

TOTAL ECLIPSE

T U R B O TM



NTSC U/C

PlayStation



SLUS-00021
71200



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

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Call **1-900-737-4SOS (4767)**

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Experienced game counselors available M-F 9:00 am – 5:00 pm PST.

Recorded hints available 24 hours a day.

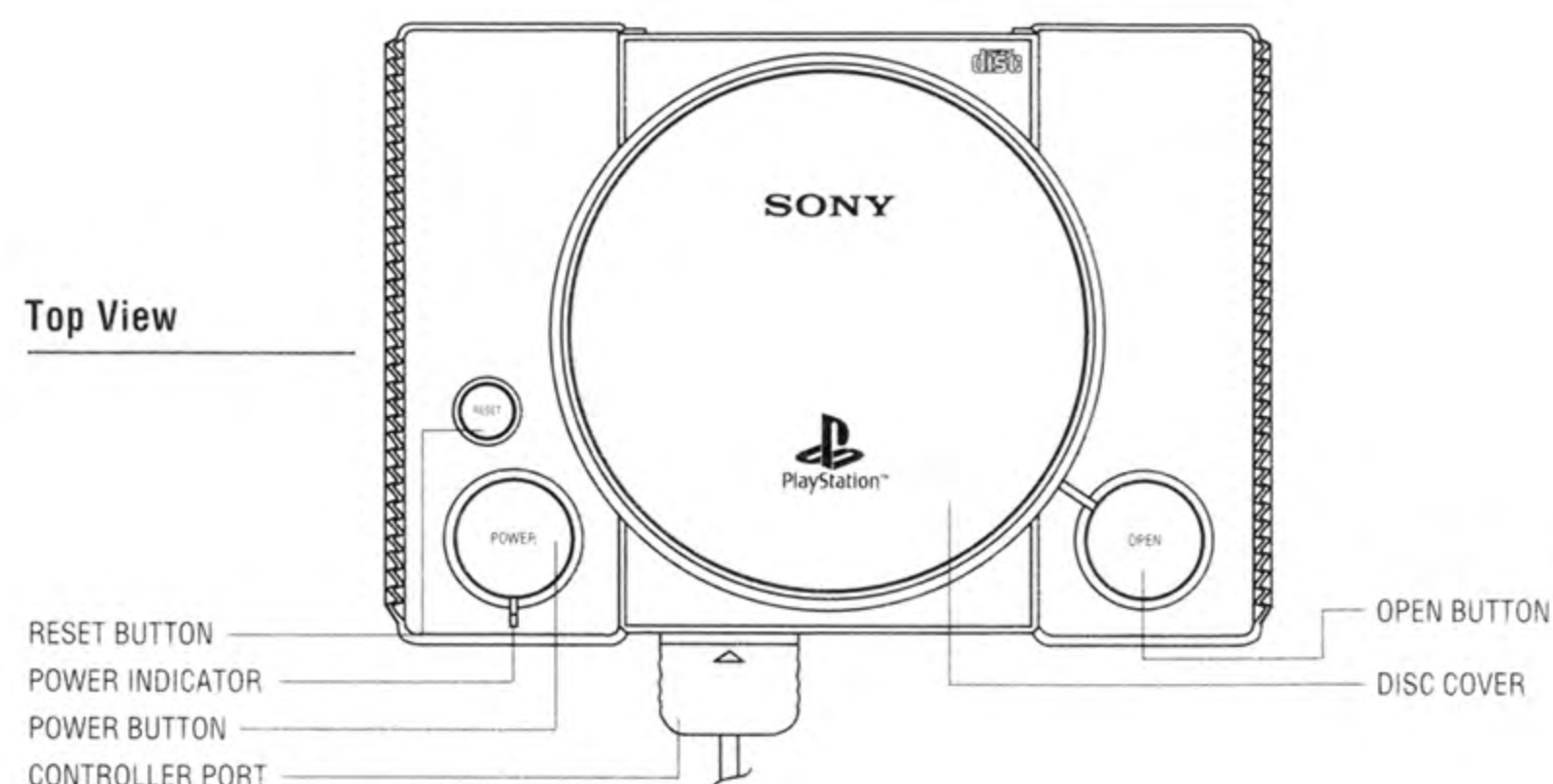
For tech support or warranty information, call 1-650-473-3434.

Published by Crystal Dynamics, Menlo Park, California.

SETTING UP

PLAYSTATION® GAME CONSOLE

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is off before inserting or removing the CD.
3. Insert the **TOTAL ECLIPSE TURBO** CD and close the CD door.
4. Insert game controllers and turn on the PlayStation® game console.
5. Follow on-screen instructions to start a game.



MEMORY CARDS

You can save games at their current level of progress onto memory cards, and resume play on previously saved games. Insert one or two memory cards (sold separately) into the PlayStation® game console before starting play.

If a memory card is full, you won't be able to save games to it. Delete unwanted data or reformat the card before starting play.

Important: Do not remove a memory card while saving or loading games; doing so could damage the game data.

CONTROLS

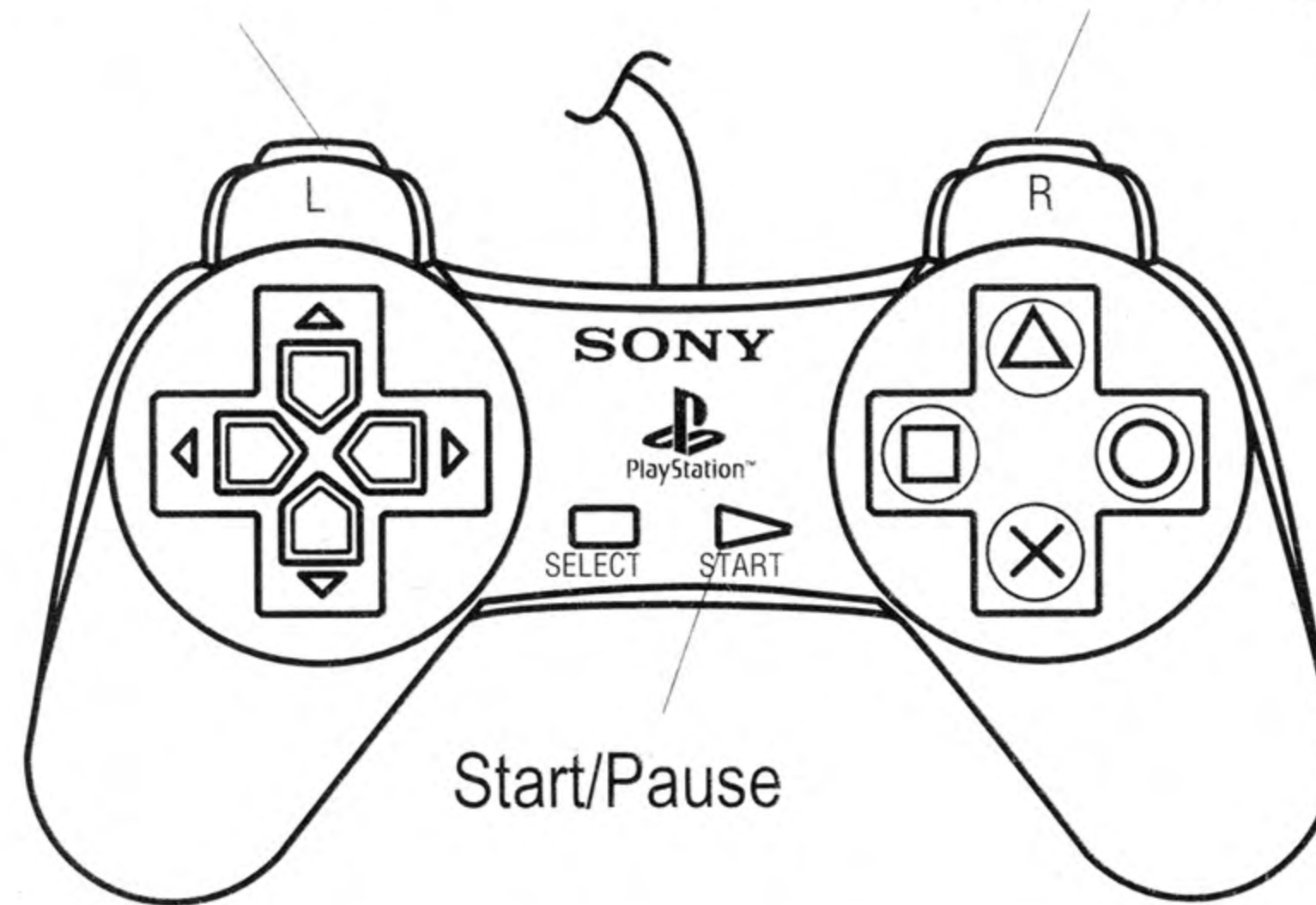
Use the Main Menu (page 5) to change the control settings.

