



PlayStation

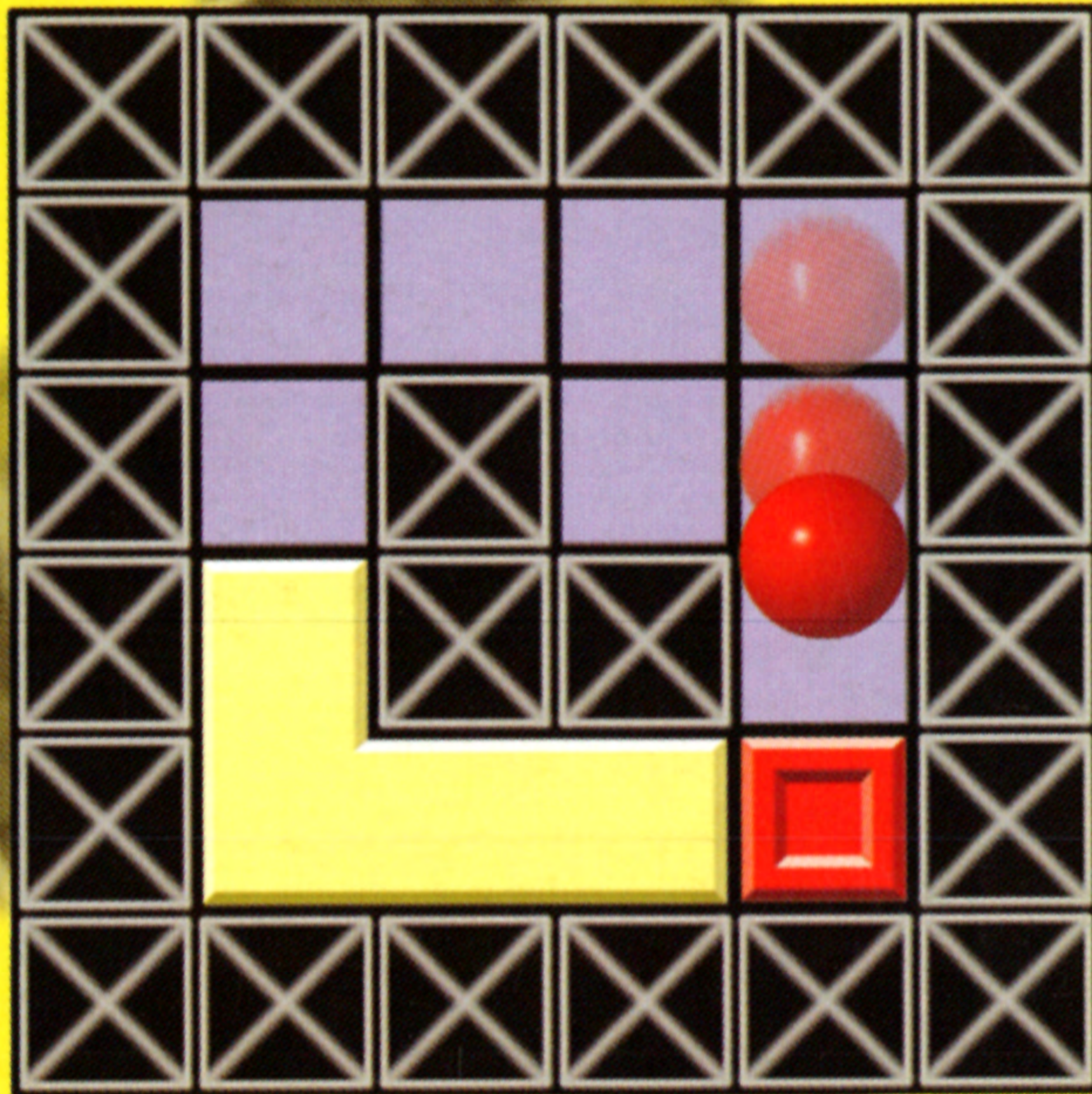
NTSC U/C

PlayStation



SLUS-01499

TURNABOUT™



NATSUME®

Serious Fun™

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 symptoms 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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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 center to outer edge. Never use solvents or abrasive cleaners.



