



NTSC U/C

PlayStation™

TOTAL ECLIPSE

T U R B O™



SLUS-00021
71200

CRYSTAL
DYNAMICS™

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

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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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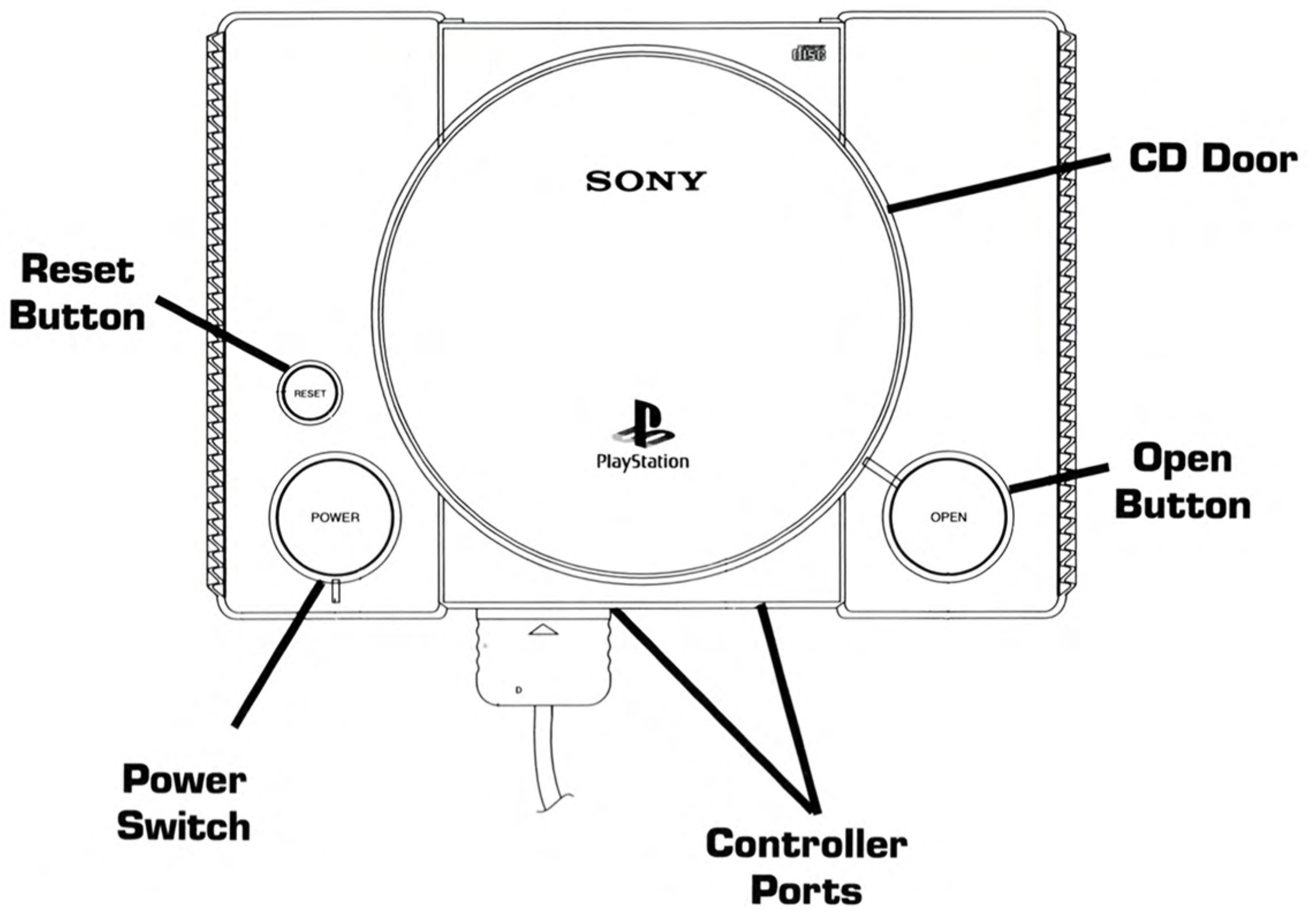
**FOR MORE TOTAL ECLIPSE TURBO GAME HINTS, CALL
1-900-737-4SOS (4767)**

\$0.85/minute — 18+ — Touch Tone Only

Presented by Crystal Dynamics of Palo Alto, California

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating or to comment about the appropriateness
of the rating, please contact the ESRB at **1-800-771-3772**.