SIMULATION A (DEFAULT)

- ↑ - Dive
- ← - Bank left
- - Bank right
- ↓ - Climb

L1 - Roll left

R1 - Roll right



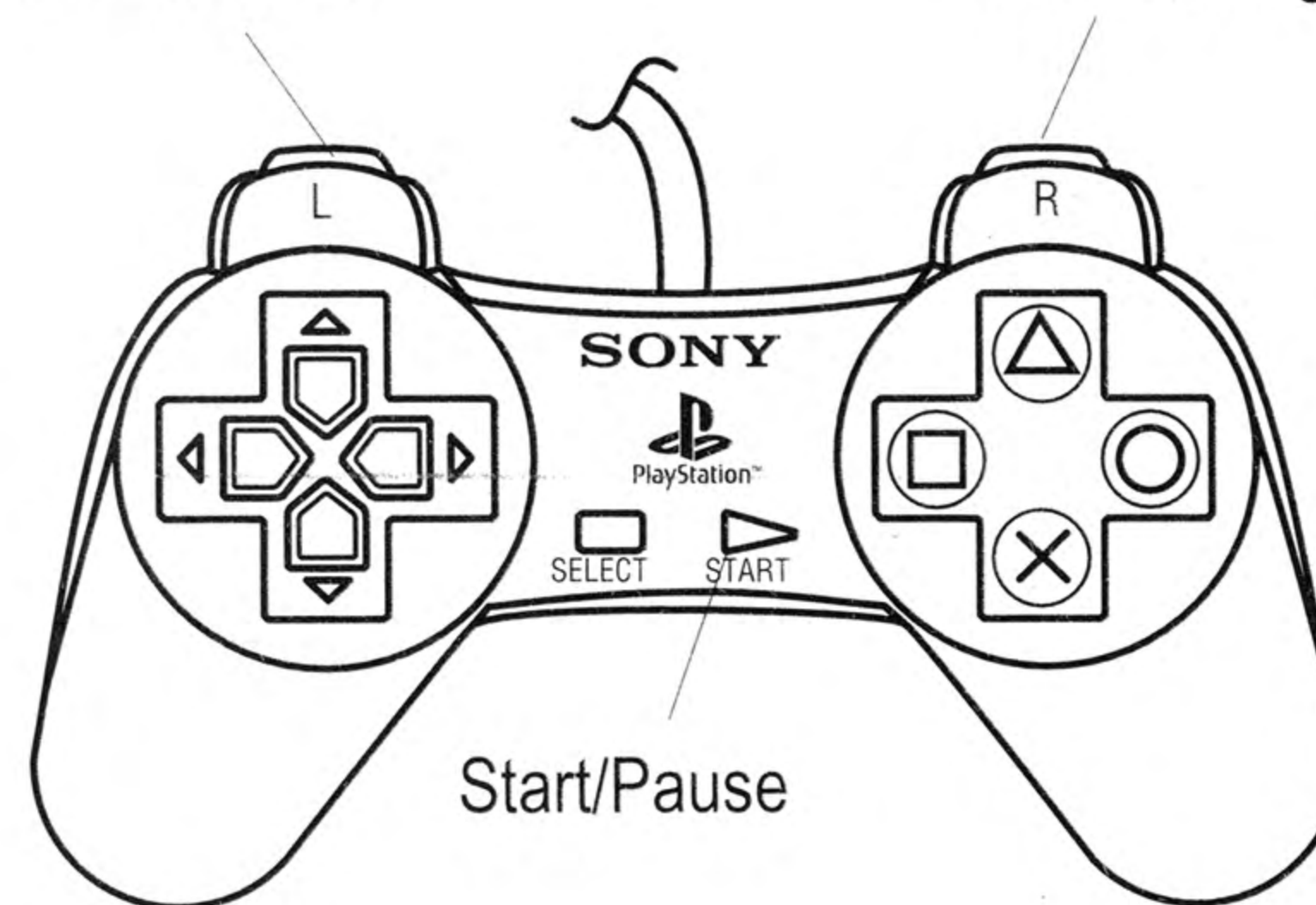
- ▲ - Plasma Bomb
- - Accelerate
- - Brake
- × - Fire