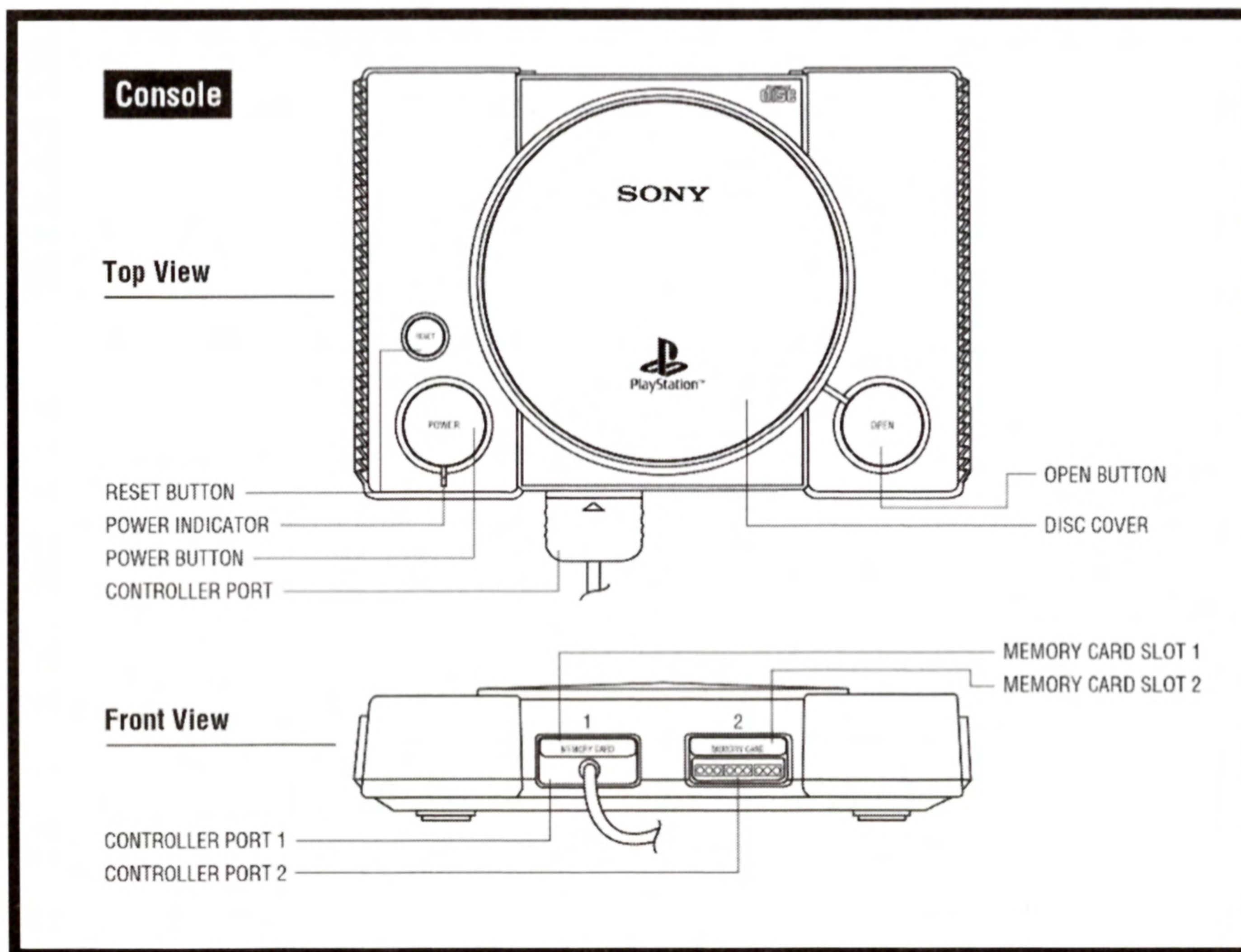
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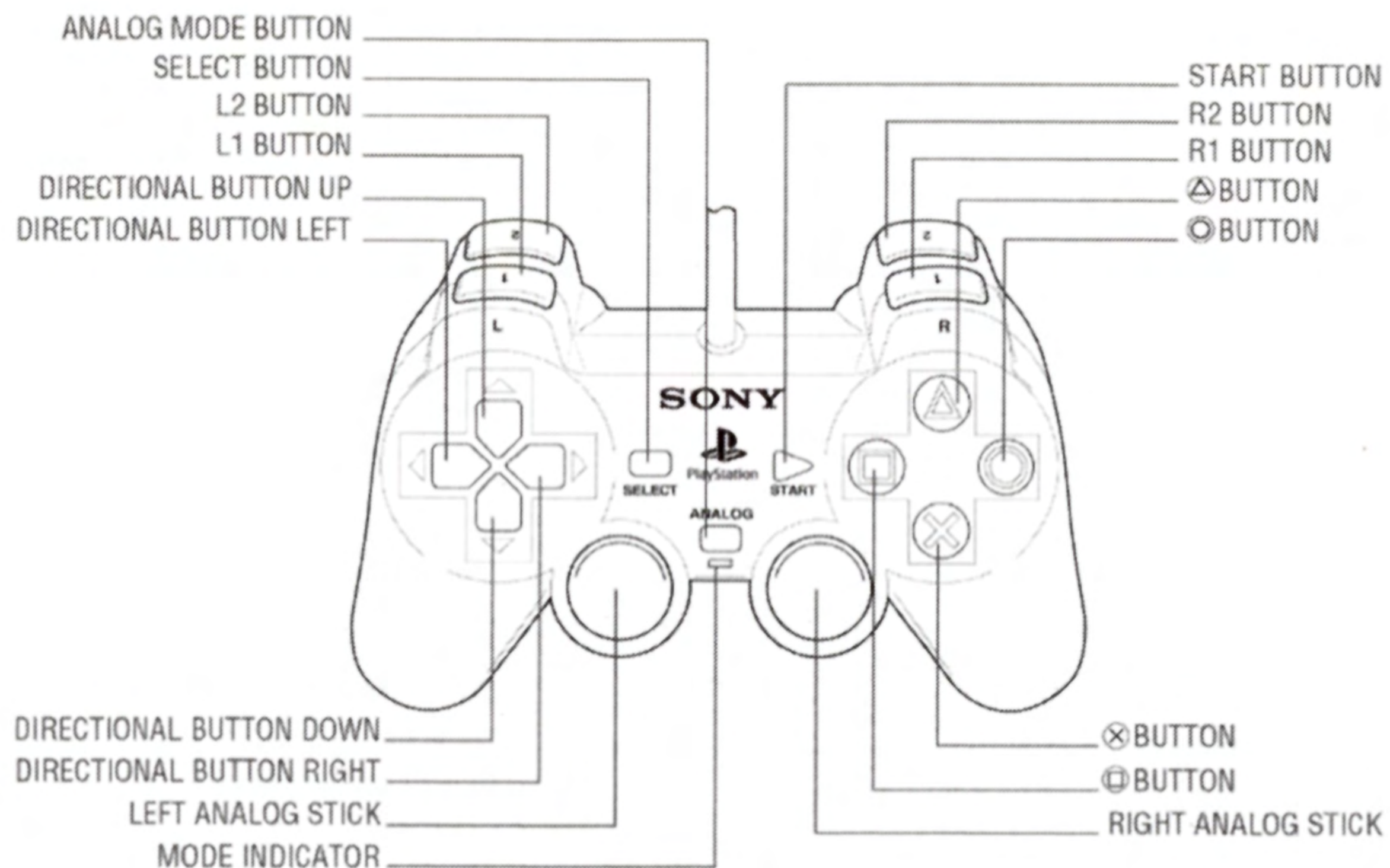
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Before You Start Rolling...