SETTING UP

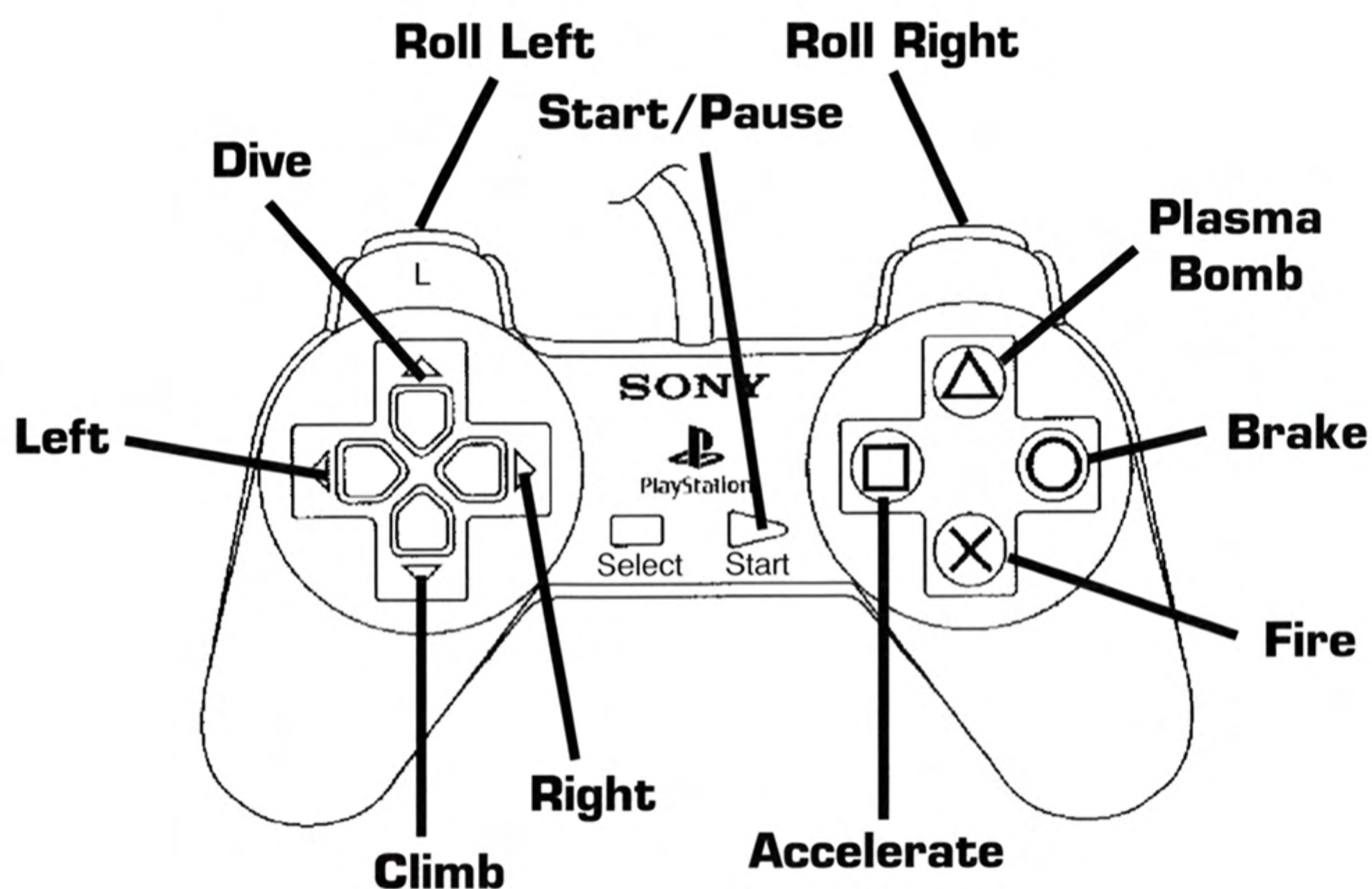


1. Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console's power is off before inserting or removing a compact disc.
2. Insert the TOTAL ECLIPSE TURBO disc and close the CD door.
3. Insert a game controller and turn on the PlayStation game console.
4. Press the **Start Button** on the controller and kick some Drak-sai butt!

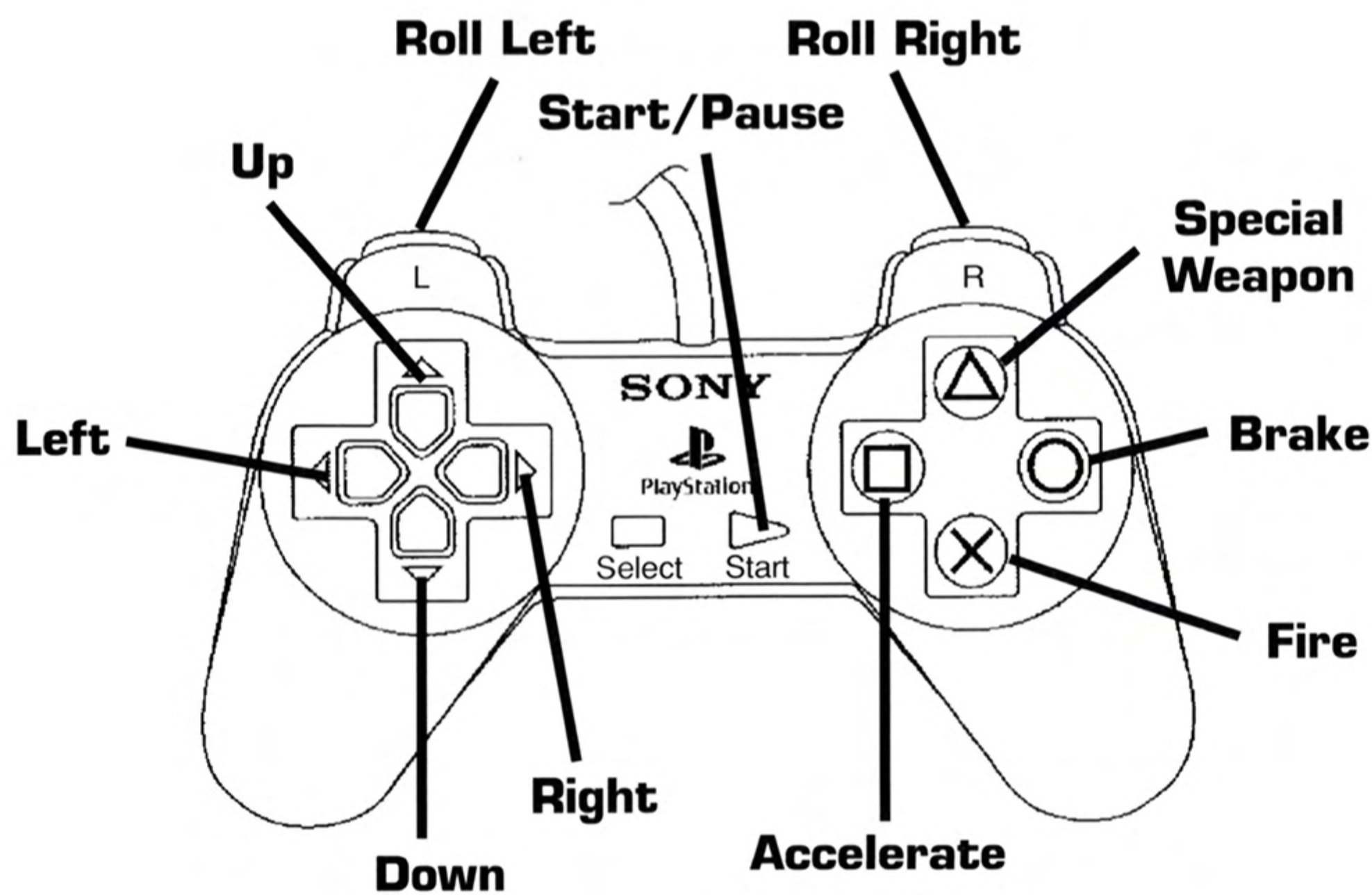
BUTTON CONTROLS

You can change the button control settings on the Main Menu (see page 5).