ARCADE A

- ↑ - Up
- ← - Left
- - Right
- ↓ - Down

L1 - Roll left

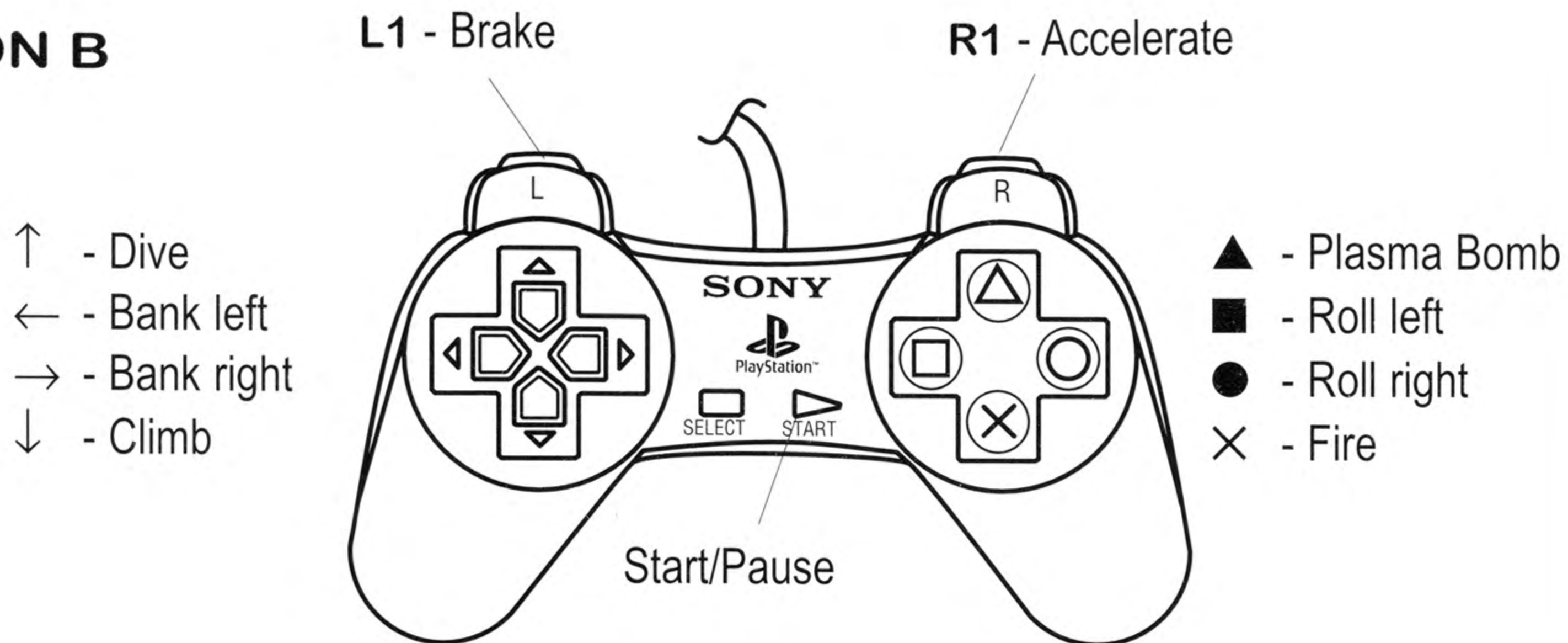
R1 - Roll right



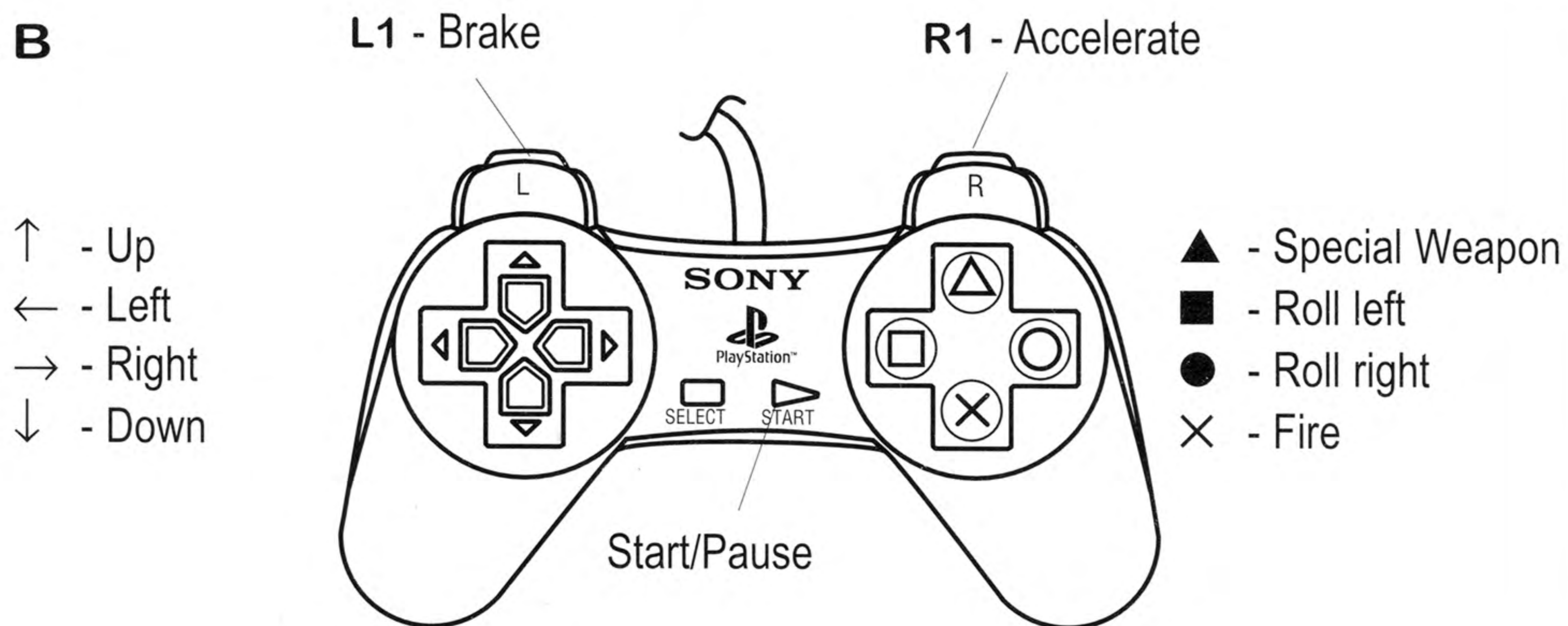
- ▲ - Special Weapon
- - Accelerate
- - Brake
- × - Fire

You can't barrel roll inside tunnels.

SIMULATION B



ARCADE B



You can't barrel roll inside tunnels.

MAIN MENU

1. Following the game introduction, press **Start** to display the Main Menu.
2. Press the **Directional buttons** ↑ / ↓ to highlight an option, and ← / → to change the setting.

PLAY

Begin combat in a new game or resume the mission in a paused game.

CONTROLS

Choose a button control setting (see pages 3-4).

MUSIC/SOUND EFFECTS

Turn the game's soundtrack and sound effects ON or OFF.

PASSWORD

Once you complete a mission, you'll receive a password. (You can jot down passwords on pages 12-13.) To use the password, highlight PASSWORD on the Main Menu and press **Start**. Use the **Directional buttons** to enter the password, then press **Start** to resume the password game at the end of the last mission completed.

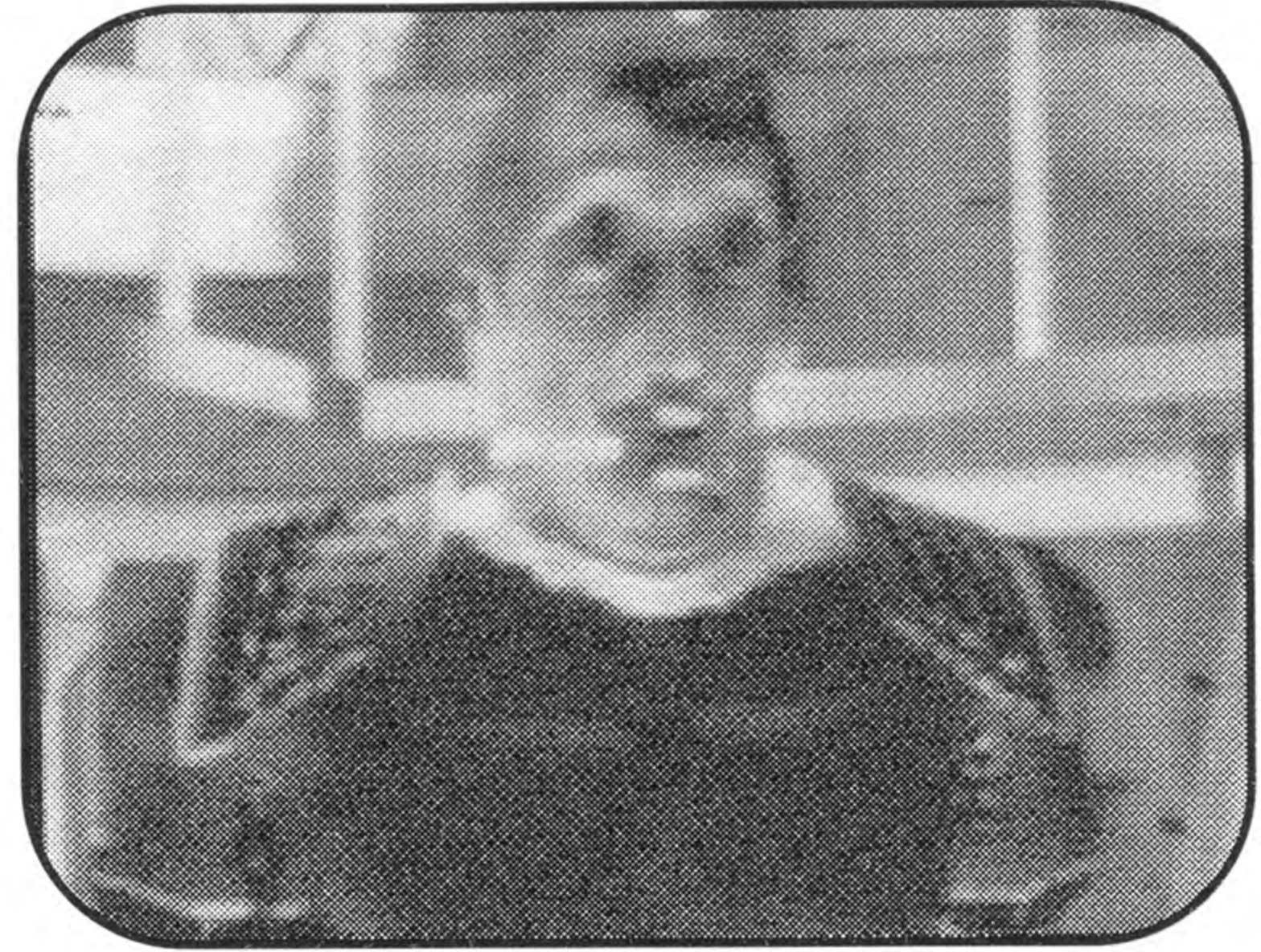
If you have a memory card, your progress is saved after each mission. Only one saved game can be stored at a time. To erase your saved game, remove the **TOTAL ECLIPSE TURBO** CD and use the built-in PlayStation® game console file-management feature, following the instructions in your PlayStation® game console manual.