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure that the power is off before inserting or removing a compact disc. Insert the Turnabout disc and close the Disc Cover. Insert the game controller and turn on the PlayStation® game console. Follow the on screen instructions to start a game.

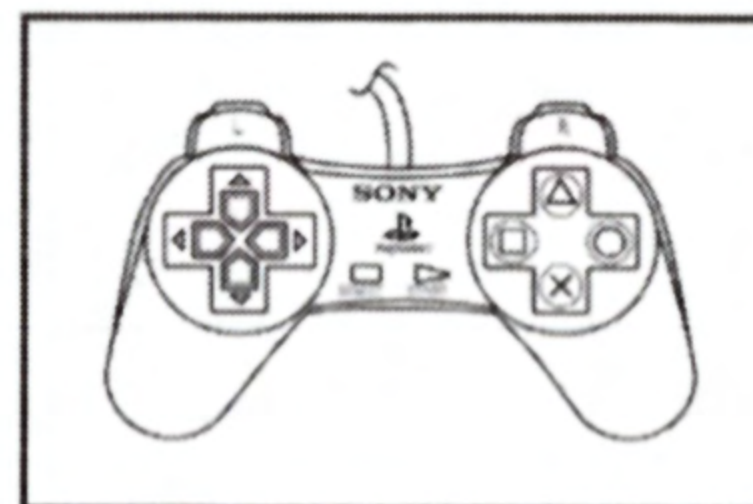


DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Vibration mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



Memory Cards

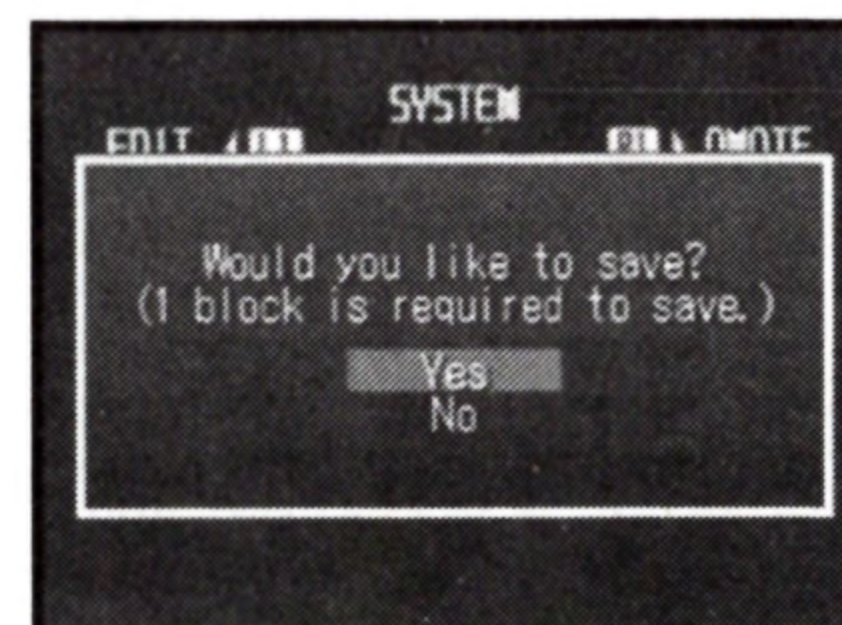
You can save your game play progress using a Memory Card (sold separately). Each game will take up one memory block on the card. Be sure that the Memory Card is firmly plugged into the MEMORY CARD slot. Access the Save option at the System Menu. If you turn off the console power without saving the game to a Memory Card, you will lose any unsaved data.