SIMULATION A (DEFAULT)

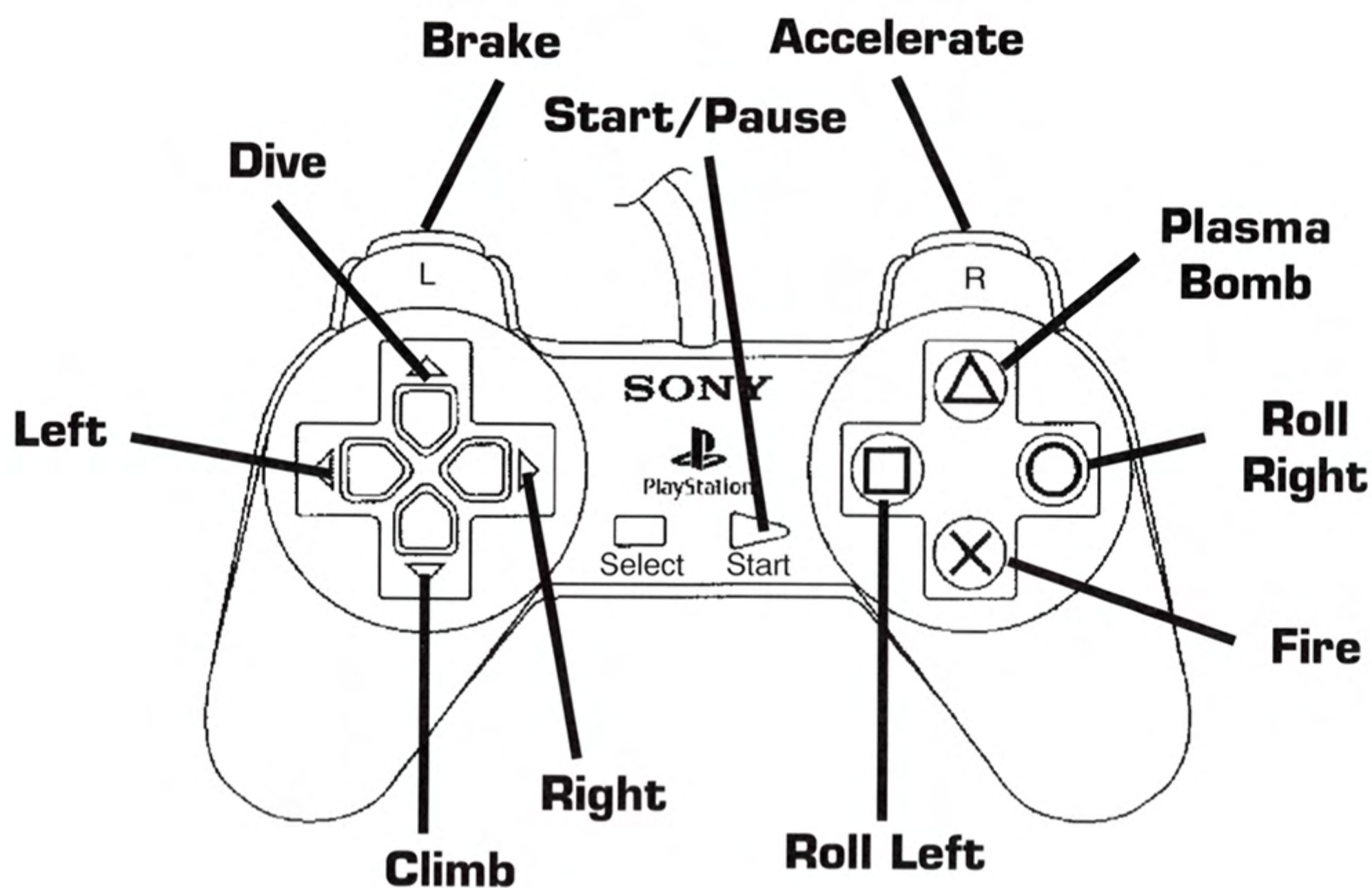


ARCADE A

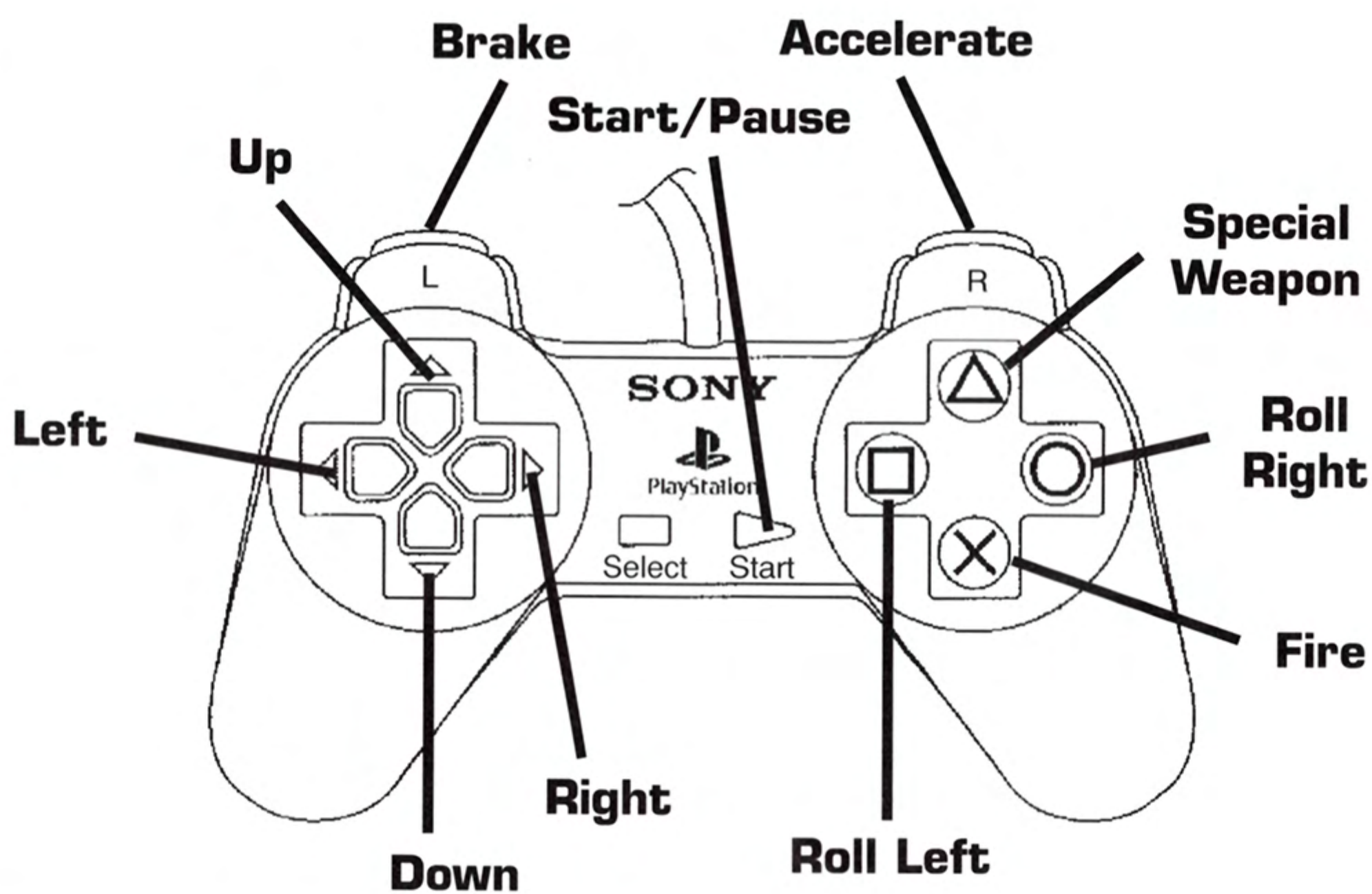


You can't barrel roll inside tunnels.

SIMULATION B



ARCADE B



You can't barrel roll inside tunnels.

SELECTING OPTIONS

1. Following the game introduction, press **Start** to bring up the Main Menu.
2. Press the **Direction Buttons** up/down to highlight an option, and right/left to change the setting.

PLAY

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

CONTROLS

Choose the button control settings you like best (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. Write this down on the appropriate page in this manual (see pages 10-13). To use the password, highlight PASSWORD on the Main Menu and press **Start**. Enter the password, using the **Direction Buttons**. Then press **Start** to continue your game from the end of that mission.

If you use 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 disc and use the Built-in PlayStation game console file-management feature, following the instructions in your PlayStation game console manual.

During a mission, press Start to pause the game, highlight MAIN MENU on the Pause screen, and press Start to return to this menu.