To display the Main Menu during a mission, press **Start** to pause the game, highlight **MAIN MENU** on the Pause screen, and press **Start** again.

COMMUNIQUE

FROM: COMMANDER ORION,
SQUAD COM, STELLAR COMMAND

TO: FIREWING GAMMA SQUADRON



Lieutenant:

Starbase Bravo's been hit, hard. The Drak-sai came in lean and mean. Their weapon of choice: the Sun Dagger. This is no squirt gun. When they pulled the trigger, Omega Quadrant's sun went down for good. Now the Drak-sai are threatening Earth's sun. You don't need a physics lesson to figure that one out.

You're going into Omega Quadrant. The Drak-sai are waiting. There's a wolfpack behind every mountain. They suck up your Shield power. Burn them and recover your Shield strength. Get the picture?

The FireWing is your friend. Get a visual on a pack of these squidheads and lock on. Pull the stick over into a snap roll with all guns firing. Keep your cool and FireWing will get them. Drak-sai are mean, nasty and drop-dead ugly. Except when they explode.

Particulars on your mission orders are as follows:

- A. Your patrol covers five planets. We'll contact you with mission specifics for each world before you attack.
- B. Shoot everything. The FireWing carries one weapon, the Stellar Guard Blaster. We'll deploy heavier armaments as they are developed. When you find them, pick them up and use 'em.
- C. The Drak-sai drain your Shield strength. Go after them hard. Every exploding Drak-sai ship and ground installation means increased Shield strength for you.
- D. We can replace the FireWing four times, giving you five fighters total. After that, you get a limited number of continues.

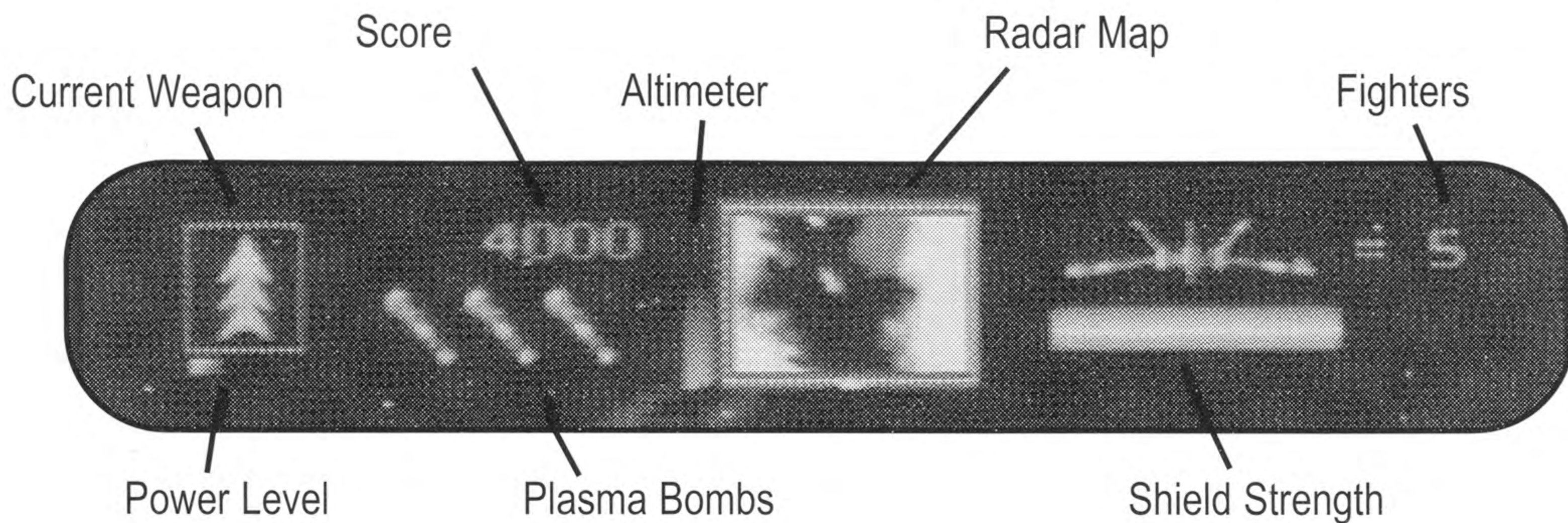
One more thing. After burning Bravo, Lord Zodak, the Drak-sai Supreme Predator sent us a message: "Your sssspeeciesss hasss been ssselected for the hunt."

Hope that makes you feel wanted, because you're going to be ALONE. Sorry we can't go with you. But we'll be watching. So get in there and kick some space-scum tail.

Stay tough.

Orion out.

HEADS-UP DISPLAY



CURRENT WEAPON

You start with the Stellar Guard Blaster. You can acquire four other weapons during combat by flying through their icons. Any weapon you pick up is immediately active. If you're already using that particular weapon, you will upgrade to the next Power Level (see below).

POWER LEVEL

All weapons have Power 1, Power 2 and Power 3 levels. You start at Power 1, which is indicated by one light. When you pick up an icon for your current weapon, you increase the Power Level by one, indicated by an additional light, up to Power Level 3. You retain your highest Power Level when you change weapons. Losing a FireWing costs you one Power Level, unless your weapon is at Power Level 1.

SCORE

Total points earned in the mission so far.

PLASMA BOMBS

Plasma Bombs destroy all Drak-sai ships and ground installations in your field of view. Its indicator shows the number of Plasma Bombs aboard. The FireWing can carry up to three Plasma Bombs. Press ▲ to launch one bomb.

ALTIMETER

The green bar tracks your altitude above base level (sea level on Earth). The orange bar tracks your altitude above the terrain. The Altimeter and Radar Map together serve as visual navigation aids.

RADAR MAP

This shows the configuration of the terrain in your sector. The display is in black, white and shades of gray. Darker areas are lower ground; lighter areas are higher ground. Black is the lowest terrain; white indicates areas you are not able to fly over. Green dots signal weapon icons, power-ups and Stunt Rings. Red dots show tunnel entrances. Use the Radar Map along with your Altimeter as visual nav-aids.

The Radar Map does not operate inside tunnels.

FIGHTERS

You begin with five FireWings. When you lose a ship, the next one takes its place, until all five have been destroyed. Then the game is lost, unless you're good enough to gain bonus fighters.

1-Up power-up	=	1 fighter
Every 1,000,000 pts.	=	1 fighter
Every 5,000,000 pts.	=	1 continue

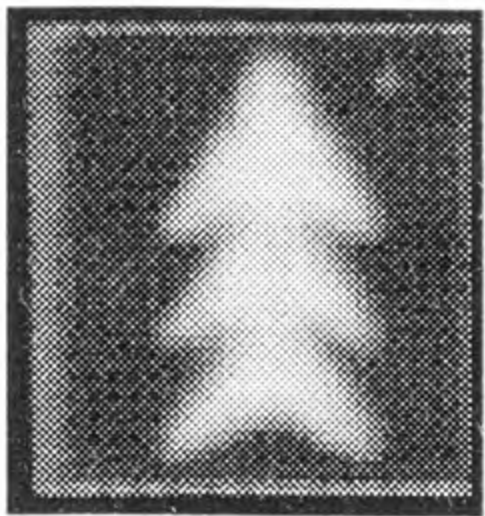
SHIELD STRENGTH

Your Shield surrounds the FireWing with a blue, normally invisible aura. The Shield becomes visible whenever its strength is drained.