Turnabout Controls

L1 button	Scrolls through game menu screens prior to game play. Rotates the game board left (counterclockwise) 90 degrees during game play.
L2 button	Rotates the game board left (counterclockwise) 90 degrees during game play.
R1 button	Scrolls through game menu screens prior to game play. Rotates the game board right (clockwise) 90 degrees during game play.
R2 button	Rotates the game board right (clockwise) 90 degrees during game play.
△ button	Pulls up the “Undo one move?” menu so you can retract your most recent step. Also use it to exit the Option Menu and Undo in Edit Mode.
⊗ button	Opens the “Play again?” menu that allows you to reset the entire puzzle and step count. An essential option for those prone to making mistakes.
directional buttons	Scrolls up or down through a menu selection. During game play, the right and left directional buttons rotate the puzzle clockwise or counterclockwise 90 degrees. Each rotation counts as a “step” and adds a point to your score.
START button	Activates the full option menu where you can “Undo,” “Play again” or “Give up.”
SELECT button	Opens the “Give Up?” menu option, allowing you to quit your current round.

Saving and Loading Your Game

Turnabout features over 100 rounds of challenging puzzles and an Edit Mode with 50 additional stages. Because of the detail and depth in the game, you should save your accomplishments on a PlayStation Memory Card. For details on saving, see the System Menu features covered on the next page.

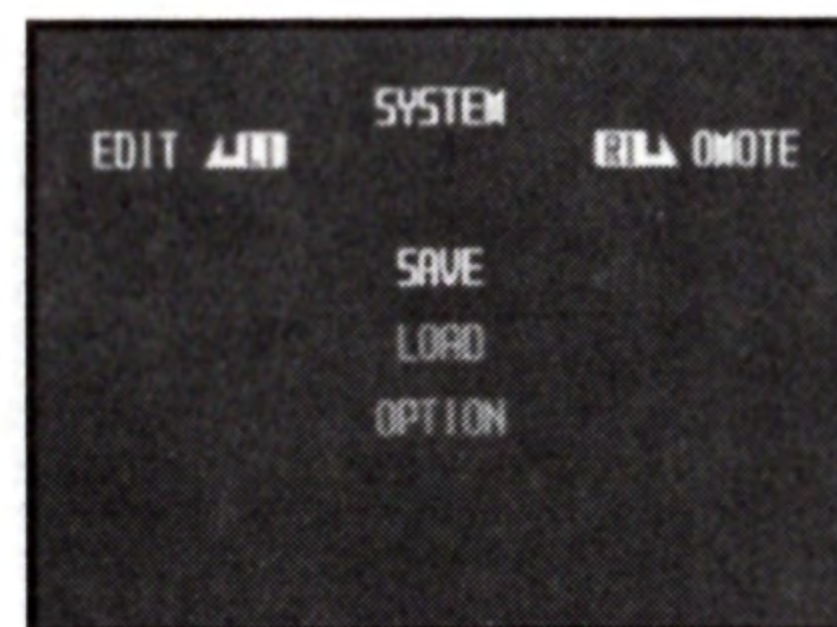


Game Options

When you begin Turnabout, you'll find three options: Puzzle Begin, System and Edit. If you complete Begin Mode, you'll find another option called Puzzle Main. Before you tumble ahead, spend a moment reviewing these important features:

