the ironfist decides to smash down, then you jump out of the wheel and shoot at the fist like crazy. Once it hovers above your head again roll around again until the fist is busy with its fistbusiness (like smashing to the ground) and you can shoot it again.

You should use you special attacks if the fist is too hard for you, like the energy lines and the megaweapon. An explanation on how to use them in your manual and in the controls section of this FAQ. The surroundshot is not the best idea as it makes you stand still and this is what iron fist likes and then comes at you and does what it can do best, it smashes you to the ground like an ugly maggot!

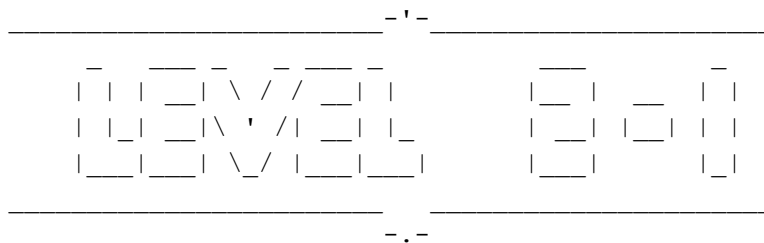
Pros like to shoot at the iron fist when it is at the other end of the screen and not even busy with smashing down.

Keep that in mind and iron fist should not be that much of a problem.

But beware the Level is not over yet. Move on to the right, drop down through the hole and steer to the left as there is a spike below. At the end of the way to the left is a hidden power up block guarded by various mines and angry red gums. But the wheel will tell them who is king of the ring.

The way to the exit is down anyways. So go down. Use the wheel for best performance.

Once down shoot at the flashing keycard thing. This calls the elevator. So step on the elevator and prepare for a ride.



You're falling down deeper into the underground laboratory.

Once landed, take out the moving turrets above your head. If you don't move around they don't start to shoot. But watch out, there is a powerup container coming along its way and if it touches you, you lose some health.

Then start moving to the left. Watch out for all the rockets and the grey blocks. The rockets start flying straight after a delayed time and the grey blocks sometimes come straight at you.

At the left end move up, avoid these rockets and shoot the turrets. Once you reach the hidden block that is filled with diamonds you have reached the top. Collect the diamonds and back up to where you dropped down from the start.

Find your way down through the small maze. Jump back one step to trigger and then avoid the rockets. Once they passed jump down. Or use the wheel. After the maze go to the left and there you'll find another hidden block, with diamonds again.

Move to the right, avoid the rockets, drop down, avoid the rockets, shoot the turret, move left and watch out for the grey blocks. This time they are coming at you. The best thing to do here is to use the wheel, as then these block can come as much as they want, they won't hurt you a bit.

After passing these grey blocks continue to the left. Use the wheel to jump into the water as there are a lot of piranhas inside. Touch them all while you're still in wheelmode and kill them this way.

Before jumping to the next ledge to the left shoot all the turrets there and then jump into the water again. And again use the wheel for this. Once there are only a few piranhas left jump out of the wheel and shoot them. Climb up while avoiding the rockets. Up there is a hidden powerup block.

Jump back down and move back to the place where the grey blocks came at you. Jump in the hole and turn into the wheel. Roll through the stomping post, drop down and roll to the left through some more stomping posts and drop into the water. Kill all the piranhas while you are still the wheel.

Climb out of the water on the left side and shoot the turret and the grey blocks above. But don't jump too high or some turrets will appear above your head.

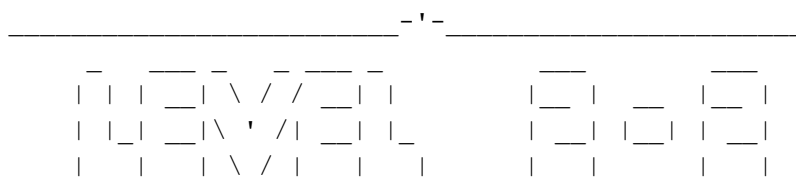
Jump to the left and shoot your way through. Beware of the small blue platforms with the turrets on them, they have sharp edges that hurt you if you touch them. As soon as you are at the place where there are three holes in the ground and 3 turrets above just drop down with the wheel. Move down down down until you are in a flow of water.

Go with the flow until you see two flows coming together. Here you can decide. Either you go to the right and lose some health and gain 3 lousy diamonds from the hidden block you can find there or you drop down already. I'd say the three diamonds are not worth it, but if you want everything go and get them.

If not, just drop down and roll with the flow again. Once you are at the far right end, drop down again and once you dropped enough, you'll find yourself under water again, surrounded by piranhas... again. But that's no reason to stop rolling, stay as the wheel. Keep rolling to the left and drop into the waterfall and voila you're done with level 2-1.

In case you ask yourself what you might have missed, I can assure you, there is nothing important to miss on the left side of the waterfall down there at the end of level 2-1 of Super Turrigan.

After all, you could have rolled through 3/4 of that level and avoided all dangerous situations, but on the other hand, you have to know the way and where to go!



So there we go, look at that, you're dropping down again, who would have thought that. So watch some passages passing you by and land in the hole. You can go back up nearly everything that flew by again. But you can't reach the upper platform once you flew by and the only thing you miss is a hidden block with 3 diamonds. And you keep a good health. So don't care about that and just drop down like a wet and stinky sack.

So, finally your in that puddle. Wait until the power up container is near and open it. Otherwise it will drain your health once it touches you. And you don't want that to happen, do you? Killed by a powerup container. That would be very ironic, don't you think? It's like tenthousand spoons when all you need is a knife. Well, if you have the bounce shit you can destroy the two rocketdroppers from inside the puddle. If not, wait until the two rocket-droppers dropped their rockets, jump out of the puddle to the right and shoot everthing that moves. Most likely you will find a 'P' item here. These are always helpful, so collect it and continue to the right. (You could also go to the left but there are only a few diamonds and lots of enemies, so we're better off going right, right?)

The next rocketdropper can't reach you (if you crouch?) so wait for a good moment and destroy it. Right after this one there are the deadly grey blocks waiting for you again. Trigger them and then run back and hide a level below.