The damage bar monitors the FireWing's Shield strength. The bar starts out green, indicating optimum Shield conditions. It erodes during combat, as Drak-sai fire and other conditions drain the Shield strength. The bar turns red when Shield strength enters the danger zone. If the red bar drains to nothing and you take an enemy hit or contact the terrain, you lose your fighter.

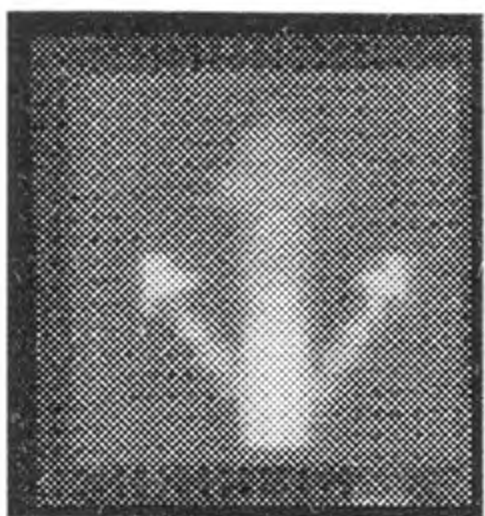
To recharge Shield strength, pick up Shield power-ups or shoot enemy targets. Destroying an enemy gives your ship an energy boost, which is absorbed into the Shields. Different targets contain varying levels of energy. Experiment to determine the best enemies to hit for maximum Shield strength return.

WEAPONS



STELLAR GUARD BLASTER

Your stock weapon shoots forward in three projectile streams.



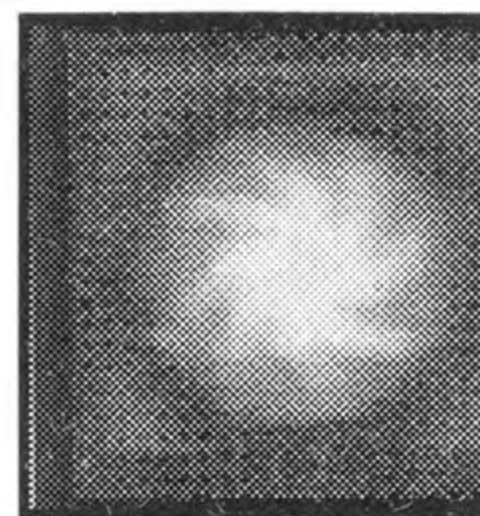
PHOTON STRAFER

This weapon fires a central shot forward, and two outside shots to ground targets.



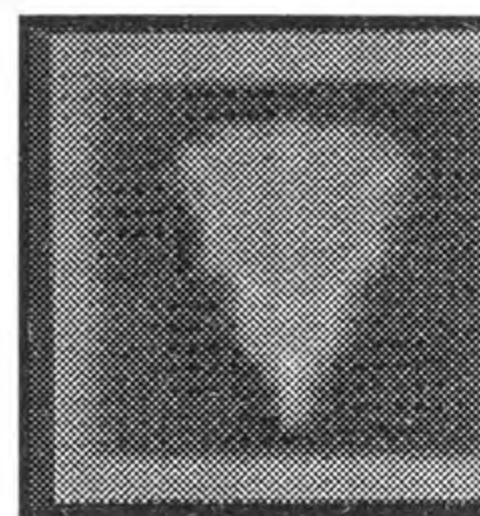
PLASMA BOMB

These bombs damage everything in sight. Heavily. Press ▲ to launch a Plasma Bomb. You can carry up to three Plasma Bombs at once. Your remaining supply is shown next to the Radar Map on the Heads-Up Display.



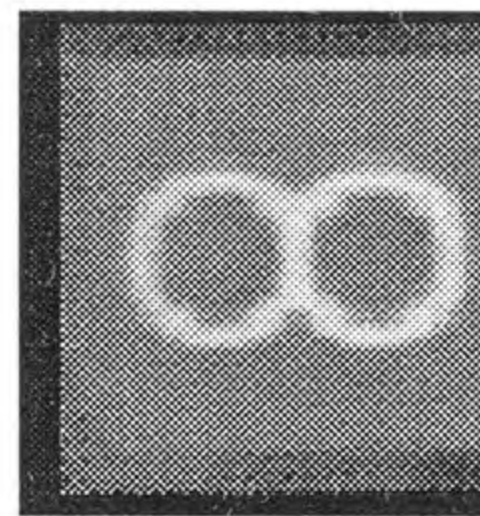
SCATTER GUN

This gun launches a spray of bullets like a shotgun blast in all directions.



ION WHIPGUN

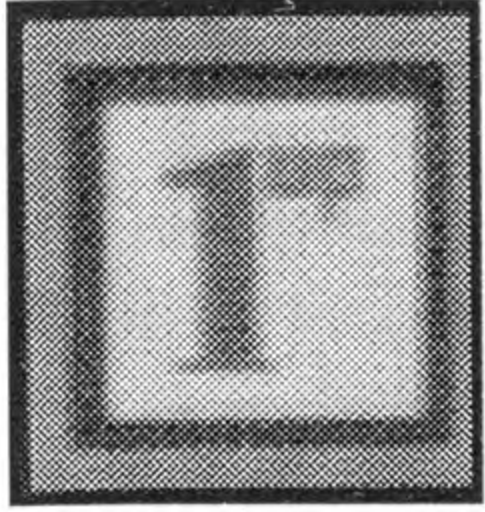
This gun spews deadly projectiles like hailstones at Mach 5.



ROTARY GUN

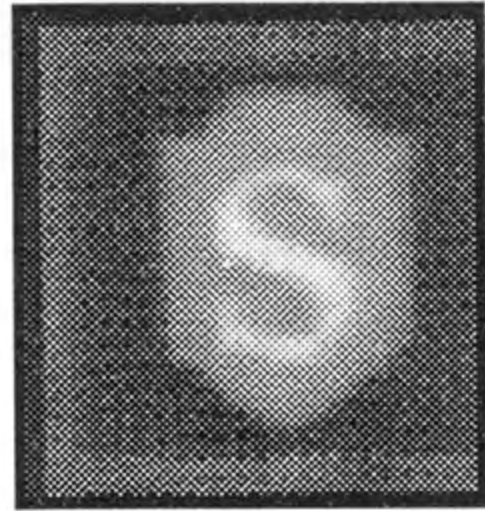
This gun shoots bullets in a figure-8 pattern.

POWER-UPS



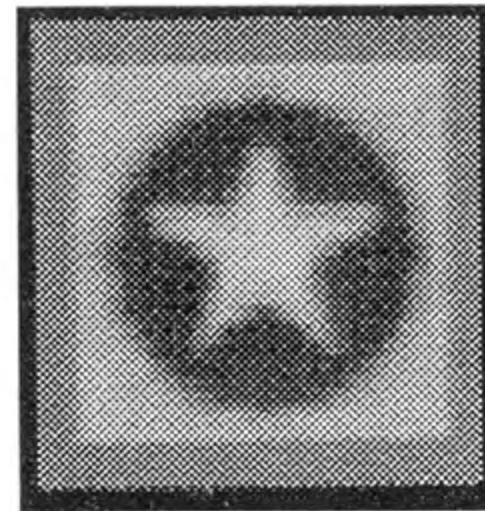
1-UPS

Deliver additional FireWings.



SHIELDS

Restore Shield strength at random levels of 10%, 25% and 100%.