OPERATIONS 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 'em 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 'em. Drak-sai are mean, nasty, and drop-dead ugly. Except when they explode.

We have particulars on your mission orders, 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 'em, pick 'em up and use 'em.
- C. The Drak-sai drain your shield strength. Go after 'em 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. Limited — got it?

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

Hope that makes you feel wanted, because you're gonna 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.

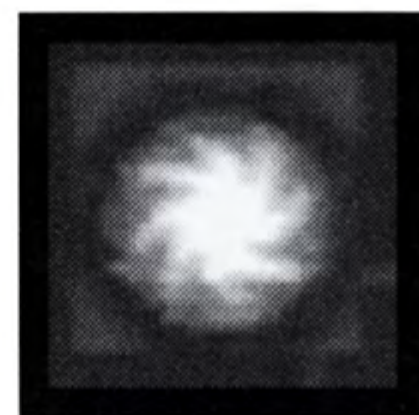
Orion out.

FIREWING WEAPONS



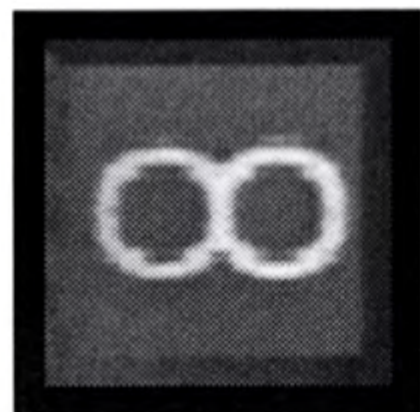
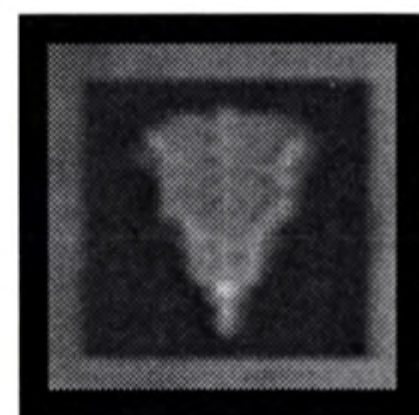
The **Stellar Guard blaster**, your stock weapon, shoots projectiles forward in three streams.

The **scatter gun** launches a spray of bullets in all directions, like a shotgun blast.



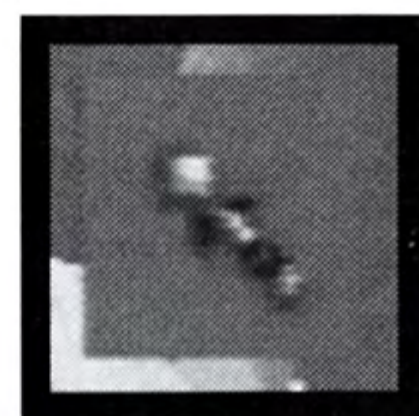
The **photon strafers** fires a central shot straight ahead and two outside shots to ground targets.

The **ion whipgun** spreads deadly projectiles like hailstones at Mach 5.

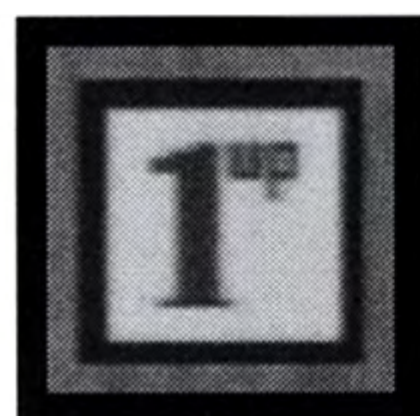


The **rotary gun** shoots bullets in a figure-8 pattern.

Plasma bombs damage everything in sight. Heavily. Press  to detonate a 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.