Now there is yet another rocketdropper waiting for you. So be fast as there is no way to hide. And behind it there is a rocket attached to the wall already. One level higher to the left is a hidden block containing some more diamonds but the way leads to the right and there is another hard to kill rocket-dropper and a dropping stone above it that hurts if it falls on your head. So trigger the stone by cross jumping between these huge stairs and step to the side to dodge it.

There are 3 of these dropping stones in a row and the last one can only be dodged by jumping up and going to the left up there. And there you have two rocketdroppers already shooting at you, so kill them too.

The 4 grey blocks are easily triggerd by jumping inbetween them. Guess what, there is a dropping stone above the hole, a rocketdropper to the right and 5 rockets to the left. The best thing is to not care about the rockets to the left and dodge the stone and rapidfire at the rocketdropper.

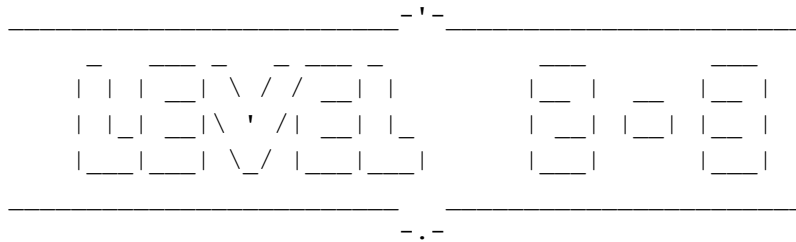
There is yet another rocketdropper waiting for you to the right and a hidden block with a lot of diamonds inside.

After this use the wheel to drop down a lot of levels until you end up in the small hole where nothing can harm you. Phew!

To the left there are 3 rockets, a rocketdropper and some diamonds. Get them if you are suicidal. If not continue to the right. You do so best, by rolling there, once you reach the step wait for the grey blocks to unleash, and then quickly jump up, step one step to the right and morph into the wheel again and roll on to the right. Jump above the rocketdropper and wait for me to say GO! GO! Jump up there and destroy the rocketdropper. Now you have to aim your jump and make it through to the next level. There are two rocketdroppers waiting by the way so be prepared. On the next level there are rockets waiting for you two on each side. After you triggered them jump up and trigger some more rockets.

Now you can proceed upwards. Don't jump too high or two more rocket droppers will be activated. If you activated them or not run to the right and exit this

level.



What's this? No dropping at the beginning of the Level? Strange thing, I just got used to that, well, go slowly to the right and shoot all the spikeballs. Be happy with your laser shot and don't collect the bounce shot.

Once you passed all the spikeballs there is a new kind of grey block to be found. These mean grey blocks (as I will call 'em from now on) are triggered once you shoot them. They fly a little bit in the direction your shot goes and then they turn around and come at you. It's good if they are near to the end of the screen as they disappear into the void of bits and bytes of the game, but if they are in the middle of the screen they are very dangerous. So shoot them and hope they fly out of the screen. Maybe position Turrican in a way that they actually are at the right end of the screen already and then shoot them.

Now you will face a hole where all kind of trash keeps falling from above. Don't fall in there but roll over it and jump out of the wheel to the safe side on the other side. There are some turrets, kill them already. Right after the two turrets are 4 mean grey blocks. Shoot them out of the screen and use your surround shot for the lower ones. Destroy the two turrets on the ceiling and move on.

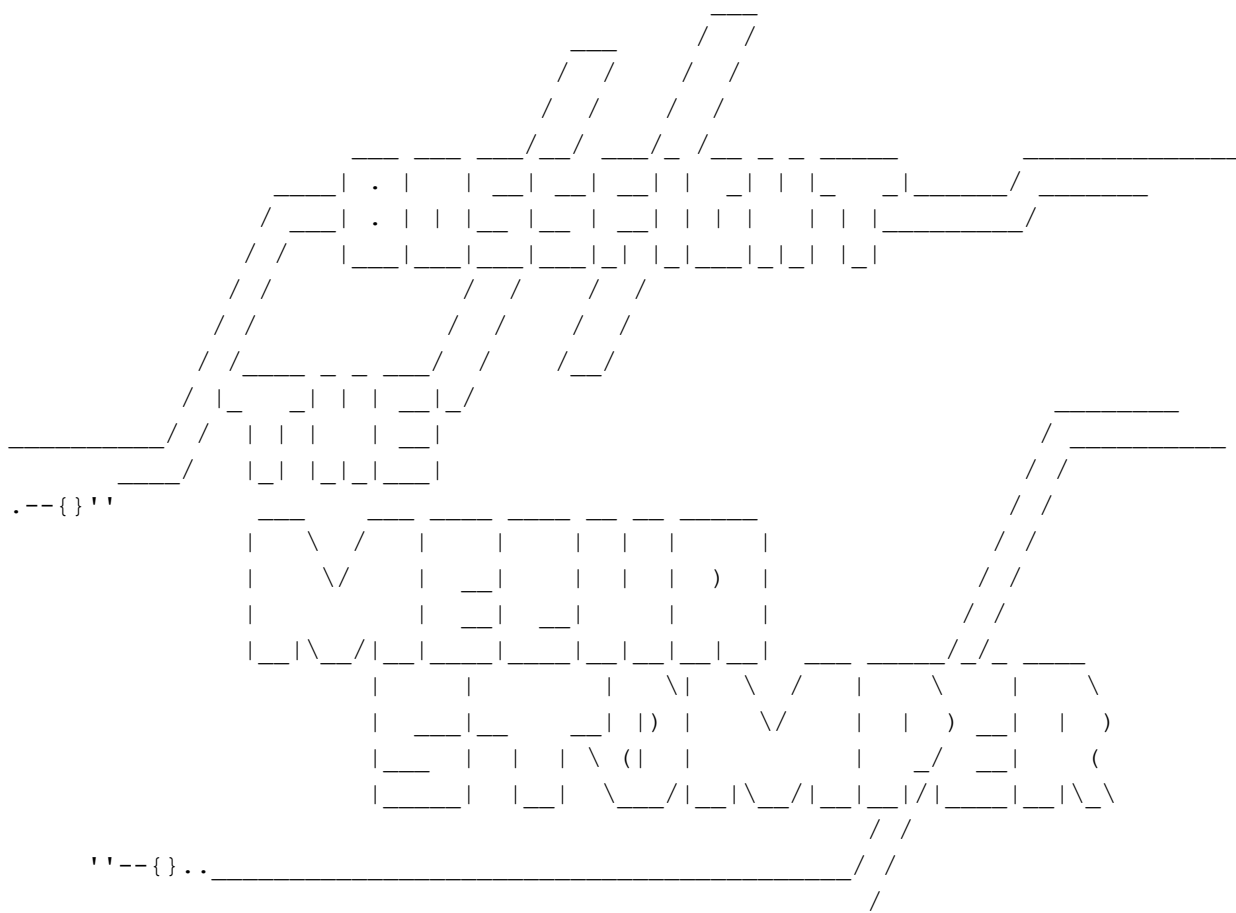
If you want it all, take the lower path, clear all the blocks and turrets and collect the diamonds, then track back to where you are now and take the upper path.