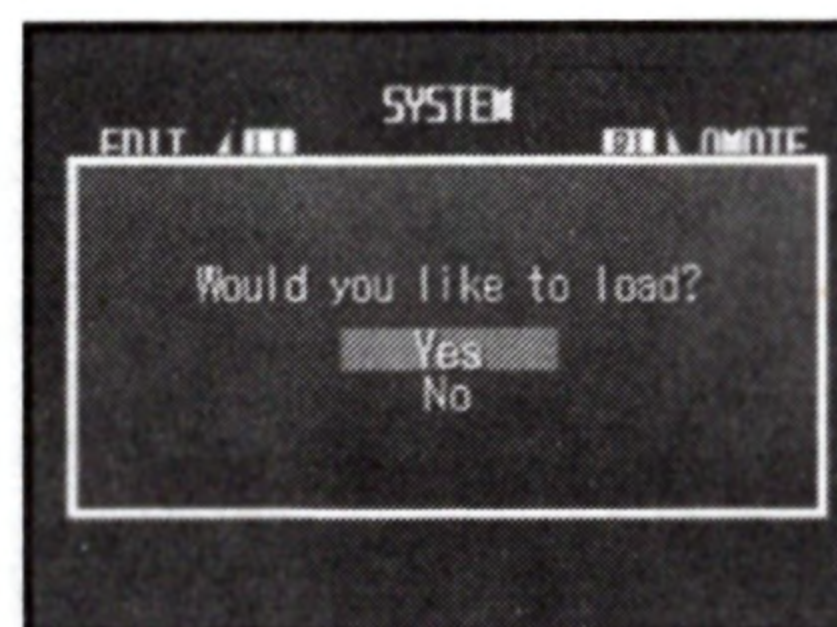
System Menu

Use the System Menu to save, load or modify the sounds and appearance of your Turnabout game play. Turnabout features over 100 rounds, so it's important to save often.



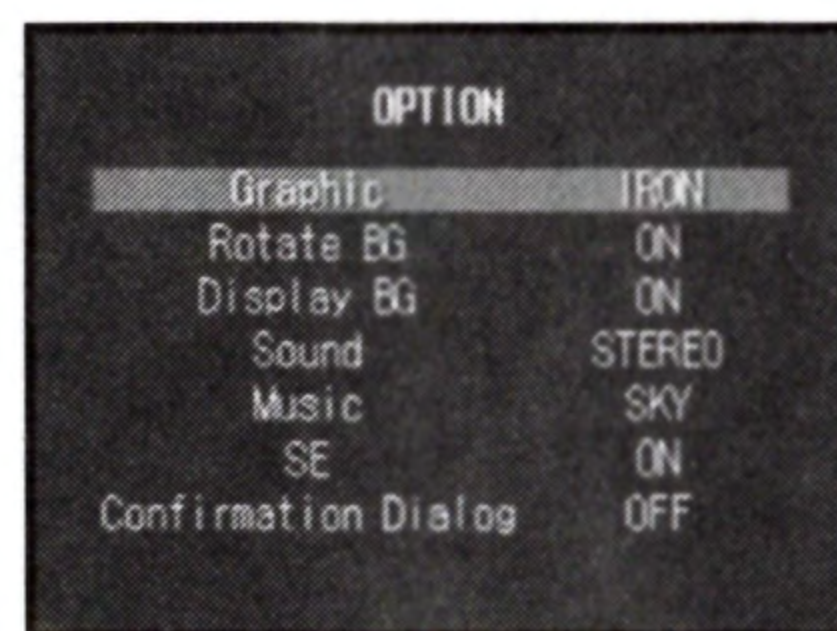
Saving and Loading

You can save your puzzle progress or load your accomplishments from a previous Turnabout session at the System Menu. Turnabout requires one block of memory on a Memory Card. To save a game, highlight "SAVE" and press the X button. Do not reset your PlayStation® while saving.



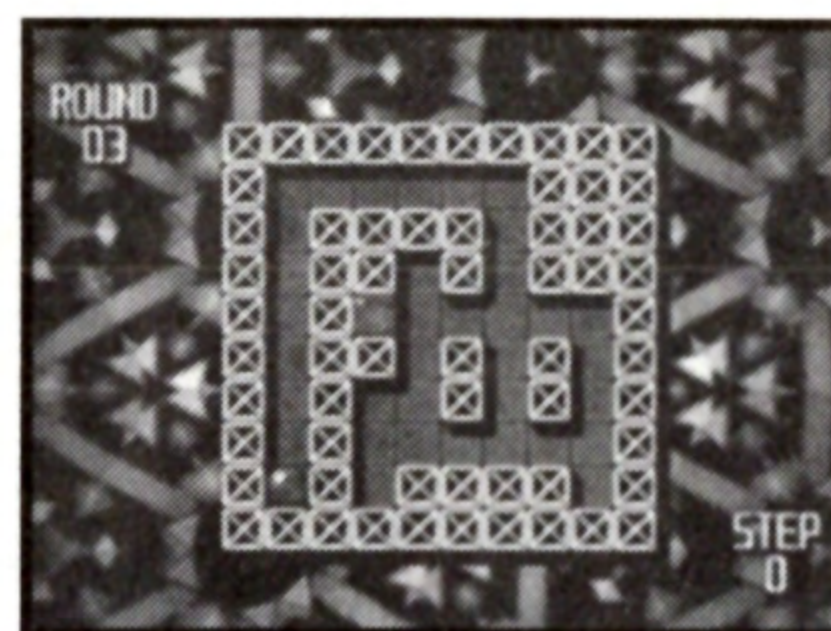
Option Menu

Beneath "SAVE" and "LOAD" on the System Menu you'll find the word "OPTION." If you highlight it and press the X button, you'll open the Option Menu. Here you can modify music, graphics, sounds and other features. If you're new to the game, leave these features on default settings.



Puzzle Modes

Begin Mode features 50 challenging Turnabout rounds. If you manage to successfully complete all of them, you'll open another 50 rounds in the hidden Main Mode!