POWER-UPS



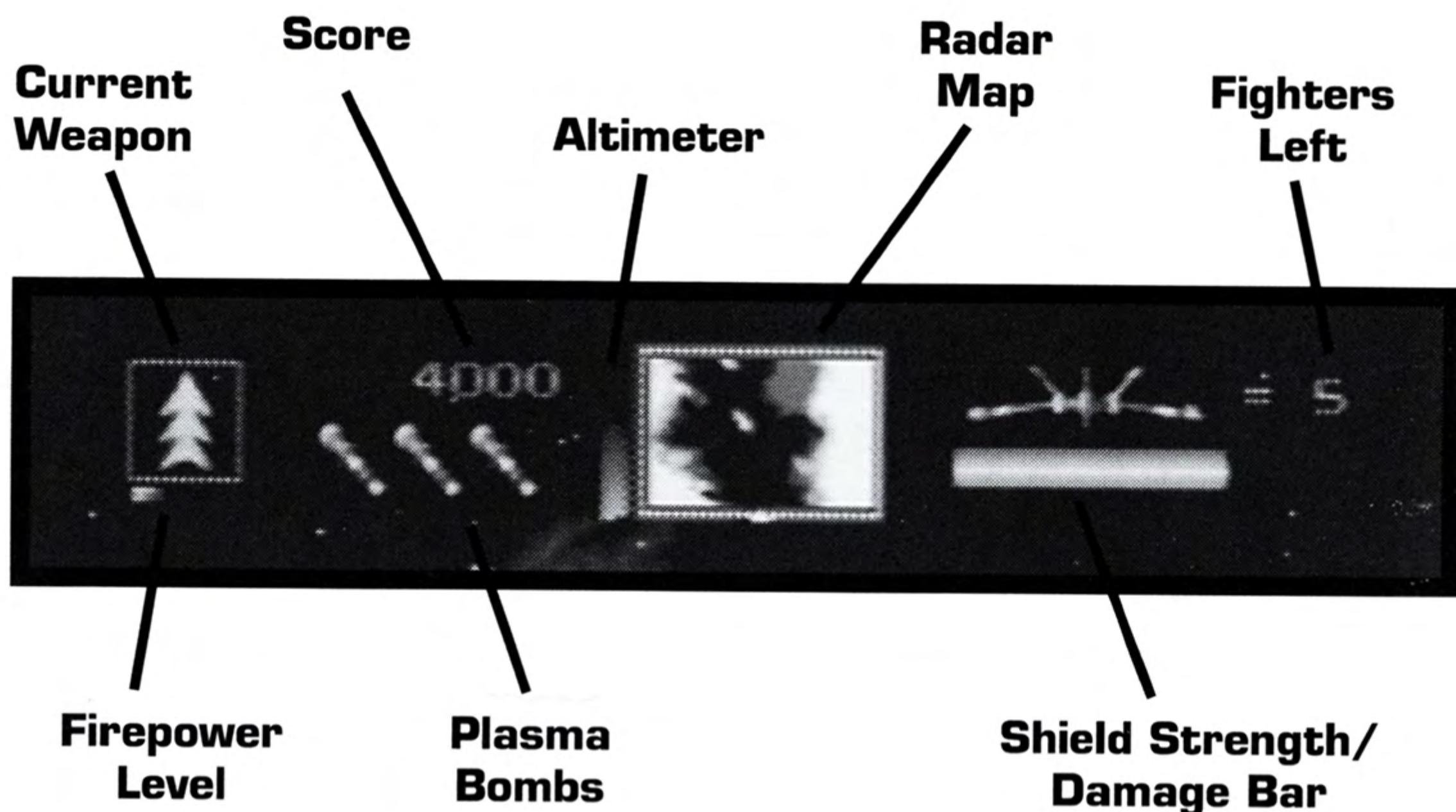
1-Ups deliver additional FireWings.

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).

HEADS-UP DISPLAY



CURRENT WEAPON

You start out with the Stellar Guard blaster, and 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, its icon will upgrade your firepower to the next gun level.

FIREPOWER LEVEL

All weapons have Power 1, Power 2 and Power 3 levels. You start out at Power 1, indicated by one light. When you pick up an icon for your current weapon, you increase the firepower level by one, indicated by an additional light, until you reach Power 3. You retain your highest firepower level even when you change weapons. Losing a fighter costs you one power level, unless your weapon is already at Power 1.

SCORE

Total points earned so far in the mission.

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, ready for detonation. Press  to launch one bomb. The FireWing can carry up to three plasma bombs at one time.

ALTIMETER

The green bar constantly gauges your altitude above base level (sea level on Earth). The orange bar tracks your altitude above the terrain directly beneath you. The altimeter operates in tandem with the radar map as a visual navigational aid.

RADAR MAP

Shows the configuration of the terrain in your sector. The visual 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 map along with your altimeter as a visual nav-aid.

The radar map does not operate inside tunnels.

FIGHTERS LEFT

You begin with five fighters. 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