STUNT RINGS

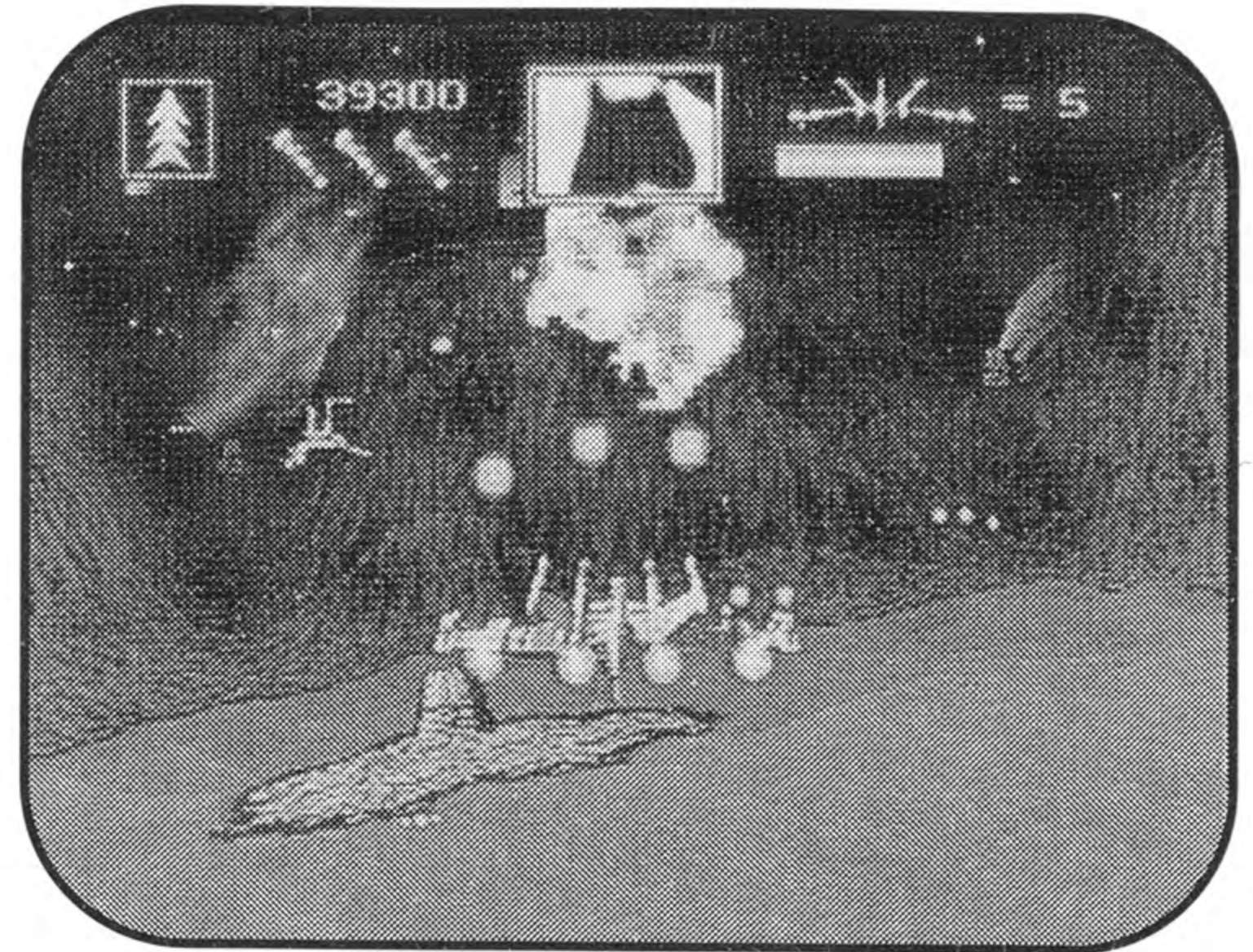
Add points to your score when you fly through them (see page 15).

MISSIONS

1: OMEGA NEBULA

- Mission Objective:** Destroy missile silos.
- Planetary Terrain:** Swamp.
- Hostiles/Obstacles:** Poseidon, a scorpion-shaped combat flyer, carries an invulnerable acid cannon and side props which it uses to create huge tidal waves. Its auxiliary weapons: wave bombs.
- Promotion Potential:** Captain.

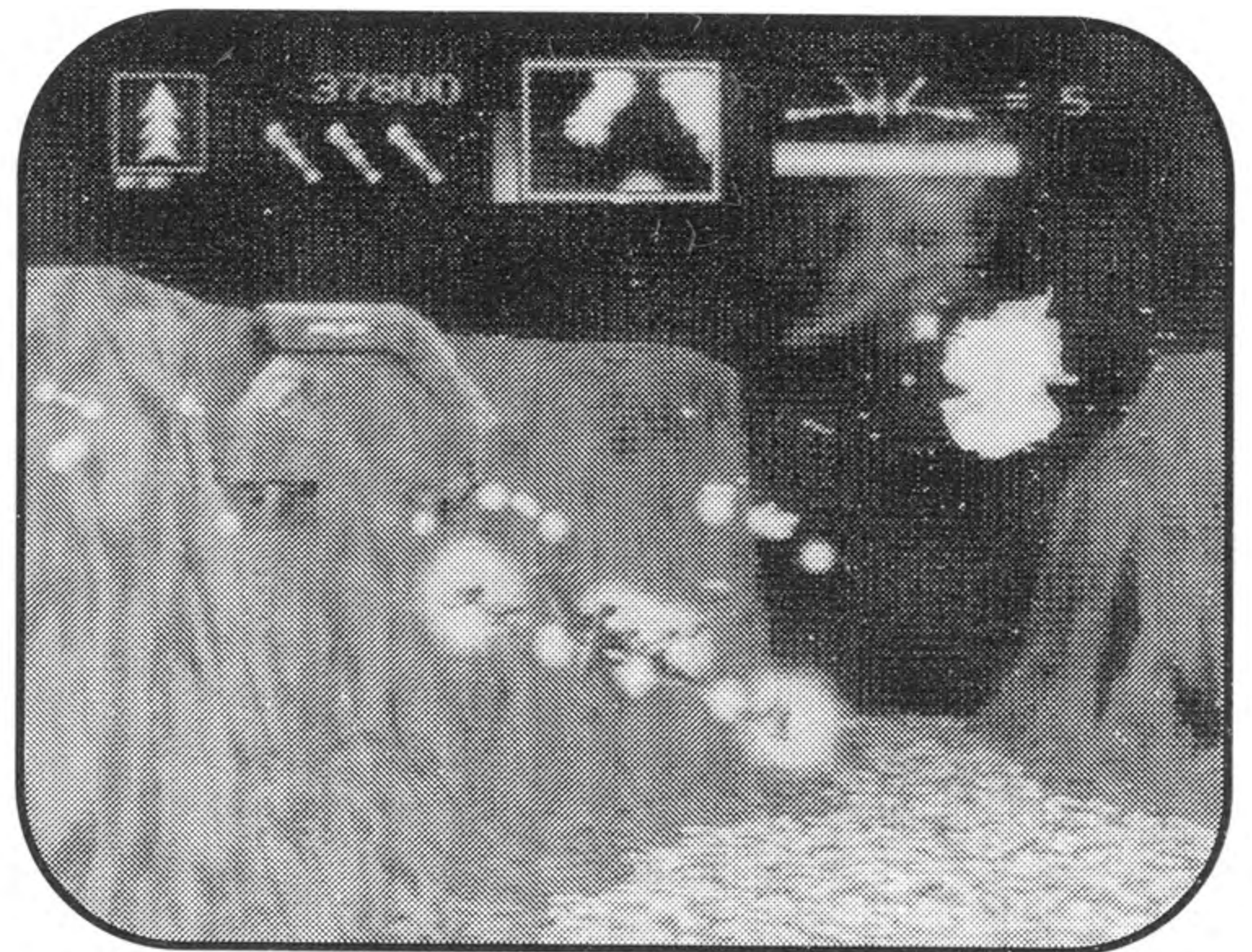
Password: _____



2: CENTAURI NEBULA

- Mission Objective:** Nullify cyborg labs.
- Planetary Terrain:** Lava.
- Hostiles/Obstacles:** Vulcanos, an earthbound giant, ruptures the ground with volcanic fury. It launches lethal photon barrages from gun turrets that rise from the quaking plain. Sustain your attacks on one eye at a time until this monster is destroyed.
- Promotion Potential:** Major

