

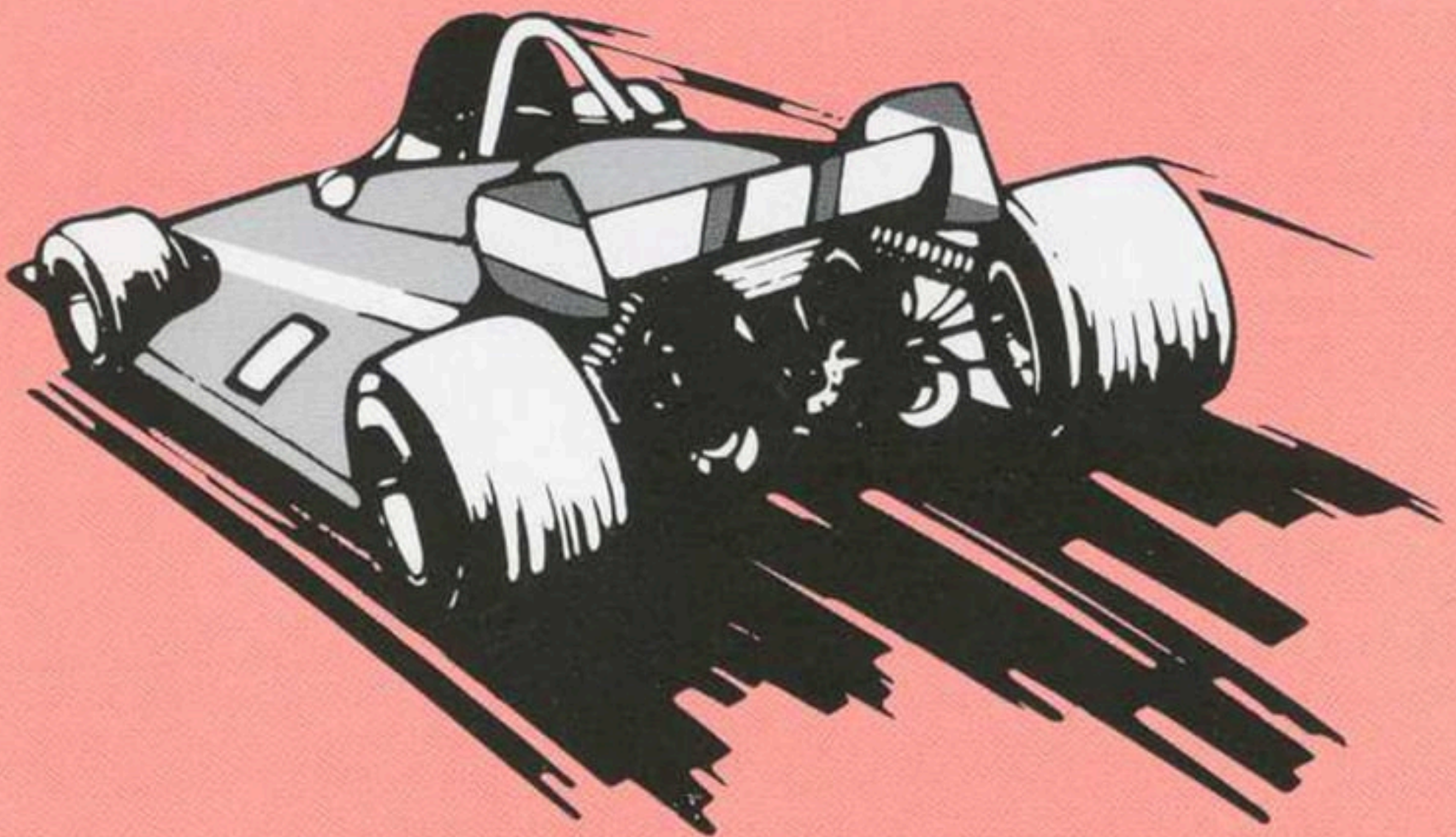
The Official

# **TURBO**<sup>TM</sup>

by **SEGA**<sup>®</sup>

## **CARTRIDGE INSTRUCTIONS**

For use with the Atari<sup>®</sup> 2600 Video Computer System<sup>™</sup>  
and Sears Video Arcade<sup>™</sup>