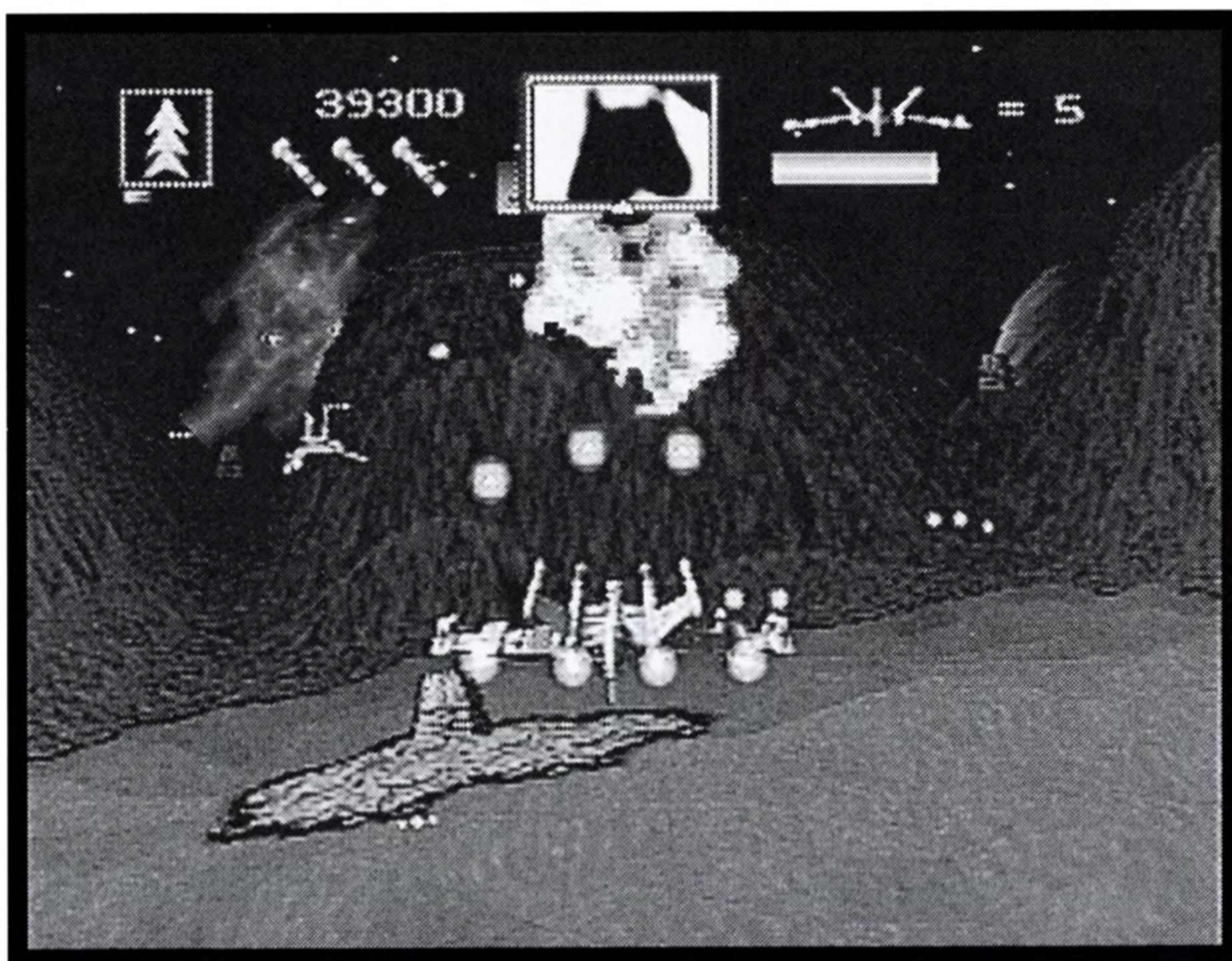
SHIELD STRENGTH/DAMAGE BAR

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 your shield, 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 energy return.