Once you jump up to take the upper path watch out for the massive amount of spikeballs coming at you and take them out. Jump over the hole you will find 2 hidden powerup blocks after the hole. But the path ends in a lot of rockets and no way further. So get back to the hole and jump down while trying to get only one floor down and to the left. If you miss the middle floor you will drop down to the bottom floor and have to go back to the left and then climb back up again, no problem here. Down there are more hidden powerup blocks in case you didn't clean them already.

If you managed to get the jump right get rid of the mean grey blocks and move to the left. There are 3 hidden blocks containing diamonds at all. Get them all as there are no harmful enemies around only one more mean grey block that is not that mean at all if he's alone.

Now get back to the hole, jump over it to the right. Slowly move forward and trigger all the rockets. Trigger the mean grey blocks too and then collect the diamonds out of the hidden block right in front of the mean grey blocks.

Use the wheel to roll through the stomping posts. Drop down at the end of the hallway and move on to the right. Jump over the hole and prepare for another boss fight.



This stomping Beast likes to fly around and stomp on you with its expandable metal post. Some say the metal post is there for android reproduction, but that is just an unclarified myth. It is mainly there for killing you.

The Mecha Stomper's main weak point is the orange part of its metal body between the two gray areas of the body. There is where you want to hit it.

The Mecha Stomper tries to prevent you from doing so by one of his two attacks at a time.

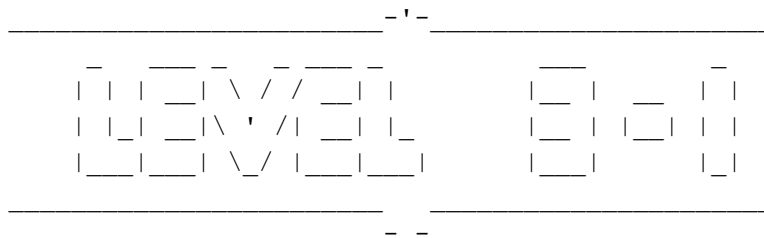
The first attack is hovering up and down on the right side of the screen while shooting straight to the left.

While it is doing this hide in the hole (not the bottomless hole of course) and jump out of the hole while the mecha is going up and hit it in between the gun fire bursts.

The second attack is the one where the Mecha Stomper flies around the whole screen and stomps with its metalpost. While you're in the hole it can't hurt you much, but you can't hurt it either. So either jump straight up and out of the hole and try to hit the orange parts or move around the screen and jump up and hit the orange part. While the second option grants you more hits on the Mecha Stomper it can also hit you more often, as it moves very fast and sometimes unpredictably while stomping around.

So, the safest way (and the longest) is to stay in the hole all the time (booooring!) and crouch down while the Mecha Stomper and flying around stomping with its metalpole (or trying to suck your brain out or make you little baby mechs, who knows) and once it is hovering up and down on the right side of the screen use the surround shot and aim at it constantly. This will take 3-4 cycles between the two attacks but it works. It worked best to face away from the Mecha Stomper and then surroundshoot over Turrigan's shoulder at the metal beast.

After you defeated the Metal Stomper walk to the right side of the Screen and the Level is done.



Love in an elevator, who doesn't love it. Aerosmith know what's best.

So this is an elevator level. Make sure to collect all the surround shot goodies, as you will need this a lot in this level.

And somehow the wheel jump doesn't seem to work on this level so keep that in mind when trying some insane jumps.

Take the first elevator, stand on the left end of the elevator and instantly turn your surround shot above your head. There are two waves of enemies coming down, you should take out some with this technique. Once the elevator stops wait until the two blue bad guys crossed the screen.

Then jump up to make some more enemies appear. Then jump to the left to the next elevator in the middle of the screen. Watch out for another up-down wave on the right side of the screen once this elevator stops. You can dodge these by going to the left.

Then you can chose. No matter which side you climb up, this is what you will now see for quite some time. Diagonally driving blue enemies on the lower and upper part of these white nodes. And a vertically shooting turret attached to the bottom of the white nodes in the middle of the screen.

Take out the diagonally moving enemies with your surroundshot. Once you jump to the middle a right-left wave of blue enemies appears, avoid them by diving under them and NOT standing on the middle elevator. Once they passed NOW is the time to stand on the middle elevator.

This elevator will bring you under the next white node, jump to the left and take the next elevator up. Above the white node is a hidden power up block, you can collect all the powerups and just drop down back to the left and take the elevator up again to the next white node.

Jump on the node and take the middle elevator. Prepare to jump early, otherwise you will bang your head against the bottom part of the next node and won't make the jump. Here you can only jump to the left, so do that, in time so you don't bang your head and drive up all the way next to the node. Now Jump on the node.

Jump on the next middle elevator and quite a lot of waves of enemies will appear from the left and the right side.