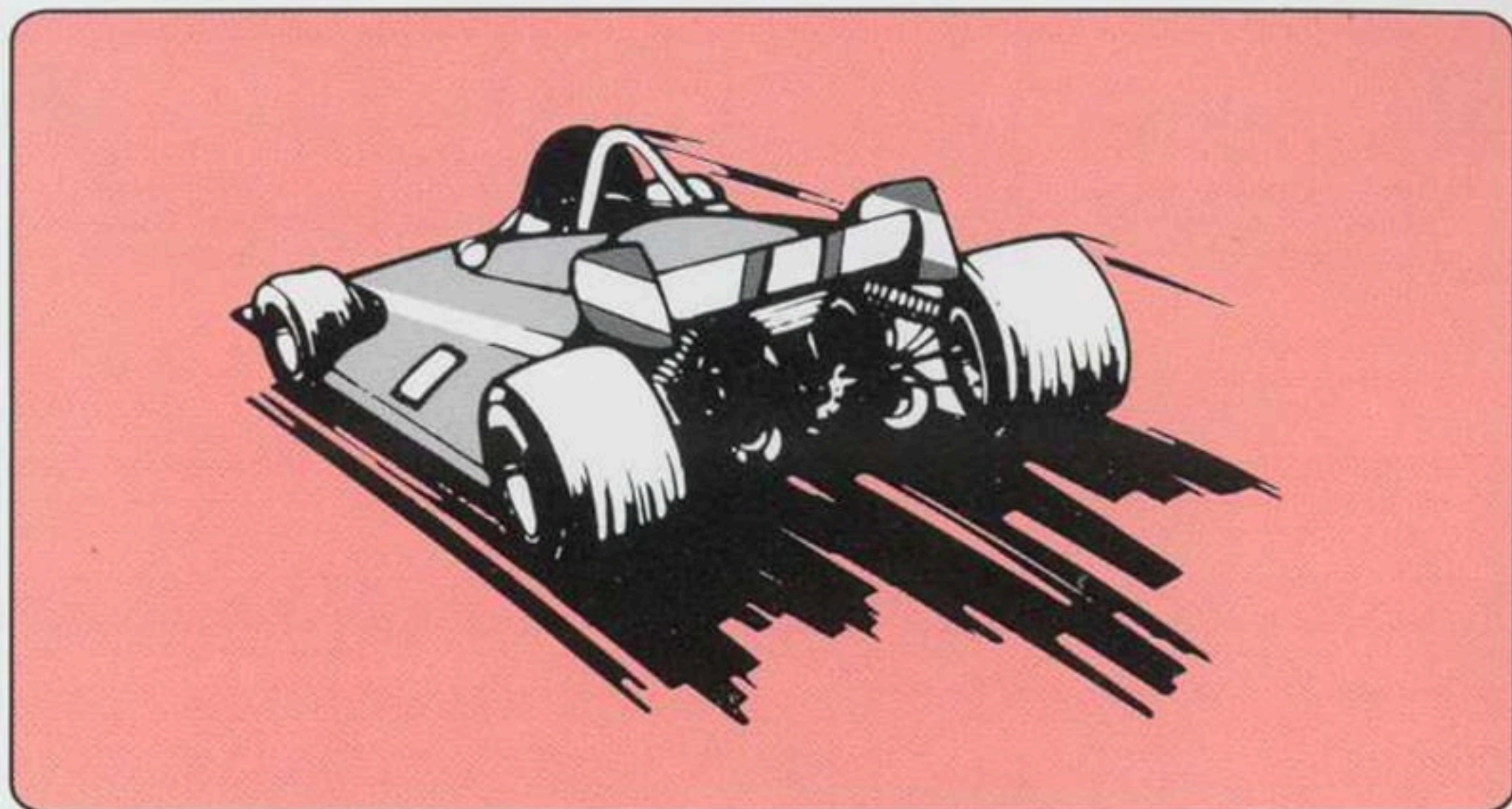


- For color TV only
- For one player
- Select from two game options

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## GAME DESCRIPTION

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Rev your engines and get ready to test your driving skills in TURBO! As in the popular Sega® arcade game, you speed your racer over city, country and mountain roads. Twist and turn to swerve past other cars. Watch your speed on dangerous road curves and icy roadways. TURBO gives you the thrill of a genuine road race!