Password: _____



3: TRIALPHA SECTOR

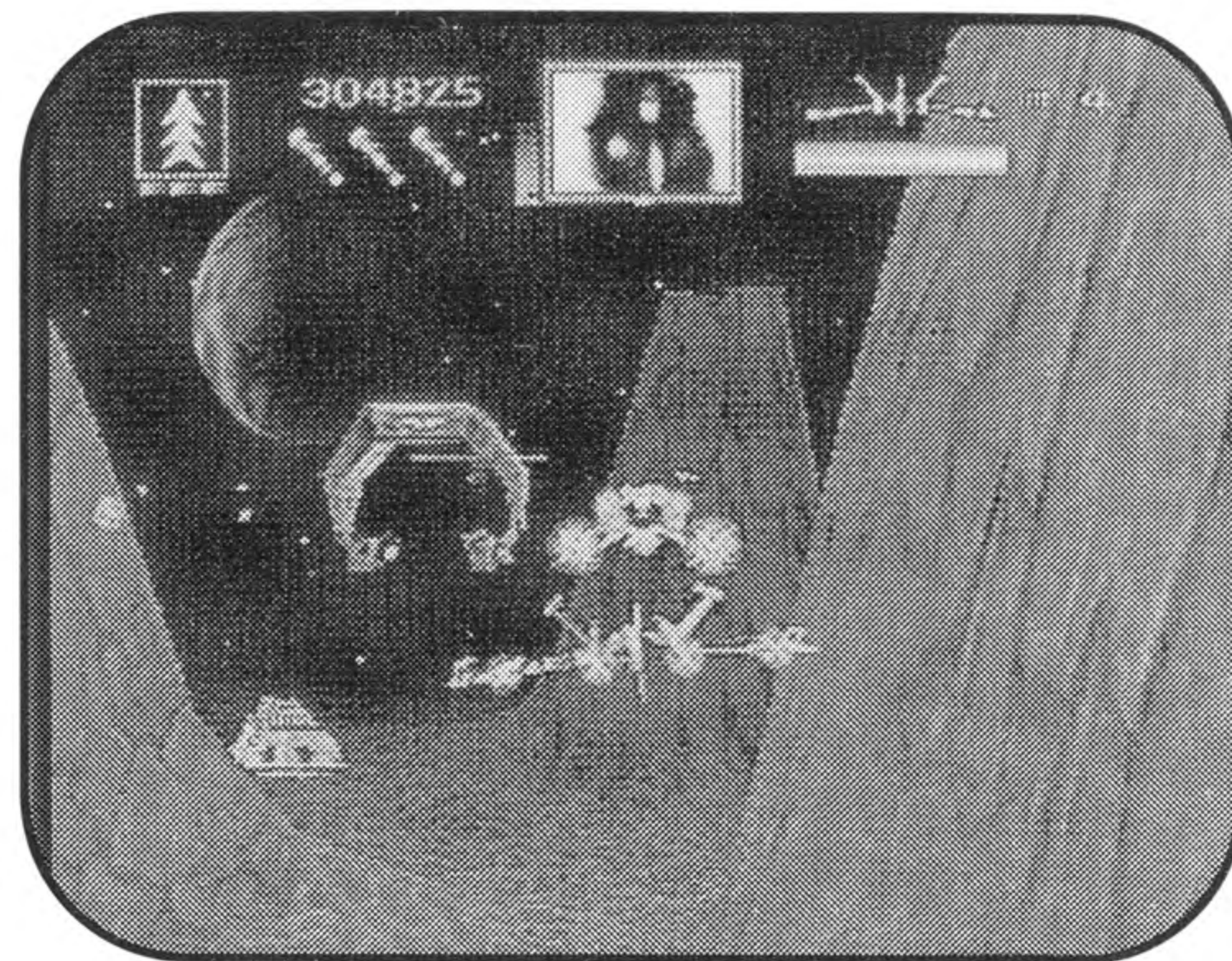
Mission Objective: Destroy energy refineries.

Planetary Terrain: Desert.

Hostiles/Obstacles: Conundrum, a heavily armored battle tank, begins by firing shatterballs. After this deadly overture, two sections split from the main body, independently launching projectiles while the main piece re-energizes. After making their circuit, the sections re-attach for recharging, and the main body repeats its attack. Keep outside the pattern of shatterballs or you will be penned in for the kill!

Promotion Potential: Lieutenant Colonel

Password: _____



4: GAMMA SYSTEM

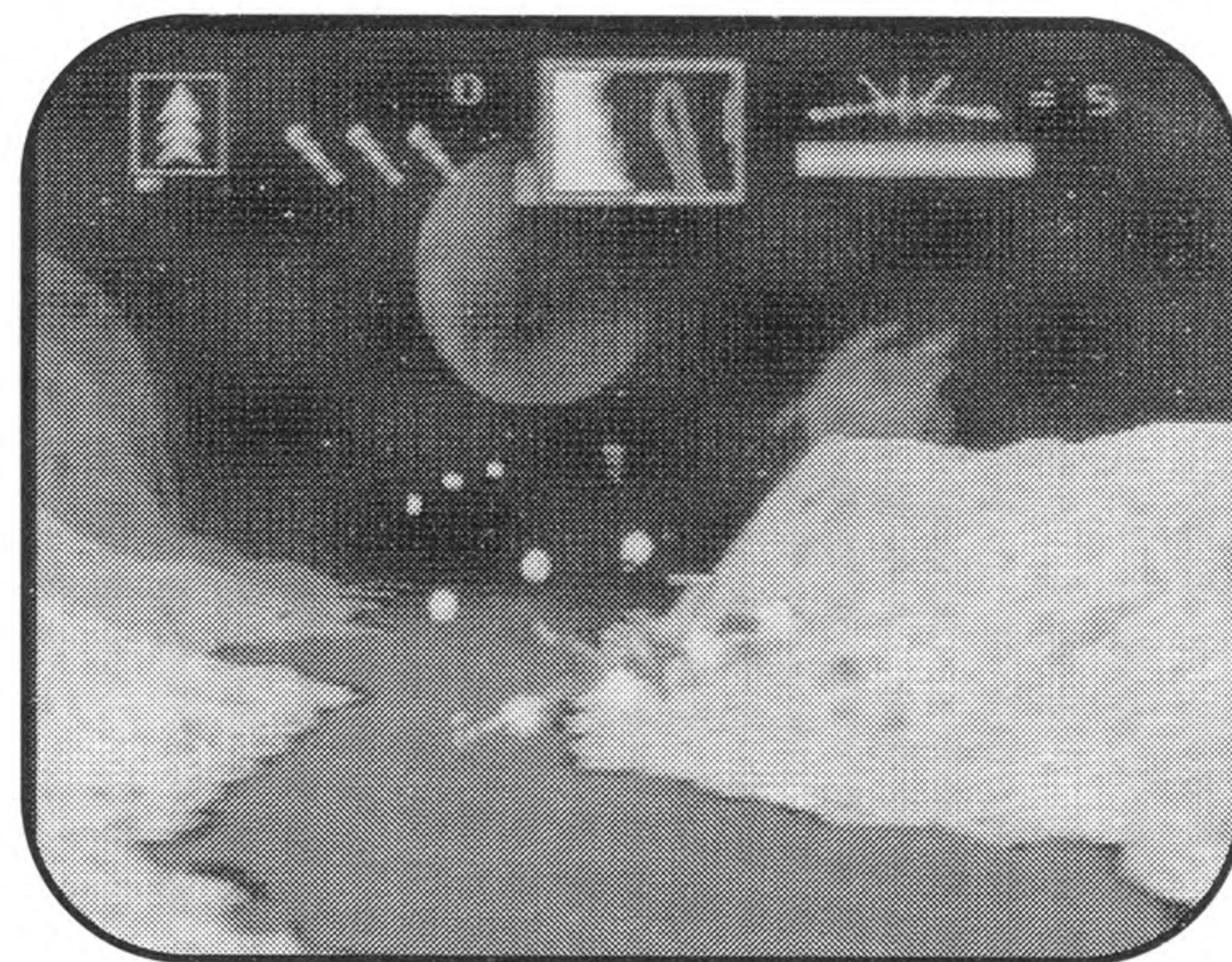
Mission Objective: Raid Drak-sai headquarters.