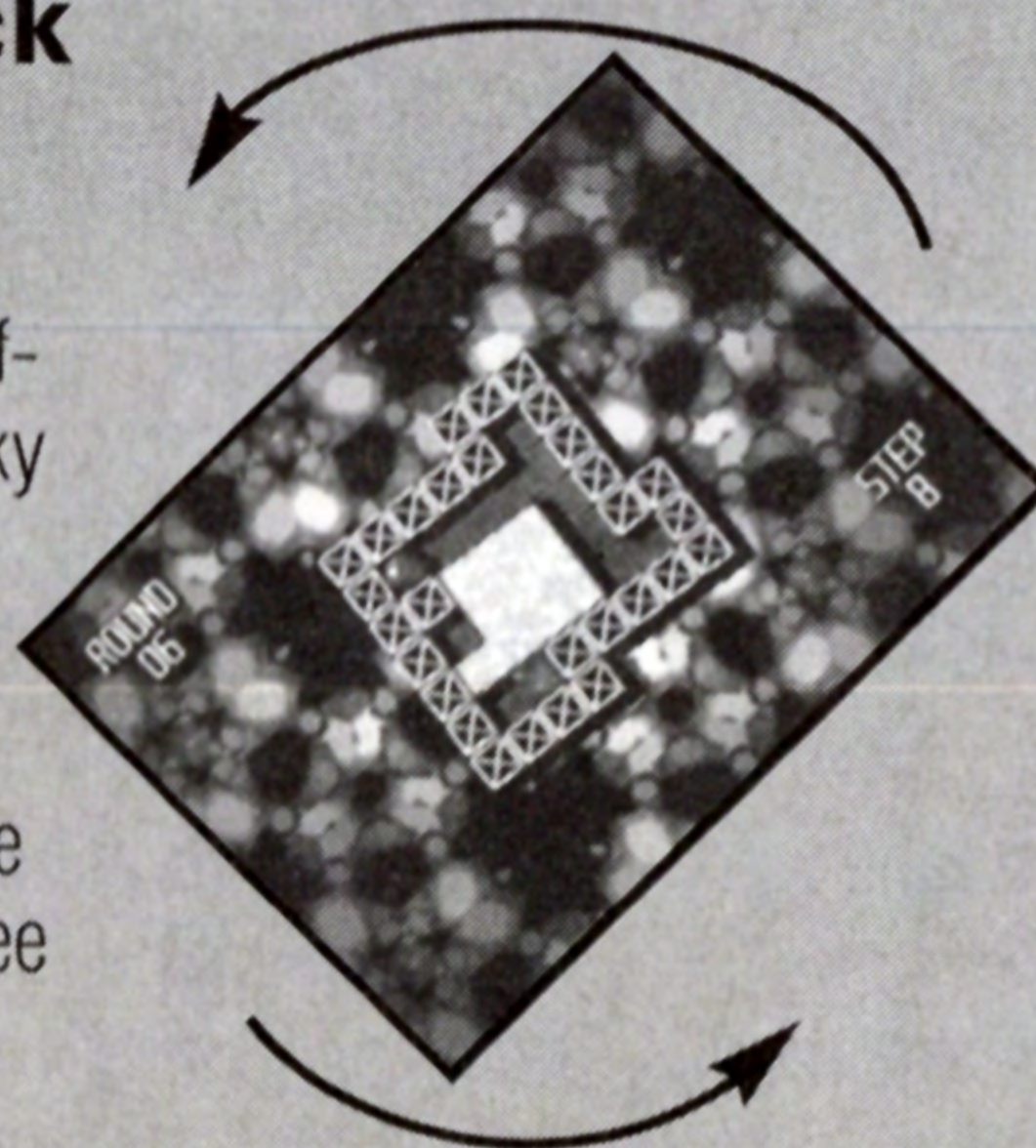
Puzzle Select Screen

Stumped? That's okay—skip ahead. Moving on to other rounds allows you to return to old challenges with a fresh perspective. Keep in mind that you must complete at least seven rounds on a row to open up the ten rounds on the next row.



The Ol' Mental Rewind Trick

While a few puzzles seem overwhelming at first, you'll quickly discover that most advanced levels have solutions that require no more than ten to fifteen steps. Hardy veteran players often solve tricky sequences by visualizing the puzzle backwards. They note the location of the last block and then figure out where the ball needs to be to land on that block. From that point they follow the imaginary path of the ball backwards until they see a spot where they can position the ball to begin solving a previously unsolvable puzzle.



Your Game Screen

Here's everything you need to know about Turnabout's game screen:

Record

After you complete a stage, the record will display the lowest number of steps taken to solve the puzzle. See if you can go lower.