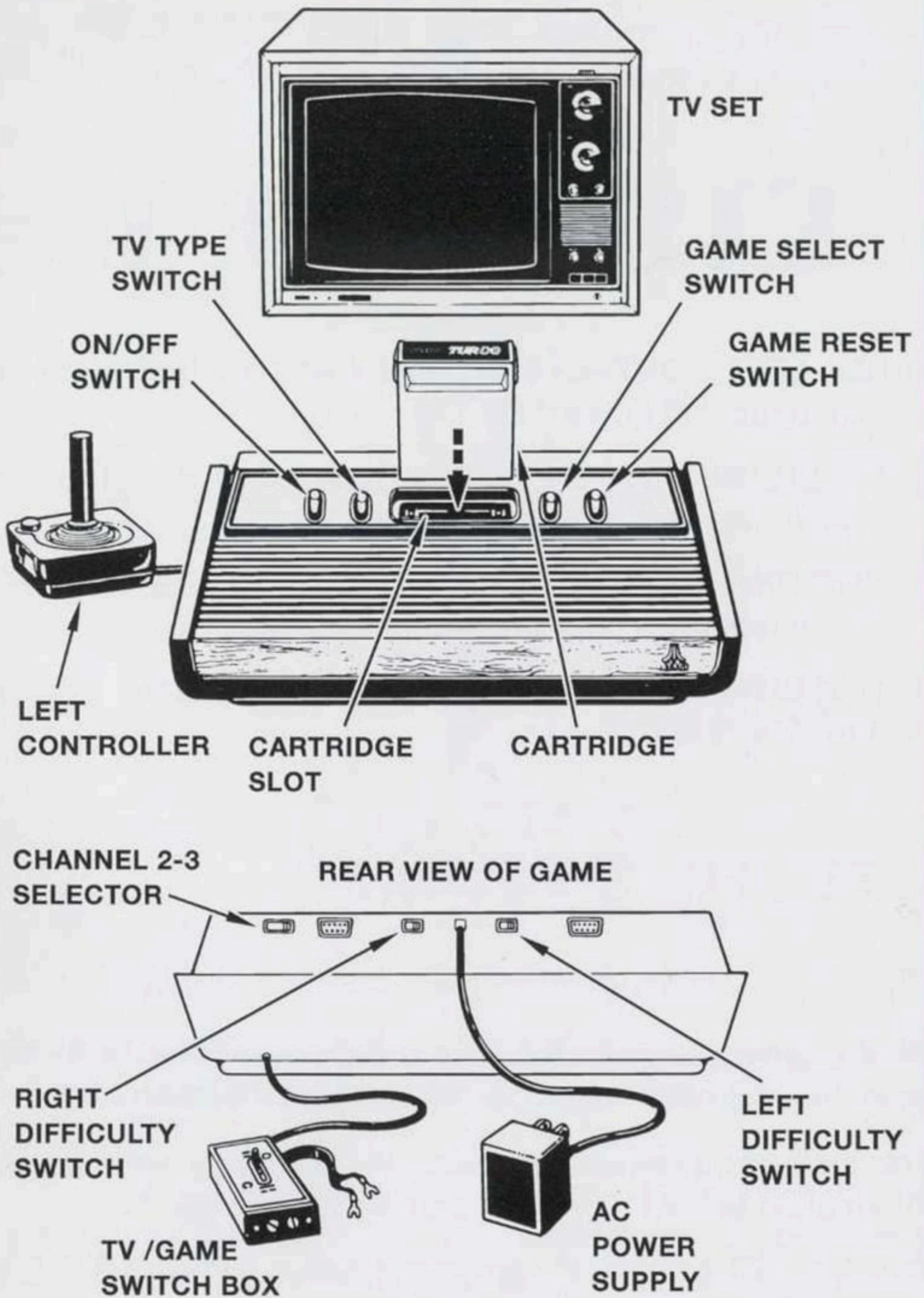
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## GETTING READY TO PLAY

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- Make sure the Video Computer System™ is connected to the TV, and the power supply is plugged in.
- Be sure that you have plugged a controller into the left jack at the rear of the Video Computer System™.
- Insert cartridge as shown, then turn **On/Off** switch to **On**.  
**(ALWAYS TURN THE ON/OFF SWITCH TO OFF WHEN INSERTING OR REMOVING A CARTRIDGE.)**