Once these are gone you are under the next white node. Now you can chose again, I'd suggest you take the left path, but in the end, it doesn't matter, as they both stop next to the next white node. Jump on top of it, and watch out, there



are 3 turrets above this one. Just jump on to the left to the next elevator and this one will take you out of the red background.

#### Green Background:

As soon as you see the green background jump to the ledge to the right side. But don't jump too high. You will then see the turret to the left above your head. Take it out with your surroundshot. Then jump back onto the elevator you just came with. From there jump up as high as you can. You will now see two more turrets and can easily take them out with the surroundshot. The best thing is to take out the turrets on the other side of the screen too, as you might be falling back down and then it's a good thing when they are destroyed already.

Allright. Above you there is yet another elevator waiting (still on green background). Jump on it and immediately turn your surround shot above your head, as there is a top down wave of blue enemies to follow up. Once the elevator stops shoot the turrets and jump to the left and use the next elevator to proceed.

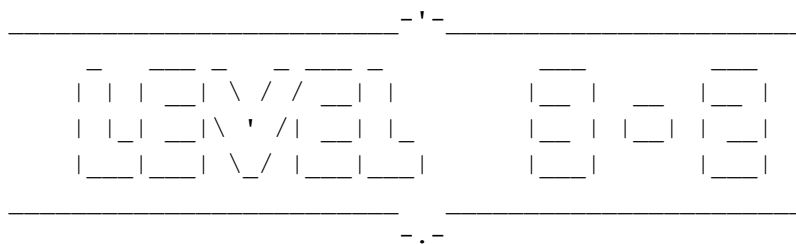
#### Red background:

Back in the red, this time it's gonna be massive. Jump on the left elevator, point your surround shot up and try to stand in the middle of the elevator platform. If you are standing close to the edge of the platform your surround shot may get distacted by the small white nodes everywhere. Fight your way through these lots of diagonally moving enemies.

#### Green background:

It's not easy being green, like the most intelligent frog ever said, so jump on either one of the elevators and this time point your surround shot down. Straight down. There are some enemies coming after you and once the elevator stops take the next one, again the left one, as there are some enemies on the right and you can easily avoid them this way.

When the elevator finally reaches it's destination point you now only have to jump up and a little bit to the right, kill some turrets and walk out to the right side of the screens and we're done with this annoying level ;)



Welcome to level 3-2, your welcome gift are three rockets aimed in your face. Run towards them as you will still be invincible when you touch them. Or just roll under them in wheelform.

Turn into the wheel and jump into the hole. Wait until the next 3 rockets passed and turn back into Turrigan. Kill the spider and the turret and move on to the right. Another spider comes along. And another turret, another spider and 2 more rockets. These rockets can be dodged by walking under them.

Jump up and trigger even more rockets. Shoot the one turret and then trigger the rockets that are left.

Same for the next room. The third room with rockets is the last one and once you are high enough a chandelier will drop down on you, so you better jump to the right or to the left.

The way continues to the left anyways. There are two spiders and one alien. The easiest way to deal with the alien is to walk until you are on the white floor (not the white/green one) and then roll around as wheel and touch the alien to death.

As you might have guessed it, this wasn't the last time you saw one of these alien bastards. Left to the white/green platform is a hidden power up block. Get 'em all! Now jump up the steps and approach the right side of the screen. There is another one of the aliens. But he can't hit you with its sticks. Just jump up, shoot it and don't jump too high or you will be hit by the sticks the alien throws.

Slowly walk along the hallway while shooting all the time, there are some spiders in the way and another chandelier will drop down on you if you are unlucky. So avoid this one.

After the next drop there is another chandelier and even more spiders. If you are slow enough and shooting all the time they will jump into your shot and die mostly all the time. The surroundshot works for the chandelier.

Another turret and just behind it another chandelier awaits you farther into the level. Kill the next turret too and just use the wheel and drop down 2 floors.

Walk to the left and kill the turrets and spiders while shooting all the time. Roll down into the next hole and stay on wheelform until the rockets are gone and you killed the spider.

Jump to the right, and roll down into the next hole, as there are just rockets waiting for you and if you are the wheel they are no problem for you. To the right, there are more turrets, spiders and rockets, watch out.

While jumping up you can already see the next stickthrowing alien. Just barely jump out of the hole and shoot him while you are high enough but keep low enough to not be hit by his sticks. Got it? Fine!

Walk to the left end of the room and shoot the turret with the surround shot. Continue climbing up. The next alien can be shot with the surround shot. Continue to the right and watch out for the spider that's already waiting for your young flesh. And again there is a chandelier, some spiders and rockets. Jump up the stairs and kill the alien. Afterwards there are rockets to the left and a chandelier above, so you might want to go to the right... fast. Just roll there and kill all the spiders and stuff.

Once you passed all the rockets kill the turrets and climb up on the left side. Now you can continue to the left side. There are two turrets, a chandelier and yet again two turrets trying to stop you, but don't let them do so. Even the spider and the two rockets won't stop you on your way up again, right?

There is another alien up there and two annoying spiders coming from the right. Maybe you won't be able to shoot them at once, so roll around as the wheel (left edge of the room down there is a good place to wait for them) and take them out before they can hurt you all too much. There is also another chandelier above the door but it's way up high, if you stay all low you won't even recognize this thing. But you want to recognize the hidden power up block right above the hole (and right under the chandelier...). Just empty this one and be happy with what you get and continue to the right and take good care of the spiders and the two chandeliers and the turrets. At the end of the hallway there is another alien waiting. Take cover behind the white ledge and shoot him through the ledge. You can shoot through, but he can't. Good luck on that one. If this doesn't work you can get as close as you want to him and roll around



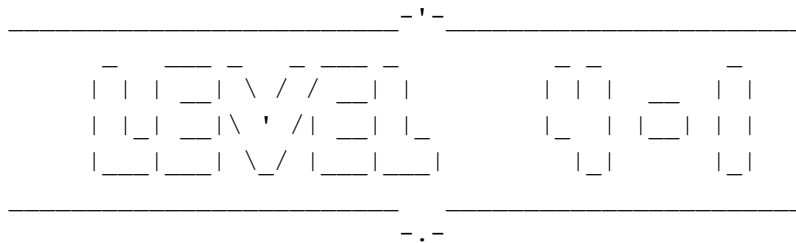
This Boss is very easy. So the name is misleading. But I made it up and think it sound cool. But the UFO of death is really easy, all he does is just hover around and sometimes blast down with his beam and then hover around some more.