Planetary Terrain: Ice.

Hostiles/Obstacles: Cobra's lateral silos launch warheads in a continuous stream, its central hot zone fires spheroid energy blasts, and delayed-action rotor blades shoot energy pellets and megaton plasma bolts. How's your reaction time?

Promotion Potential: Colonel

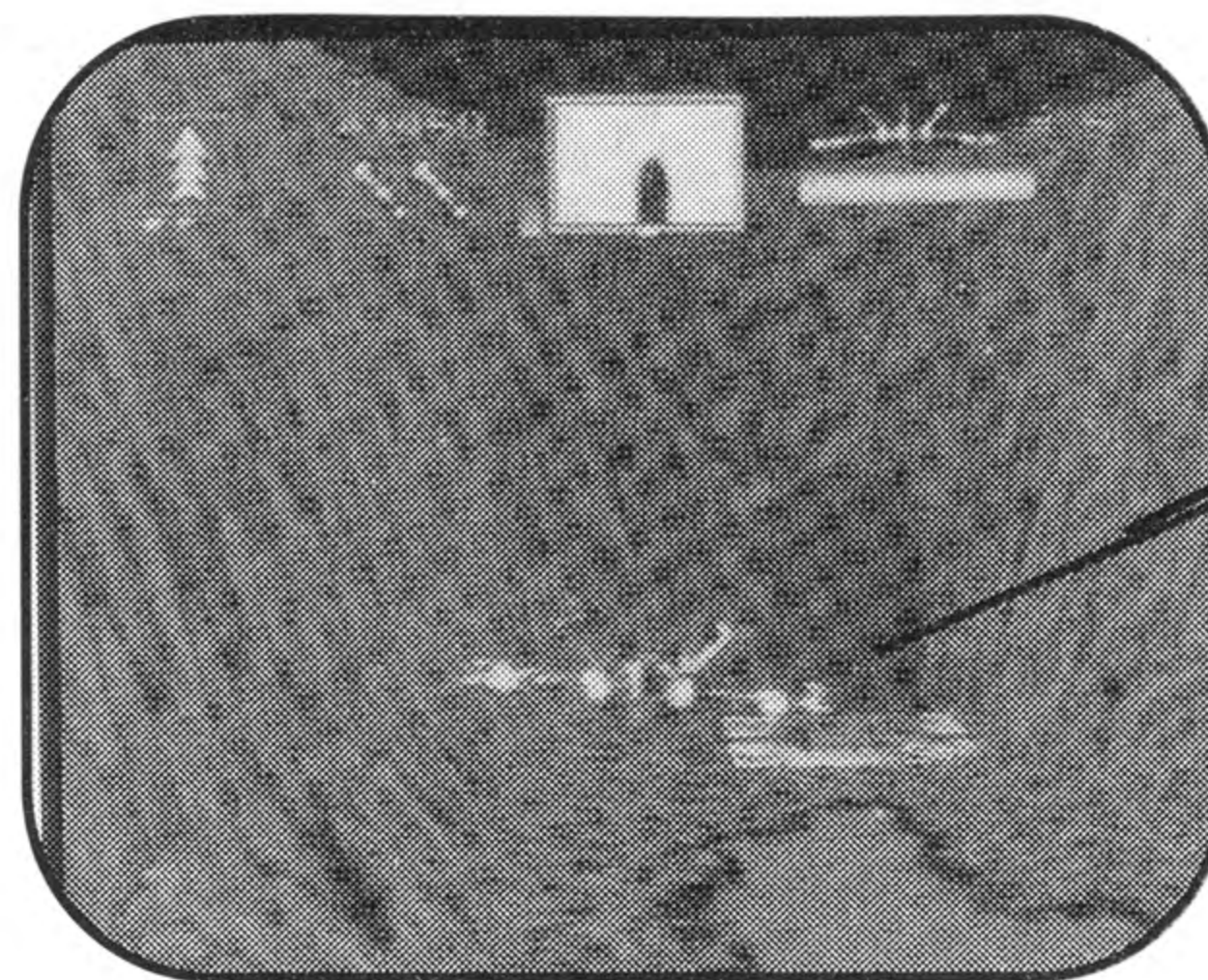
Password: _____



DRAK-SAI TUNNELS

Blue tractor beams appearing in the terrain signal the entrances to Drak-sai tunnel works. the squidheads lurk like rats in these catacombs. Go get 'em.

Fly into a tractor beam to enter the tunnel. These twisting, dark passages contain potentially hazardous arrays of light beams. Red beams slow you down; green beams increase your speed; blue beams drain the FireWing's Shield strength. Use the red and green beams to your advantage while piloting through the twisting tunnels. Avoid all blue beams if you can.



Tunnel
Tractor
Beam

You can't barrel roll inside tunnels.

PAUSING

Press **Start** to pause the action. On the Pause screen, you can choose to continue or go back to the Main Menu (page 5). On the Main Menu, you can change the controls, music and sound effects settings for the current mission. Then, select RESUME GAME to return to your mission with any new settings in effect.

SCORING

Destroy enemy target	1,000 pts
Barrel roll	10,000 pts.
Complete mission objectives	25,000 pts.
Fly through Stunt Rings:		
1st ring	1,000 pts.
2nd ring	5,000 pts.
3rd ring	10,000 pts.
4th ring	75,000 pts.
5th ring	250,000 pts.

SPACE SURVIVAL

“Regard it assss an honor to feed ussss. We hunt only the quickesssst and the sssmartesssst.”

- If you keep crashing into the deck, you may be a fast-action reflex-intensive flyer. Try switching to Arcade controls (pages 3-4).
- Turn the FireWing over in a 360° barrel roll for high points. Hold down the right or left roll button to roll continuously; release the button when the fighter rights itself.
- Fly upside-down to take less damage from Drak-sai fire.
- Watch the radar map for safe passages. If you see a wall of white (impassable area on the Radar Map, scan for darker spots that indicate areas you can fly through.
- Be on the alert for high-flying Drak-sai that will attempt to ram you. Stay low when encountering these devils.
- Watch out for red enemy fire. Keep your eyes peeled for hidden power-ups.
- For maximum points, fly as fast as possible.
- Remember to brake in tunnels.
- Stay alert.

CREDITS

TOTAL ECLIPSE TURBO IS PRODUCED BY BILL MITCHELL

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To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Crystal Dynamics address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for \$10.00.

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The ~~Wet~~ GEX T-shirt Contest

Get a FREE GEX T-shirt by...

1. Purchasing both the original GEX and the all new GEX: Enter the Gecko for the PlayStation game console,
2. Print your name, address, age and phone number on a 3" x 5" card,
3. Affix the proper postage and mail the envelope with the card and the original store receipts for the original GEX and GEX: Enter the Gecko to:

Crystal Dynamics GEX Shirt Giveaway
64 Willow Place
Menlo Park, CA 94025

All incomplete forms will be discarded. One shirt per household. Crystal Dynamics is not responsible for lost or stolen mail. Receipts must be dated on or before 9/30/98. All entries must be postmarked by 10/31/98. Only receipts for GEX and GEX: Enter the Gecko for the PlayStation game console will be accepted. Offer good while supplies last. Offer valid to U.S. residents only.

GEX™

GEX™

ENTER
THE GECKO

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