Round

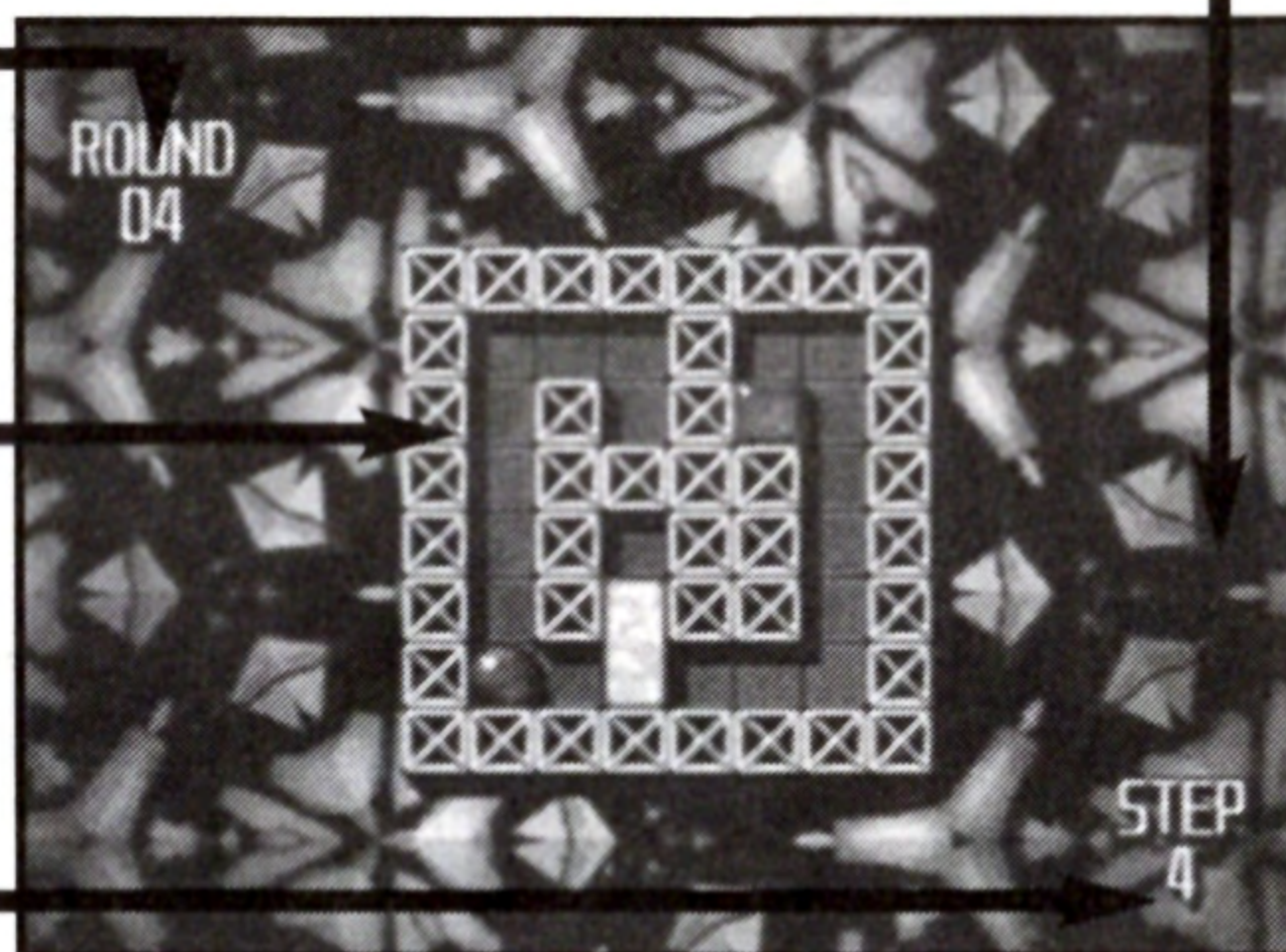
You'll find 50 rounds in Begin Mode. Main Mode features rounds 51 through 100.

Game Board

No two Turnabout playing fields are shaped the same. Rotating the game board sends balls rolling and blocks slipping.

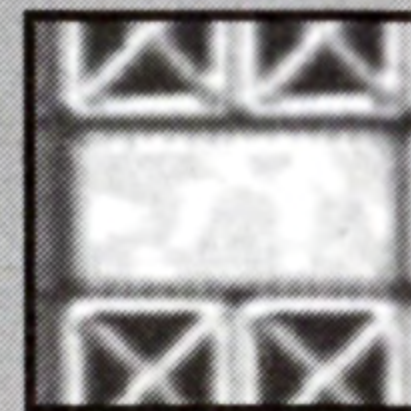
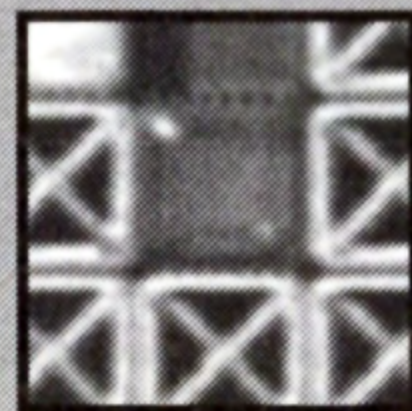
Step

You take a step every time you rotate a puzzle. How low can you go?