What you do to stop him is just jumping on the side of the screen where he isn't and shoot the hell at him. Once he comes near change the side of the screen and continue shooting like hell.

If he comes near while his flash beam is turned on you turn into the wheel and roll to the other side (or maybe touch him with the wheel, as this hurts him too) and jump out of the wheel and guess what, continue shooting.

It may be possible to just stay in wheelform and hope that the UFO of death will land on you and kill itself. But this will take a long time, just shoot or die, this is Turrican.

Now continue to the right, take out the turrets and collect the diamonds. Climb up the level and watch out for the rockets. Once you're up there are 2 turrets. The exit is on the right. But there is one more hidden power up block on the left end of the big hall to the left. If you want it go there it MAY be worth it, but I think not, well, if not exit to the right and this rather short BOSS level is done.



Have you ever wondered how Ripley felt in the Alien movie? Now is your chance to find out. This fourth levelset is inspired by alien no question.

Drop down from the ledge and shoot the turret. Move on to the right and kill the one eyed alien. Another turret and another one eyes alien monster want to be killed, just do so, and check out the single extra container. There is a laser shot inside, which is very helpful in this level, get it and then climb up on the alienheads.

Up there you will find your first alienegg. This opens up and small alien monsters hatch from it. Shoot it before the small beasts can hatch. Continue through this walkway. There is one single extra container but it has the bounce shot inside. If you died several times and your shot is bad get it, if not stay with the spreadshot or the laser, just ignore the bounce shot.

Continue to the right and shoot everything that moves. Roll over the alienegg and move on. There are two single extra containers, with a 'P' and a shield inside, go get 'em and roll over the two alien eggs, kill the turret until the path splits. Take the lower path, roll through and kill the alien egg and the one eyes alien and collect the diamonds. On the right end of the lower path is a hidden power up container. After you collected what's inside go right and

drop down to another alien egg.

Walk left and kill all the alien bastards and turrets. There is a long flat part following up, roll along, collect the goodies and kill the alien eggs and turrets.

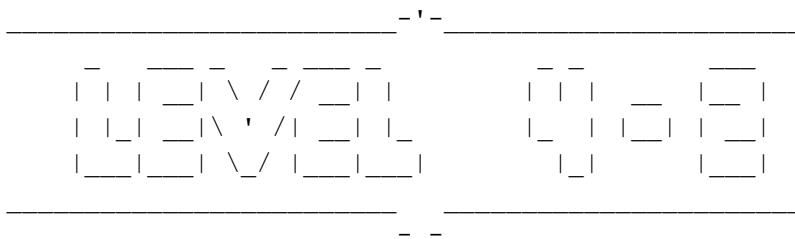
Now you are on a place with lots of alienheads hanging around. But they are not just for decoration, they drain your health if you touch their teeth. Sounds cool, but actually it ain't cool! So watch out and stay on the upper part of this section through the turrets until you reach a small way. Roll along, as there are some one eyed aliens and a lot of goodies at the end.

Now just roll down until you are in the lower left corner. From there fight your way to the right side through lots of turrets and slimy aliens. There are 3 hidden power up block nearby, one is a little bit back up the hill you just came down and the other two are along the way to the right side.

If you made it farther to the right you now must climb up over the alien heads. There are nearly no enemies, but remember the alienheads drain your health if you touch the teeth. In the small chamber to the left is a hidden diamond block. Destroy it and collect the diamonds and then continue climbing up.

Once you see this skeleton head continue where he came from and prepare to meet some more of this kind. They need 3-4 shots until they are dead. Watch out for the alienheads hanging around everywhere.

Once you reached the end of the hallway morph into the wheel and drop down and watch out for 2 more of these skeletonheads. After you killed them there are thousands of these bouncing grey dots waiting for you. But as clever as you are (you are clever, because you found this document and know how to use it!), you jump over the last border thing and roll to the left, drop down and then roll to the right and voila, level 4-1 is done. If you should get stuck somewhere inbetween there just stay in wheelform until the screen is clear from the thousands of enemies or you see a good moment to jump and then continue.



Right above your head is a hidden Diamondblock. After collecting them all continue to the right and watch out for the ...uhm, let's call these things alienbats. If you want a few diamonds climb up all the way just where the alienbats appear the first time. Be aware of the drippings and the maggots climbing out of the ledges of the level. Both can hurt you. And these three enemies are the only enemies of Level 4-2 of Super Turrigan.

Then continue to the right and kill even more of these alienbats. On the next ledge there is again a diamond container hidden.

After this there are two powerups. The Bomb can help you eliminate some alien bats, but the spreadshot is bad if you have the laser already, because the laser has rapid fire. The spreadshot doesn't. But maybe it's just me, but I like the laser better in this case.

Well, now there is an even bigger room above the next opening to the top, but there are only some diamonds and one powerup container and lots of alienbats around, so it's rather useless to go up there, except you are suicidal. Well, right above the next ledge there is again a diamond container, and it's nicely filled.

Continue to the right and roll through the narrow opening and kill even more alienbats. Take the lower path, collect the diamonds in the hidden container and then track back and take the upper path. Roll through the opening and climb up. There are more alienbats. Right of the platform is a high pillar, above it is a powerup container. While there are 2 diamond containers up the steps from where you are now, the way leads to the left this time.

There are two powerup containers on the way to the left, watch out, don't collect a crappy weapon, stay with the laser if you like rapid firing against these alinebats and then it goes up through all the alienbats, the slimy grey drippings and the maggots crawling out of every corner. Up there go to the left and roll through the small opening in the wall.