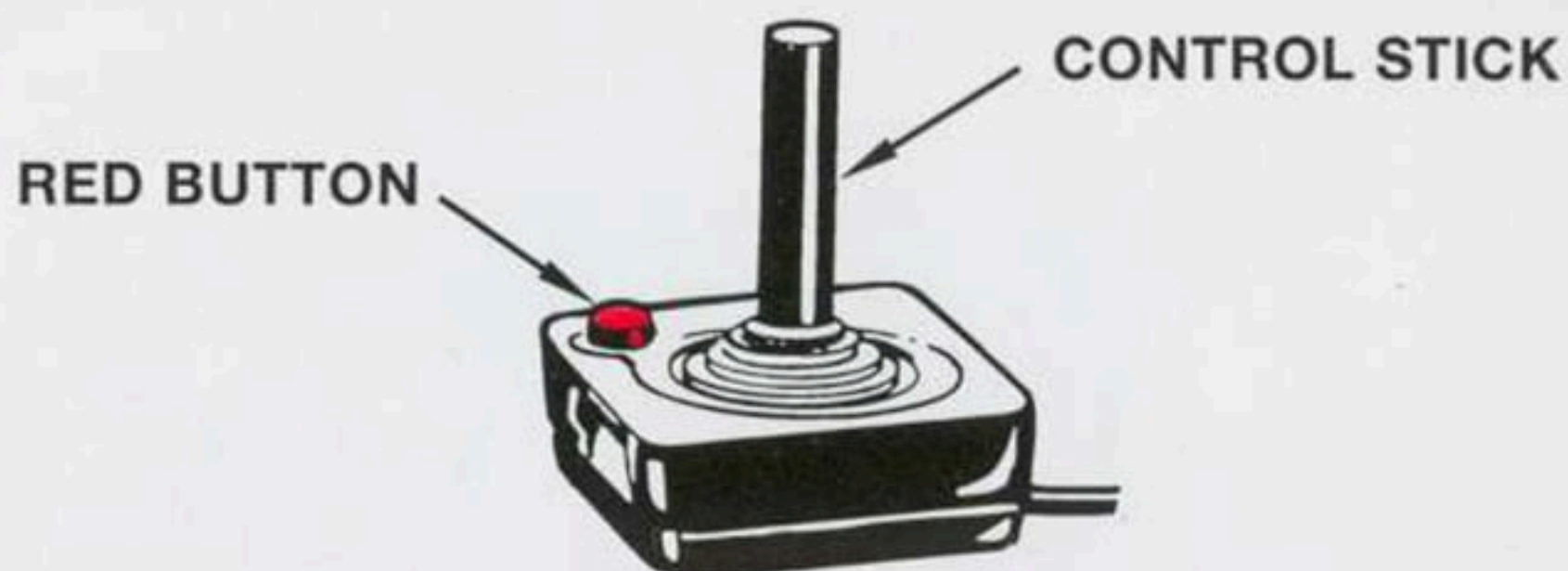
# ATARI® 2600 Video Computer System™



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# USING YOUR CONTROLS

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1. **USE LEFT CONTROLLER:** Hold it with the Red Button to your upper left (toward the TV).
2. **STEERING:** Push the Control Stick left or right to move your Turbo racer from side to side.
3. **SHIFTING GEARS:** Your Turbo racer has an automatic transmission, so no shifting is necessary!
4. **RED BUTTON:** Press the Red Button to accelerate. Release it to slow down.

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## HERE'S HOW TO PLAY

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### Choose your challenge.