The Good, the Bad, and the Perplexing

Turnabout revolves around three types of puzzle pieces: Colored balls, colored blocks and sliding blocks. Match all colored balls and colored blocks and you'll complete the round. Beginners often consider sliding blocks as obstacles, but experienced gamers treat them as critical keys for unlocking advanced rounds.



Edit Mode

You're the game designer in Edit Mode! Create, play test, edit and (eventually) challenge your friends to over 50 customized Turnabout rounds. You'll find infinite challenges for players of all ages and abilities.

Just Add Vision

Edit Mode features fifty blank stages for creating custom puzzles. It offers all the same pieces found in the regular game, but there's one important design rule: You must build a border around your creation before you can play test it.

Puzzle Edit Screen

Selected Piece

After you select a puzzle component it appears in the upper left corner. Press the START button to edit or test.

Piece Menu

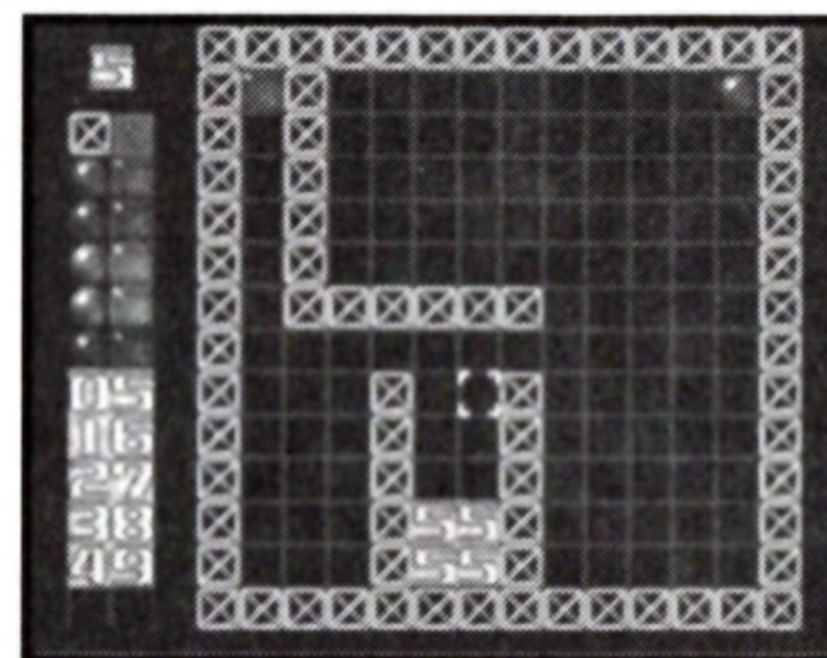
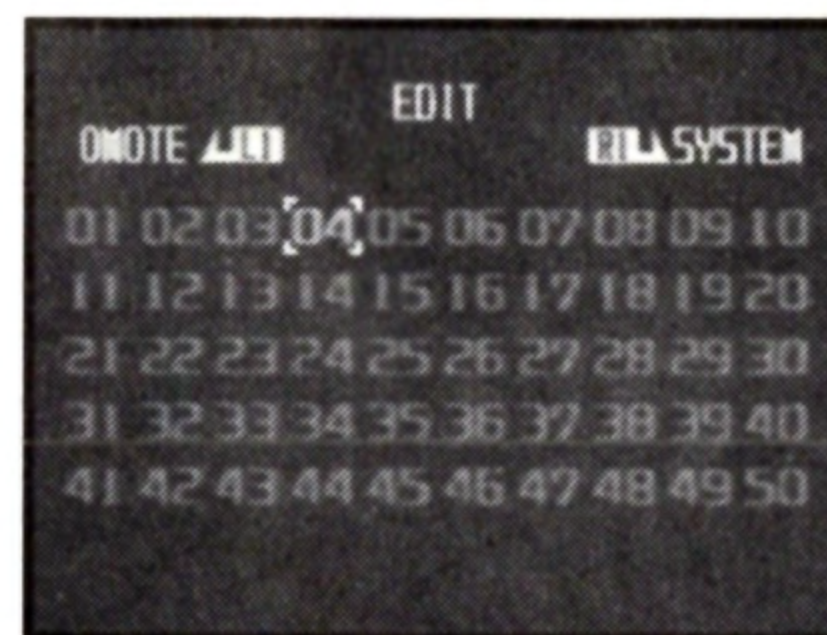
Choose from five colored balls, five colored blocks and nine movable blocks... it's all here!

Board

You place your game pieces on this board. Don't forget to build a border!

Roll With It!

Once you've settled on a design, use Play Test to see if it's solvable. If it passes, save it and challenge your friends.



WARRANTY

Natsume, Inc. warrants to the original purchaser of this Natsume product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Natsume agrees for a period of ninety (90) days to either repair or replace, at its option, the Natsume product. This warranty shall not be applicable and shall be void if the defect in the Natsume product has arisen through abuse, unreasonable use, mistreatment or neglect.

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