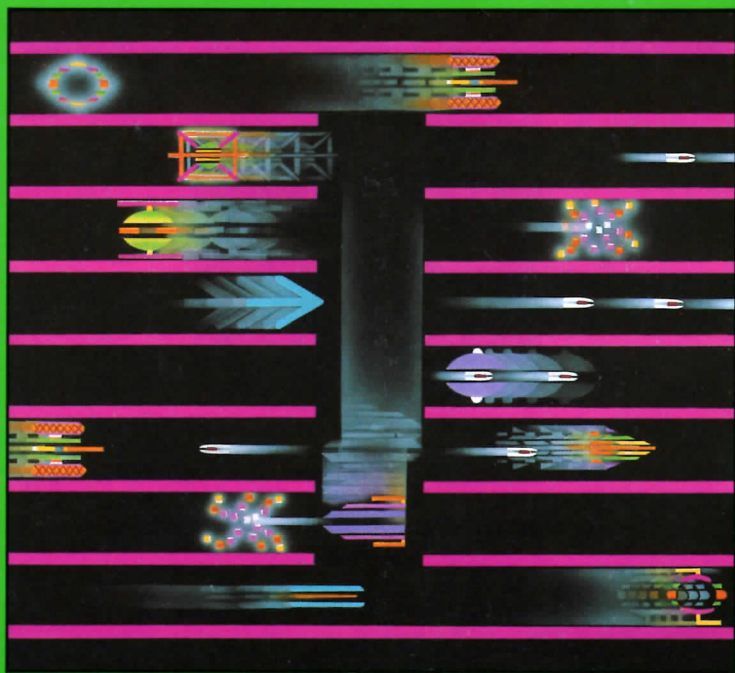


Sirius™ presents

# TURMOIL™



Games of the Century™



Game Instructions

# TURMOIL™

## TO BEGIN — ATARI\* 400 & 800:

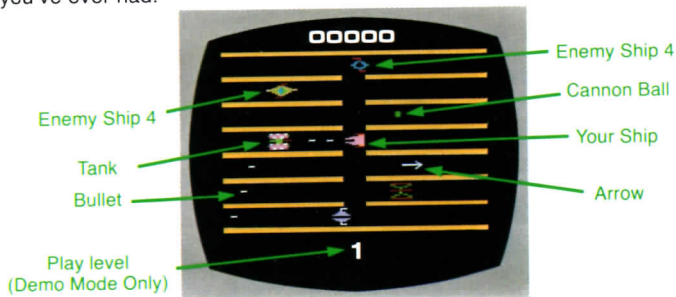
Set up your computer system as instructed in your owner's manual. Plug the joystick into controller jack #1. Turn the power OFF and insert the Turmoil game cartridge.

Turn the power ON. Use the Select key to select a play level, then press the Start key 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.

## TO BEGIN — VIC-20\* & COMMODORE 64\*:

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

Turn the power ON. Use the f5 key to select a play level, then press the SPACE BAR or 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:

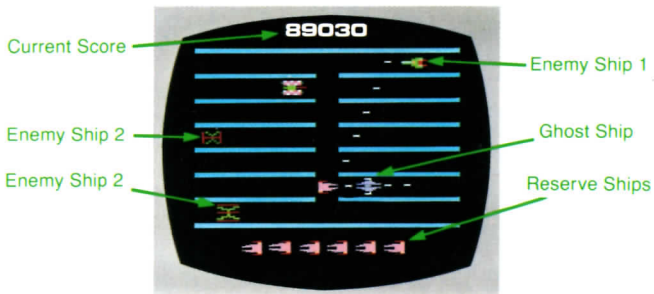
The objective is to zoom up and down the center alley and blast Aliens as they streak by. Keep shooting and keep moving to avoid a deadly collision with a speeding Alien spacecraft.

## JOYSTICK CONTROL:

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!(Note: You can only travel down a lane when there is a prize in it.)

## KEYBOARD CONTROL — VIC-20\* & COMMODORE 64\* ONLY:

- A = Up
- Z = Down
- ]; = Right
- [; = Left
- SPACE BAR = Fire



## CONVENIENCE CONTROLS — VIC-20\* & COMMODORE 64\*:

- f5 Key = The Play Levels are selected from the Demo Mode only using the f5 Key.
- RESTORE Key = Returns you to the Demo Mode. (NOTE: When you start a new game you will start at the last level that was selected using the f5 key.)
- RUN STOP Key = Pauses and restarts the game at any time during play.
- f7 Key = If your TV screen looks a little fuzzy, try pressing the f7 key to clear the image.

## CONVENIENCE CONTROLS — ATARI\* 400 & 800:

- SELECT Key = Selects a Play Level at any time during the game.
- OPTION Key = Pauses and restarts Turmoil at any time during play.

## 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 run into.

**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.



## 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 power was last turned on flashes at the top of the screen.

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.

## 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.

## PLAY LEVELS:

There are nine Play Levels in Turmoil. 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.



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### **ATARI\* 400 & 800:**

Fast Eddie	Megaforce
Fantastic Voyage	Worm War I
Turmoil	Beany Bopper
Deadly Duck	

### **VIC-20\* & COMMODORE 64\*:**

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Deadly Duck	Snake Byte
Turmoil	

### **ATARI\* 800 DISK:**

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Cyclod	Wayout
Snake Byte	Blade Of Blackpoole
Sneakers	
Twerps	

For more information, contact your local Sirius™ dealer or write us at 10364 Rockingham Drive, Sacramento, CA 95827

**Game Design By Mark Turmell**  
**Vic-20 Version By Jeremy Jones**  
**Atari 400 & 800 Version By Tom McWilliams**  
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