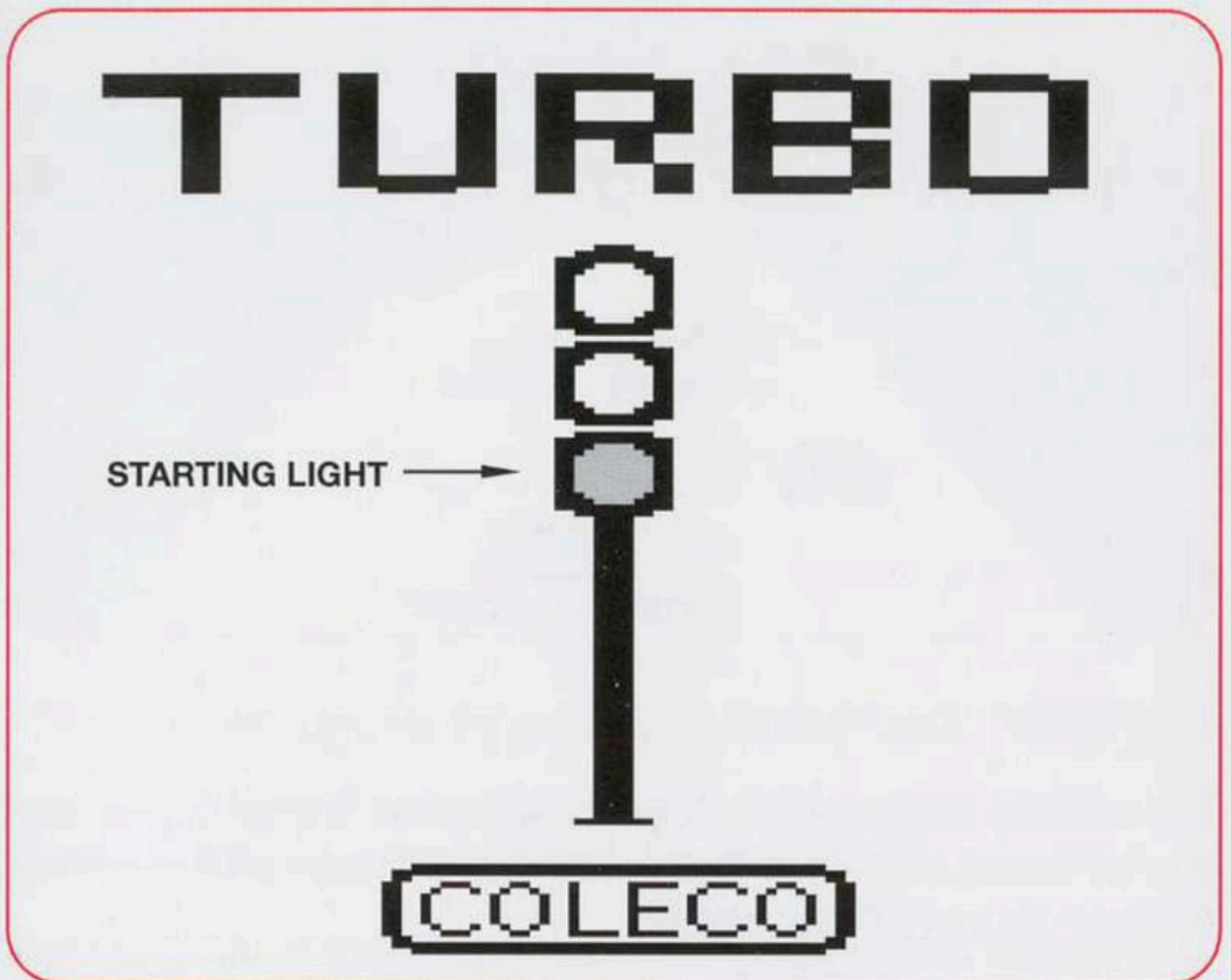
At the game select screen, use the Control Stick to choose from the original prototype, or the enhanced version.

This instruction manual describes the enhanced version. For information about the original prototype, see page 10.

Press **RESET** or the Red Button to begin a game, or **SELECT** to return to the game select screen.

## On your mark!

The countdown begins – your engine starts – and you're off! Put the pedal to the metal and accelerate. The longer you race, the faster you'll need to go. But watch your speed to avoid crashes and keep racing!

