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What was the cause of the name

The name comes from the "Duesseldorfer 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 Flyer 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

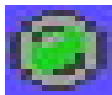
The weapons

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



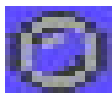
Activates multiple shot, if already active it will be extended.



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'

Gyroscopes



Lives
nues

Conti-
monds

Time

Dia-

Grenades linies

Mines

Energy-

Score

PC	CV	SR	AC	XR	YR	SP	IRQ	NMI	BANK
6C1E	0006	31	01	00	00	FF	6D28	6D38	05

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8E20 CCCCCCCCCCCCCCKOAKJLJLJLJLJLJKOK
8E40 JEJEJEJEJEJEJEJEKOAOKKCCCCCCCCCCCC
8E60 CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCK
8E80 LKLOOKLOAOLKLOAAOLKEFFFFFFFFFFFFFFF
8EA0 FFFFFFFFFFFFFFFFFFFFFFFFFCKLOAAOLKLOAL
8EC0 KOOLKLKCCCCCCCCCCCCCCCCCCCCCKKKKKK
8EE0 KKKKCKOAKKCCOMNNMNOCNFFFFFFFFNENFFF
8F00 FFNENFFFFFFFFNENFFFFFFFFNENFFFFFFFF
8F20 FFNENFFFFFFFFNENFFFFFFFFNENFFFFFFC
8F40 HI FOLKS, THE MANIAC IS BACK
8F60 !!! ONE QUESTION: WHY DO YOU
8F80 WANT TO CRACK THIS PROGgy ???
8FA0 CAN YOU IMAGINE HOW MUCH WORK
8FC0 I DID TO MAKE A GAME LIKE THIS ?
8FE0 ?? HERE SOME INFORMATIONS AB
9000 OUT: STARTING TIME: 01.02.1989 (
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90C0 HT AETZEND YOU WOULD SAY ... S

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Hi Folks, the maniac is back !!! One question: Why do you want to crack this proggy ???
Can you imagine how much work I did to make a game like this ??? Here some informations
about: Starting time 01.02.1989 (Oh yes) All the ideas, gamedesign, alienroutines, graphics,
playbility, technical problems and much more took a lot of time and was very often
nerve-racking! Echt aetzend you would say . . .

Side B

```
SEARCHING FOR $
LOADING
READY.
L\
0  "---->HURRICAN<----"  ++  2h
1  "CD"                    PRG
50  "PO"                    PRG
45  "<>"                     PRG
40  "EF"                    PRG
65  "8="                    PRG
40  "8U"                    PRG
67  "9M"                    PRG
40  "3M"                    PRG
36  "6"                     PRG
64  "YG"                    PRG
39  "H:"                    PRG
50  "Q4"                    PRG
50  "12"                   PRG
30  "10"                   PRG
45  ")(                     PRG
1  BLOCKS  FREE.
READY.
```