Behind this opening just roll on to the left. If you see a maggot twigging around just stay in wheelform and wait for the maggot to jump on you and die. At the left end climb up one level and continue to the right.

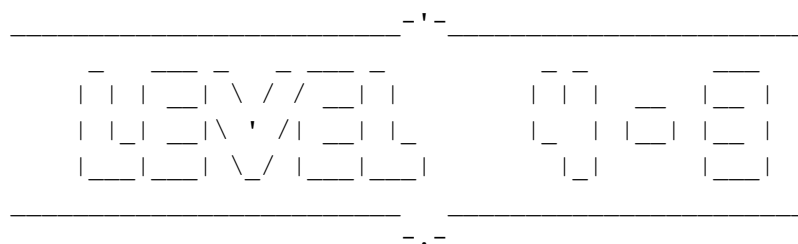
There are diamonds hidden in a diamond container here and afterwards you have to time an insane jump through 3 grey drippings from the ceiling, while no trap has sprung a leak but you can climb up further to the ceiling.

Turn to the right and dodge even more drippings and some maggots until you reach one single square stone that you could use to step on. Step on it, as the way further to the right will be a dead end sooner or later. Climb up there and watch out for the drippings and maggots if you didn't already.

Step a few steps to the right and you will be standing below a big opening in the ceiling. Now be warned, the alienbats are back. And there is a powerup container inside the big opening. Then just jump out and kill these alienbats ...again.

Move to the left and kill thousands of the alienbats in a seemingly endless struggle to the left. Maybe it helps if you roll all the way as the wheel. At the end of this passage there is a hole. Jump down into the hole and move further down. The wheel will help you here. There is a small passage to the upper-right inbetween, and there are diamonds up there, check it out if you have enough health left.

Other than that, once you are at the botton you must make it to the left, and there the exit finally is one level down to the left.



The three rockets greeting you are a good start into the level and what lies ahead. But these can't hurt you are you are invincible for a short period of time at the beginning of every level

In this level you basically just drive up with elevators and once you reach the end of one you jump to the next. BUT there are also rockets in this level that are after you. As you might think already... yeah, lots of rockets!

So jump on the first elevator and find out where it stops. Jump to the left and find the hidden powerup container. If you are lucky enough there is a shield in it. If not, bad luck, and continue to the next elevator. Stand on it while facing left and shoot all the time while driving up.

Jump to the elevator to the right. Stand on the very left side of the elevator platform and shoot to the right. Then jump to the next elevator on the left, face left and shoot to the left. Once this elevator is at its peak jump to the left. From there jump to the next elevator on the right.

As soon as you are standing on this elevator walk back to the left and land on the ledge where you just stood. This has triggered at least one or two of the rockets that otherwise would hit you. Now jump onto the elevator again and this time walk to the right. You drop down from the elevator and land on a pillar.

Standing there you can watch the last rockets fly by. Jump up to trigger some more rockets. If you are go(o)d you can also use the wheel to roll to the right constantly while on this elevator. This speeds things up a bit. Then drop down onto the last elevator again and jump off from it to the left.

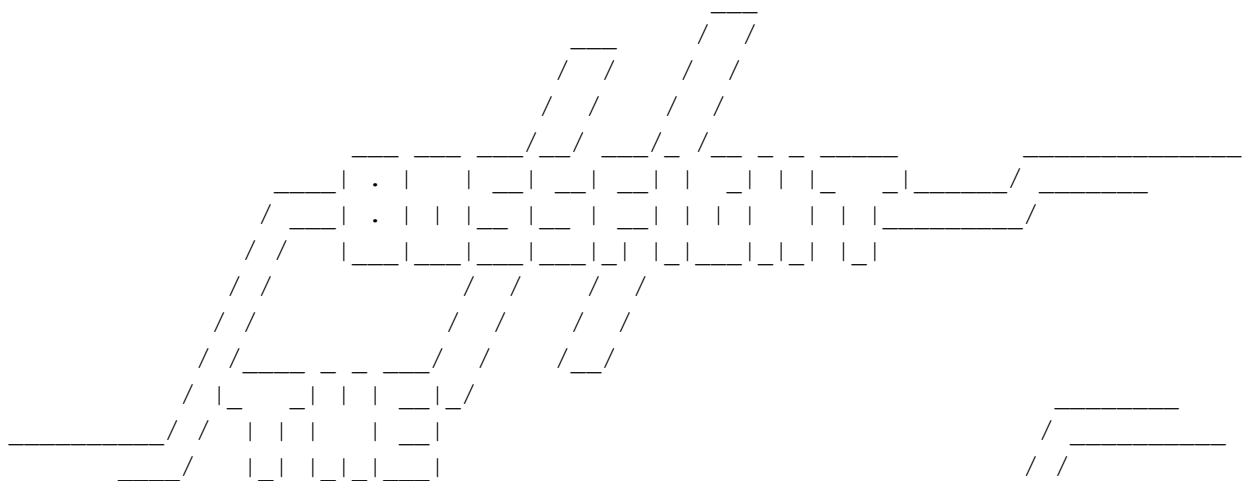
If you screwed it up by now, here is hope. There is a hidden powerup container around here, in front of the first alienhead and this one sometimes contains a 'P' Powerup.

Slowly climb up between the alienheads and always jump up a bit to make the level scroll and trigger the rockets above your head. Then there is the next elevator in the middle of the level.

At first you want to jump up between the elevator and the platform above your head to trigger the next rocket. That's the only dangerous one here. Now just jump on the elevator and be as cool as ice, drive up, and drop down, repeat to trigger all the rockets at the end of the elevator and then go get the OneUp!

From there jump to the left elevator. This one's a short ride, jump a small jump to the construction on the left and stand there while more rockets fly around your head. Jump up to trigger one more rocket, then jump to the elevator on the right. Again, with a bit of luck this is a drive up, no hit but trigger all job. Stand on the right end of the elevator to minimize the risk of beeing hit and also shoot to the right.