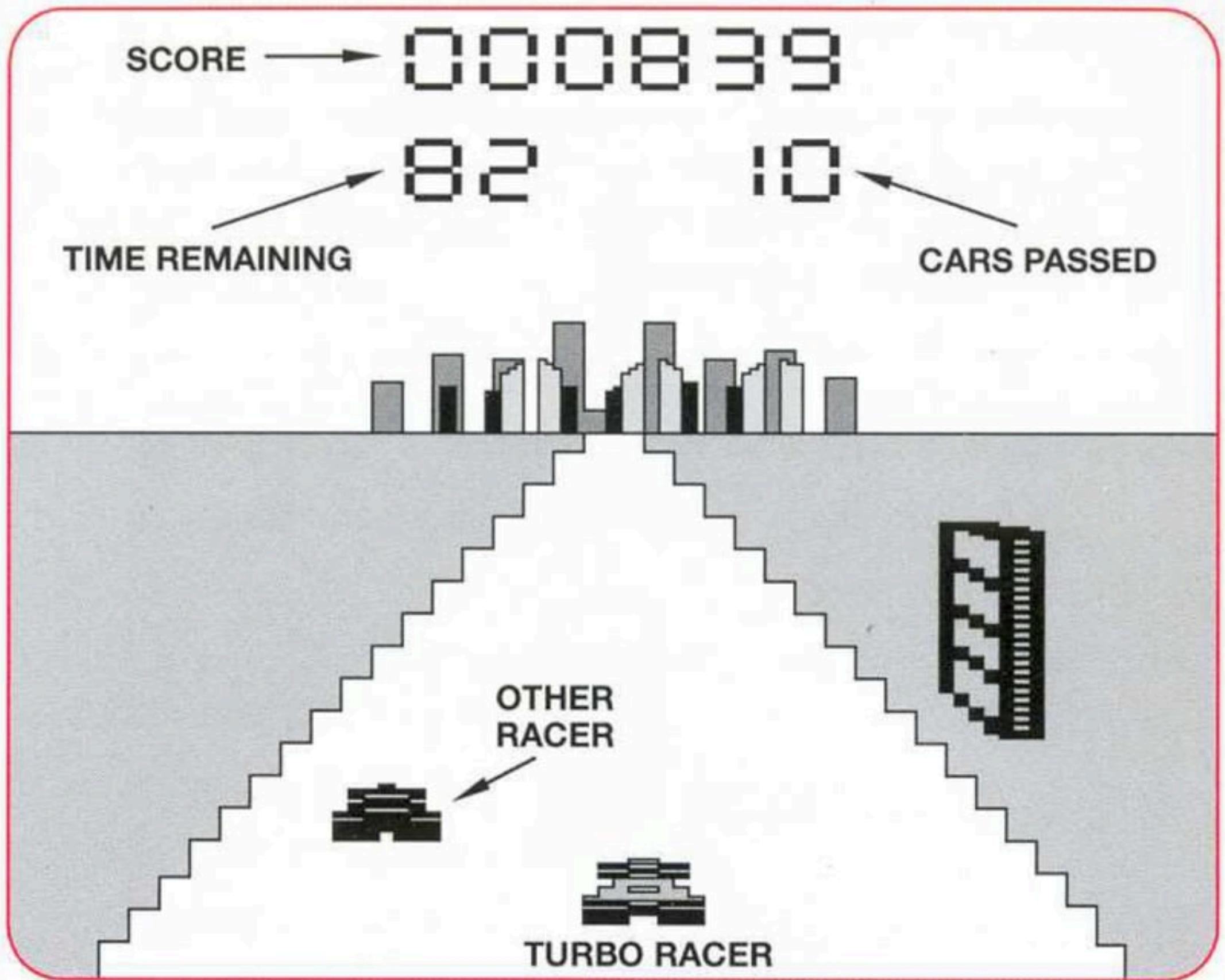


## Life in the fast lane.

Slick maneuvering will get you out of the city in record time. But watch out for cars that come from behind!

## Passing fancy.

Each car you pass gets you closer to extra time on the course. But each car that