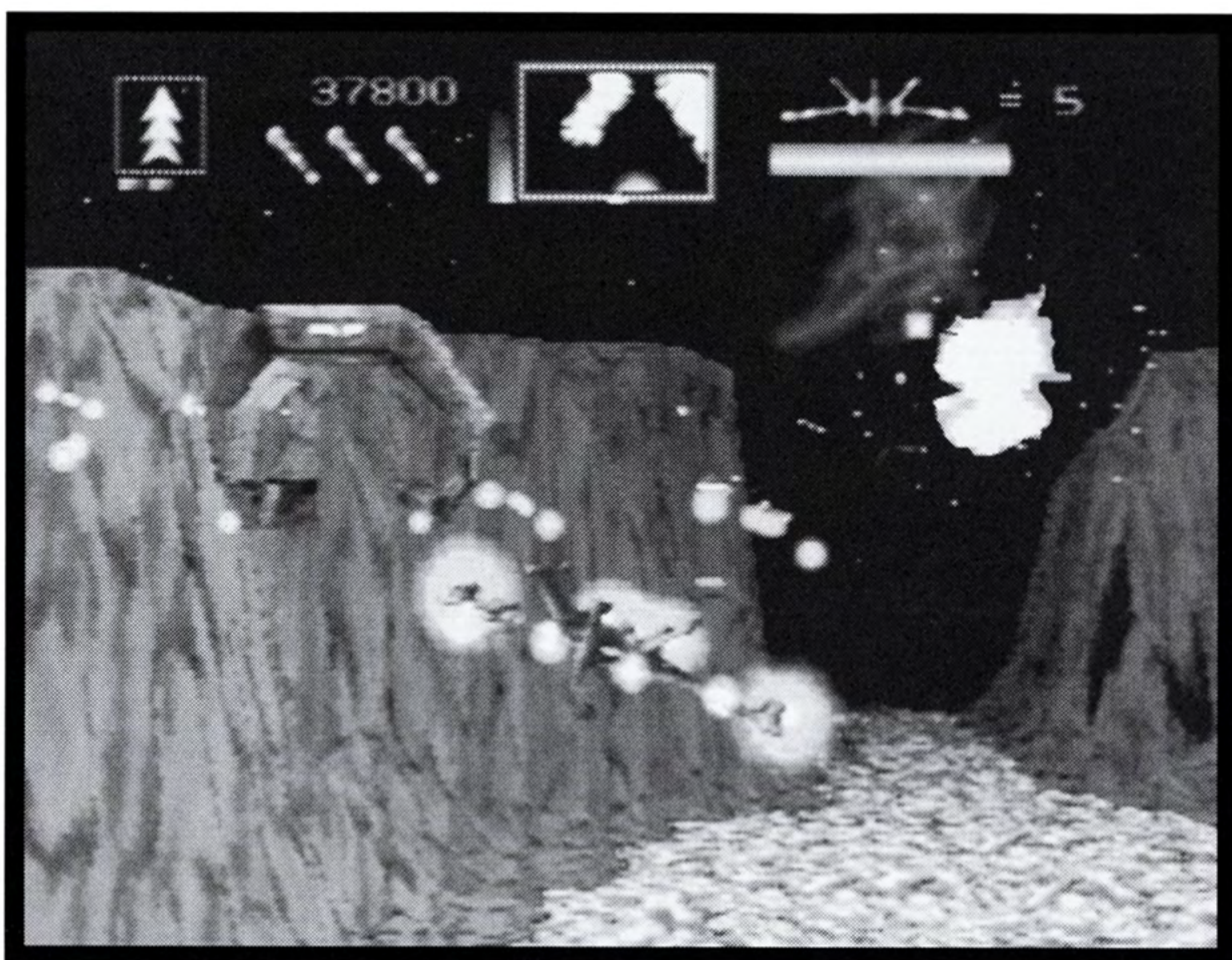
MISSIONS



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

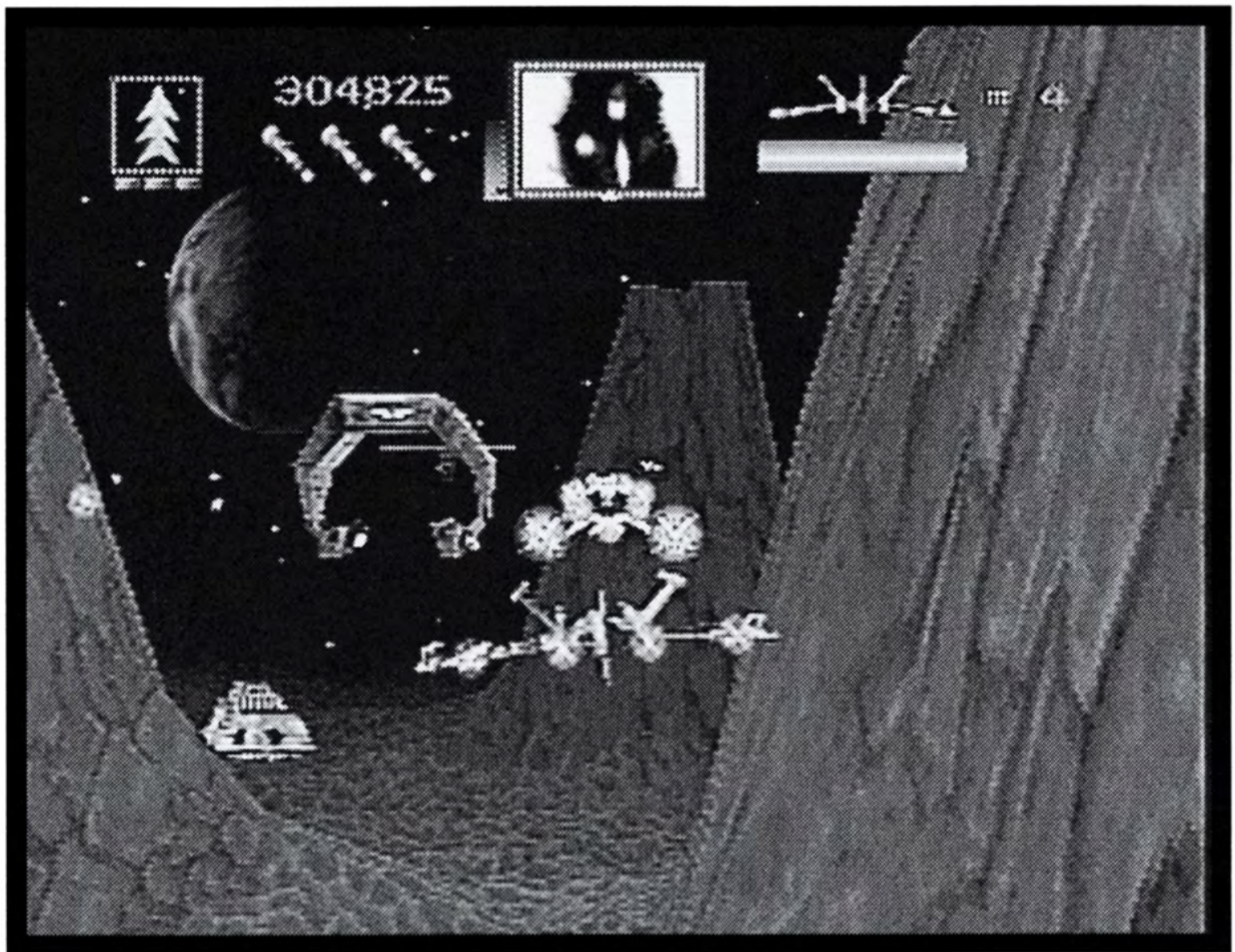
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2 Centauri Nebula

- 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

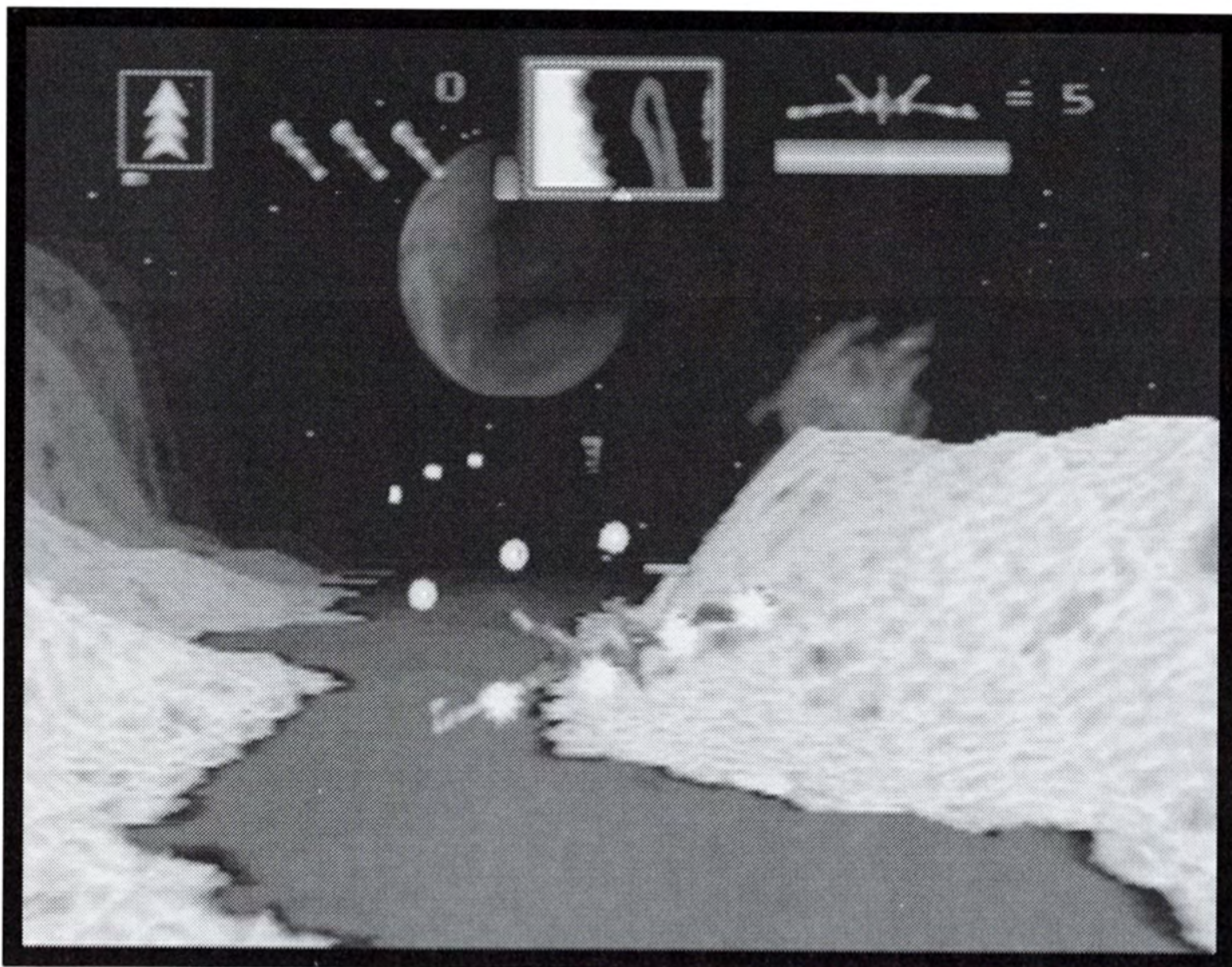
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3 TriAlpha Sector