From this elevator you have to use some momentum you get from the elevator to jump to the next one. From the next elevator it's the same, just jump up to the next elevator. And this is the last elevator, as it ends in a room. Jump off to the far left from the elevator and wait for the boss to appear.









You start of just in front of a hidden power up container, so open it and eat all the stuff comming from it. Then jump on the step, kill two walkers and roll to the left. Roll over the walkers and shoot the two turrets. Between the turrets, jump up and kill more turrets.

Then jump on the small orange stone on the right and climb up to the next one. From here jump to the right. If you don't make it, remember, you can use the rolljump. From here climb up in a crossing way, right, left, right, left, right. (This game is by Rainbow Arts, so it is no use trying the Konami code here!)

From here kill the turret and climb onto the grey ledge on the left. Shoot the missile launcher and the walkers inside here and then leave. Jump out of this place to the right and land on top of the next grey floor. Shoot the two turrets here. Now move up floor by floor and shoot the turrets on the opposing sites. Make sure you stand at the very right of these blue platforms so the turrets can't hit you, but you can hit them with your surroundshot.

If you can't see the turrets on the other side jump to the right to make the screen scroll to the right too. Try to land on one of the upper small orange stones and back up to where you just jumped from. Then shoot your way up through the turrets.

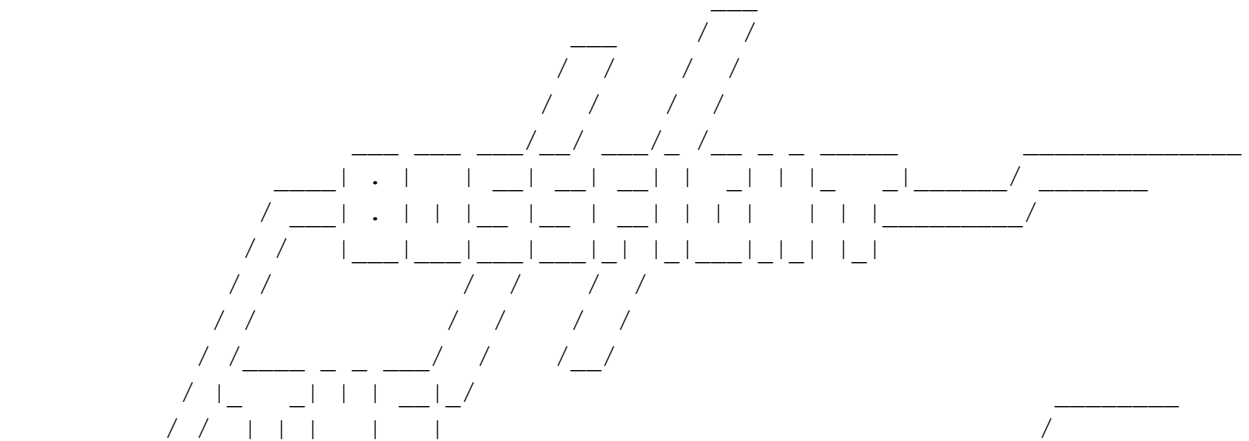
A second tactic is to stand under the turrets and use the surroundshot to shoot up and destroy them. Make sure the turrets are flashing, if the turret is not flashing your surround shot isn't hitting it so turn the shot around until the turret you're aiming at flashes.

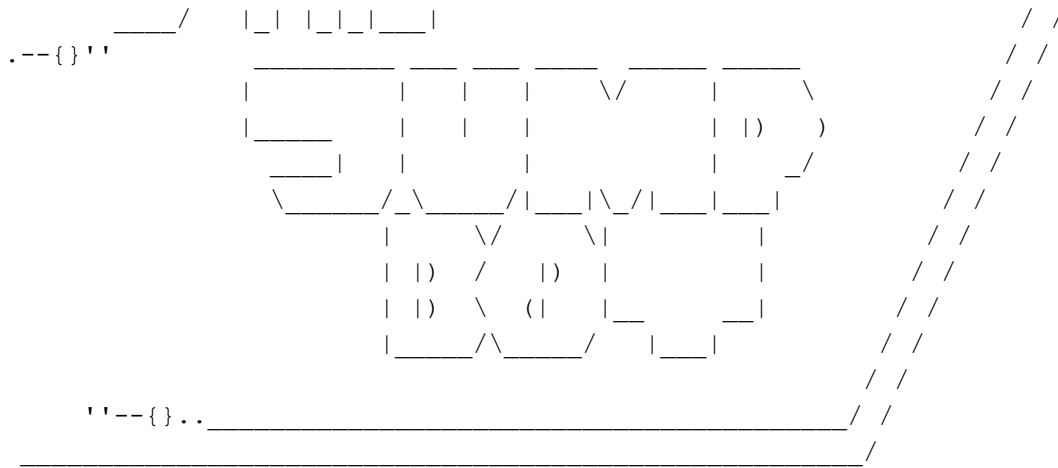
When you jump on the 7th blue platform you will see the missile throwers. Use your surroundshot to counterattack the missiles and then shoot the launchers and then the missiles again and then the launchers again and so on until they explode.

Clim up to the next blue platform. Shoot the turrets that are at the end of the blue platforms and then face right and surround shoot over your shoulder to hit the missile launcher.

There is another missile launcher just above this one and another turret on the ceiling. To the right of that turret is another hidden powerup block, and the way continues to the left of this turret with another part with the hard to see black stones. Jump up there, there are no enemies distracting you in this black stones part.

Once you are up there, go either to the left or the right, at both ends a boss fight awaits you. And you have to kill both bosses to make the make the door in the middle open up.



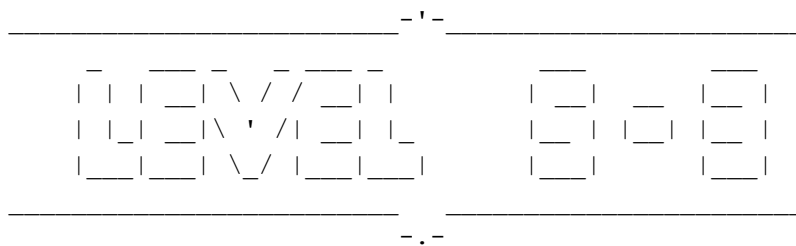


The Jumpbots always jump around, as the name would imply. To hit it you also have to jump around. But the Jumpbot sees this and increases or decreases the distance it jumps just to jump on your head. As this is very unhealthy we want to avoid that. So how do we do this?