passes **you** takes away from your cars passed total.



## **Danger! Danger!**

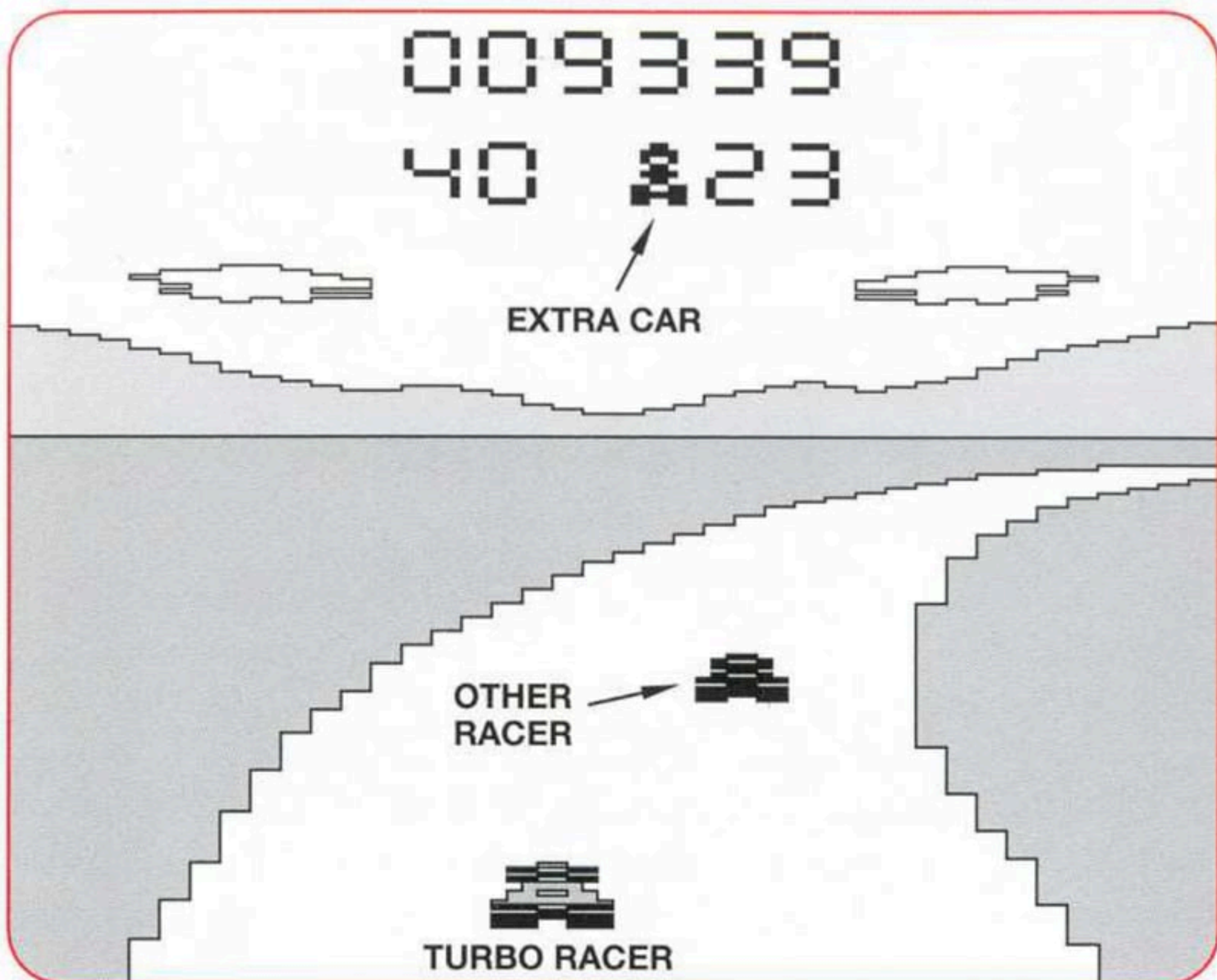
Screeching tires against the roadside barriers warn you that you're losing precious time. Use caution and skill, or you'll slide on slippery snow and ice.