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: _____

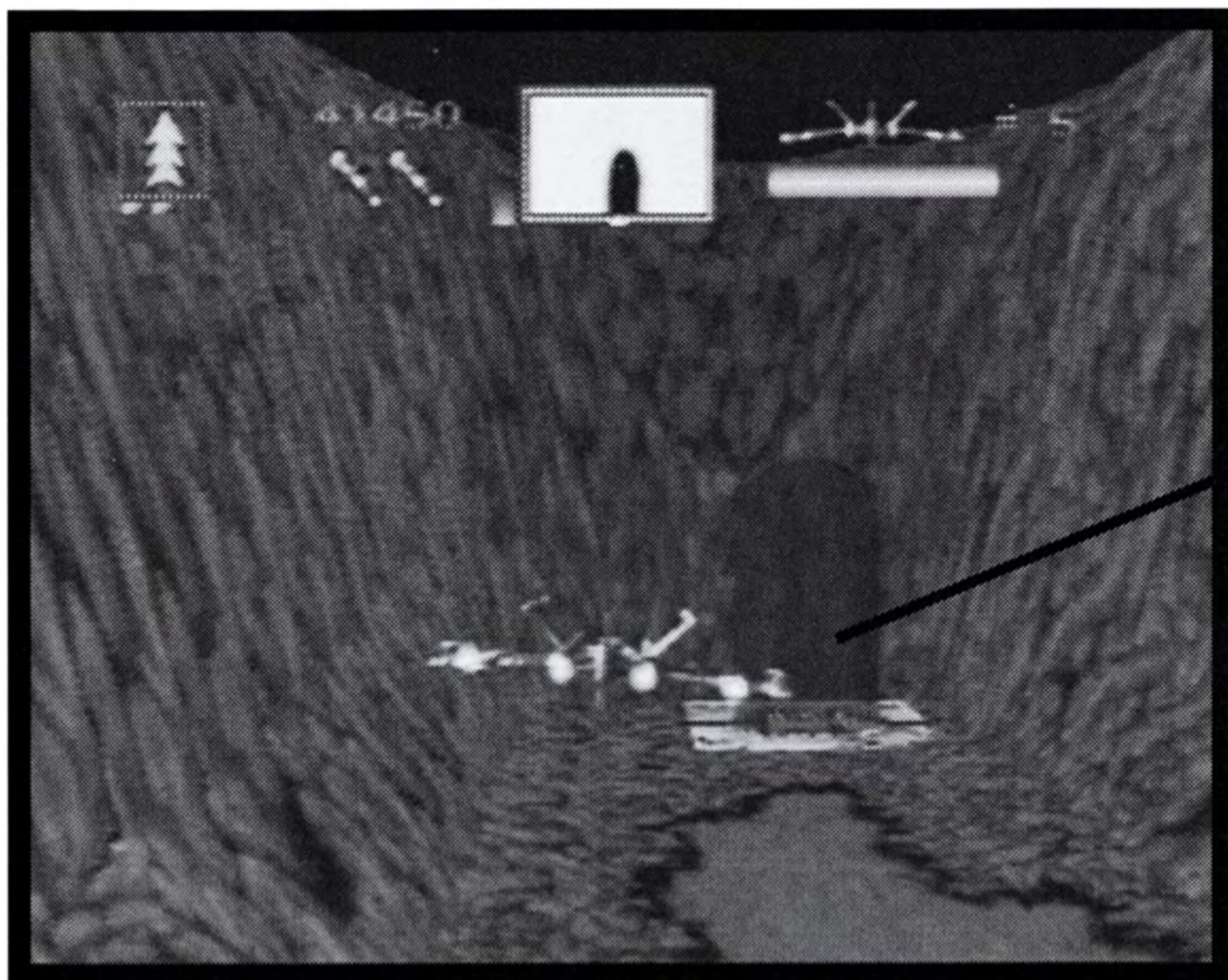


4 Gamma System

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



**Tunnel
Tractor
Beam**

Blue tractor beams appearing in the terrain signal the entrances to Drak-sai tunnel works. The squidheads lurk like rats in these catacombs. Go after '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 when you hit them; green beams increase your speed; blue beams drain the FireWing's shield strength. Use the red and green beams to your advantage. Otherwise, avoid all beams — when you can.

You can't barrel roll in tunnels.

PAUSING A MISSION

Press **Start** at any time to pause the action. On the Pause screen, you can choose to continue, or go back to the Main Menu (see page 5). When you return to the Main Menu, you can change the button controls, music and sound effects settings. Once you're on the Main Menu, select RESUME GAME to return to your mission with any new settings in effect.

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 (see 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 map, scan for darker spots that indicate areas you can fly through.
- Beware high-flying Drak-sai that will attempt to ram you. Stay low when encountering these devils.
- Watch out for red enemy fire!
- Don't forget to brake in tunnels.
- Fly as fast as possible for maximum points.
- Keep your eyes peeled for hidden power-ups.
- Stay alert!

SCORING

Destroy enemy targets	1000 pts. each
Perform barrel rolls	10,000 pts. each
Complete mission objectives	25,000 pts. each
Fly through stunt rings	
1st ring	1000 pts.
2nd ring	5000 pts.
3rd ring	10,000 pts.
4th ring	75,000 pts.
5th ring	250,000 pts.

TOTAL ECLIPSE TURBO CREDITS

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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