Everytime you stand face to face with the Jumpbot roll under it. You then hit it in invincible wheelform and hurt it and you are standing behind it. Now you can follow its jumps and shoot at it with rapid fire. Don't stop shooting. If the Jumpbot turns around roll to the other side of the screen to stand behind it again and repeat. If you know this, the jumpbot is very easy to defeat.

Once you got one Jumpbot down go to the other side of the upper floor of Level 5-2 of Super Turrican and face the next Jumpbot and use the same technique.

After beating the second Jumpbot enter the now open door in the middle of the level and you will exit level 5-2 to meet you nemesis in Level 5-3.



This whole stage is just a Bossfight. You fight the final Boss.

The boss shoots slow but harmful balls at you. You can shoot them and as they are still slow avoid them by jumping somewhere else. But you can't hit the boss at the moment. Why that?

The boss is hidden behind an energysield. So you have to fire at the energy field all the time to make it go away. You WILL notice that the defense shield is away, as the final Boss now will attack you with all he's got. Rockets all the time, lasers, shockwaves and other mean things. And the really mean thing about this epileptic ballet is, they all come at you in random intervals and are even harder to avoid than fixed patterns.

If you are a badass player you can try to avoid all the different things coming at you and shooting the boss at the same time, but if you were, you wouldn't be reading here... so if you are searching for an easy way to beat this guy just

read on. It's easier than you have thought and might think and even can imagine. If you haven't found out about this yourself I wonder how you made it that far, but that's another story, so here is how you beat the final boss in level 5-3 of Super Turrican on the NES. I will tell you right now, no bullshitting you, the tactic is really simple and everybody can do it. Even your grandma could do it if she would care about old and cool oldschool NES games and pixels and stuff. All the pixels in this game are handpainted by the way, by 20 tame monkey that are given a paintbucket and some paintbrushes and a computer and the order to paint the Mona Lisa with MS paint. But it didn't work out, so instead this came out. Wait, oh yeah, the tactics for the final boss, here we go, just jump on his head, you will lose some health by doing so and stand on the front edge, and now use the surroundshot. Point it down at the boss, and if he's flashing in a nice orange color you hit him. And the best thing is, none of all the flying objects he 'shoots at you' will hit you if you are standing up there. Just relax and slowly kill him.

Yeah, finally this guy is down!

Now let the end credits roll!

!! Congratulations !!  
You have liberated this world  
from the forces of darkness.

Again, a world which was under  
the shadows of the forces of  
darkness has returned  
to a place of light and  
peace.

Everywhere life will come back  
from the ashes of the past.

This world was saved but  
there are lots of other which  
need someone like YOU to  
fight against evil !

Beware!

Sooner or later the forces of  
darkness will return  
with vengeance !

Nobody knows of there will be  
another brave warrior again.

We all should think about it !

But now the warrior  
needs to rest !

Credits:

Concept & Gamedesign  
MANFRED TRENZ

Program & Text  
MANFRED TRENZ

Graphics  
MANFRED TRENZ

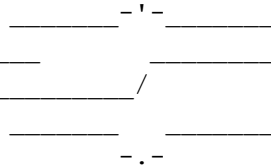
Music & Soundeffects  
MANFRED TRENZ

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IMAGINEER Company LTD

(c) 1992 by RAINBOW ARTS GmbH

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THE END



[.hist.]

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### History

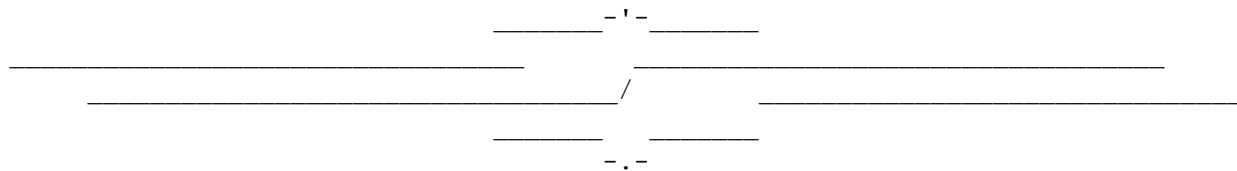
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- >> 28.10.2006 started the guide with some ascii art on top and bottom and wrote the menu chapter
- >> 05.06.2007 written Level 1-1 and stuff.
- >> 17.08.2007 items and controls section is done now
- >> 03.02.2009 written Levels 1-2 up to 1-3.
- >> 15.02.2009 written Level 2-1 up to Level 2-3
- >> 01.03.2009 written Level 3-1 up to Level 4-1
- >> 14.04.2009 written Level 4-2 up to Level 5-1  
justified the whole text up to Level 5-1  
will I submit this FAQ this year?



You can't loose anything by doing so, except half a minute of your time and I get some tips and write more guides! And eventually you find something really interesting on my page as I have tons of stuff there!!

\_\_\_\_\_



[.thanx.]

\_\_\_\_\_  
Thank yous  
\_\_\_\_\_

My thanks go to the following individuals and/or companies:

Manfred Trenz

for creating THE Hero, Turrican! And for ripping off some other cool games and transporting them to the C64 and making my childhood so great (great like the Giana Sisters!)

Turrican

for saving the universe once again.

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for maintaining the NES FAQ Completion Project website and keeping things in shape.

all other contributors to the NES FAQ Completion Project  
we can get this done!

CJayC and SailorBaconAllen

for GameFAQs.com and stuff and all and so on...

you

for reading all this. Yeah, especially this part here ;) )

me

for writing this. And because I've written all this I can thank myself as much as I want! Yay me! =)

god

without him (or her, whatever), we all wouldn't be here.