## **TURBO crashes!**

If you collide with another racer, your opponents race past. Accelerate again quickly to catch back up.

In the first round, you can crash as many times as you like, and your racer will always restart after a collision – unless you run out of time! So watch your time remaining.

After the first round, you can only crash twice, then the game is over. But if you survive, you can earn one extra car per round, up to a maximum of four.



## The challenging final seconds.

Each round lasts 99 seconds. You must pass at least 30 cars before your time runs out, or the game ends.

If you pass 30 or more cars, you begin another round and your time resets to 99.

Your score will flash as a warning when there are only 10 seconds left.

Each round is faster than the last. How far can you get?

## Bonus points.

To earn bonus points, you **must** pass 30 cars. You get 50 points for each car you passed, up to 41 cars. If time runs out before you pass 30 cars, you get no bonus points.



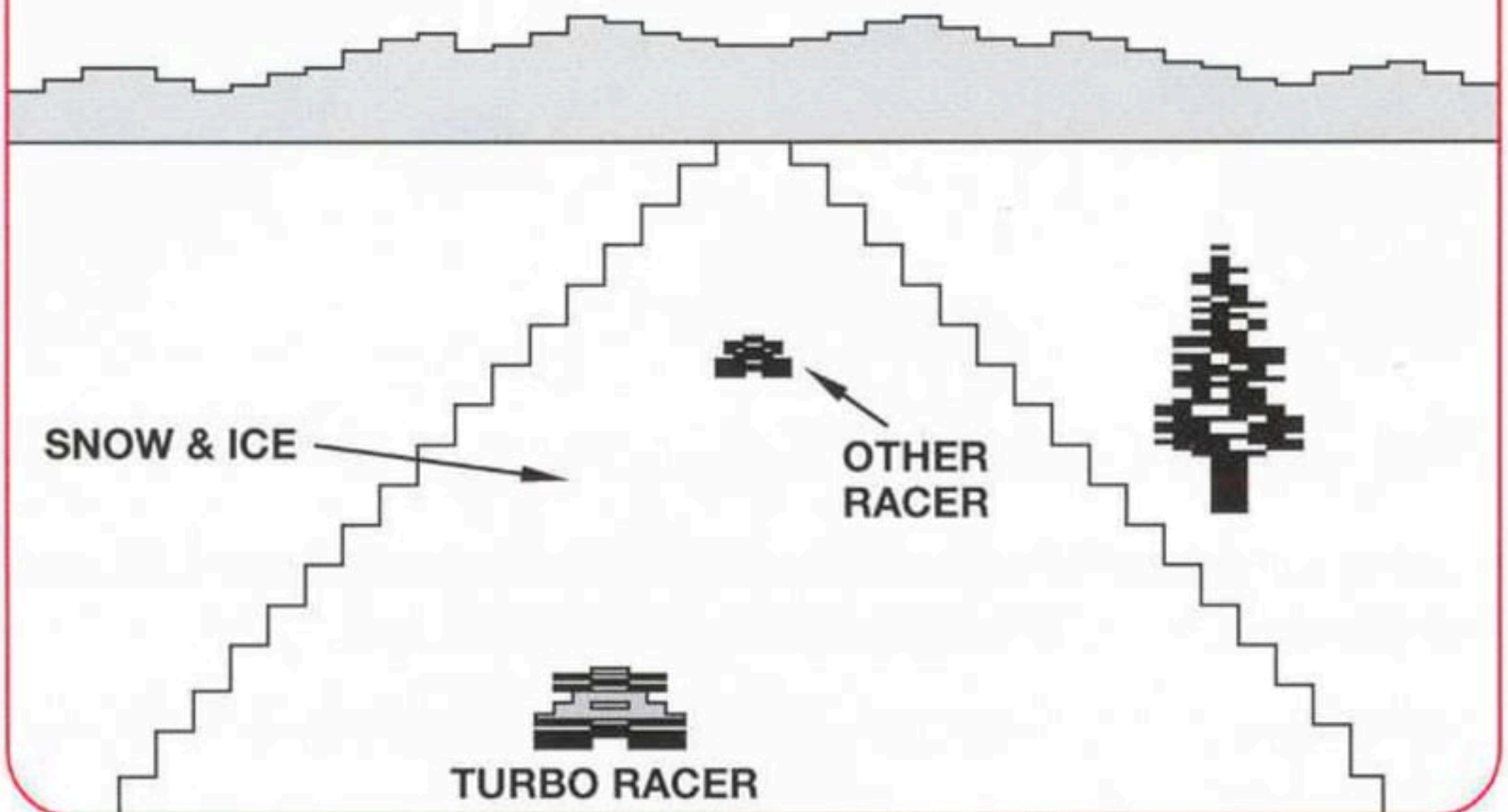
Here are some driving tips:

1. Slow your speed on snow and ice.
2. Listen to your engine.



0 10 132

17 30



## Starting over.

Press **RESET** at any time to start a race over, or **SELECT** to return to the game select menu.

After a race ends, press **RESET** or the Red Button to start again.

## SCORING

Each distance marker passed . . . . . 1 point

### Bonus Scoring

Points tally **only** if you pass 30 or more cars.

Each car passed . . . . . 50 points

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## THE FUN OF DISCOVERY

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The instruction booklet provides the basic information you need to start playing TURBO, but it is only the beginning! You will find that this cartridge is full of special features to make TURBO exciting every time you play. Experiment with different techniques – and enjoy the game!

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## CREDITS

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Original Staff: Michael Green (Lead Programmer), Anthony Henderson (Graphics/Sound), & Gary Littleton (Programmer)

Enhanced Version: Thomas Jentsch (Programmer), Dennis Debro (Programmer), Nathan Strum (Graphics)

Selection Menu: Fred Quimby

Box, Manual and Label Artwork: Nathan Strum

Box Production: Marc Oberhäuser

Produced in 2010 by AtariAge.com

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## ABOUT THIS RELEASE

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Turbo is based on the popular 1981 Sega arcade game of the same name, but was never commercially released by Coleco for the 2600. Turbo was demonstrated at the 1983 Consumer Electronics Show (and was even featured in Coleco's Atari 2600 catalogs) but was never to be seen again, even though it was roughly 80% complete at the time. Only when former Atari 2600 programmer Anthony Henderson discovered a copy of Turbo in his attic many years later did Turbo finally see the light of day.

Due to the talented efforts of several AtariAge members, an "Enhanced" version of Turbo as well as the original prototype are included on this cartridge, with a new, on-screen menu to choose between the two. The "Enhanced" version of Turbo includes the following changes, but this list is not exhaustive:

- Speed, inertia, and controller changes for better playability
- Various improvements to graphics (cars, score, roadside objects, etc.)
- Improvements and additions to audio
- Roadside detection added
- Skidding on ice added
- Changed scoring to match arcade version
- Added arcade Extended Play system
- Score flashes when timer reaches 10 seconds
- Red button can now be used to start and restart game
- Many bugs in the original prototype squashed



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