

HOW TO PLAY



QUARKY & QUAYSOO'S

TURBO

SCIENCE™



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Some kids have played lots and lots of computer games. Other kids haven't. If you've played scads of games, then this report is for you. It will get you cranking on *Turbo Science* almost faster than you can spell it. If you haven't played many games, maybe it would be a good idea to skip my report and go listen to Sally Snodgrass on the next page.

Quick Start

A Report by Quentin Dweebul

- 1. Place the program disk in your floppy drive, change to that drive, and type **INSTALL (Enter)** to run the Smart Start installation program.**
- 2. Select option #3, Install Turbo Science to the Hard Drive, and follow the on-screen instructions.**
- 3. Select option #5, Play Turbo Science.**
- 4. **CLICK** on "START RACE" at the race starting line. Sign in when the program asks you to.**
- 5. **CLICK** near Quarky (the little green dude) where the cursor says "EARN \$".**
- 6. Click on  to see the first or next question.**
- 7. Click on your answer where cursor says "CLICK TO ANSWER". If it's a multiple choice question, just click on the answer.**
- 8. To answer some questions, you must use the tools in the tool box at the far left of the menu bar.**
- 9. To see hints on correct answers, click on the book near the left of the menu bar. It will direct you to a page number in the Research Guide that comes with the game. Using the Guide will make it easier to win races.**
- 10. When you've earned enough money to travel, click on the **MAP** at the far right of the menu bar.**
- 11. Click on "Go Now" at checkpoint Number 1.**
- 12. Keep following this routine until you reach the checkered flag and win the race!**
- 13. Win enough races and you become World Champion!!**

INSTALLING TURBO SCIENCE

Once there was this super smarty pants from Central City named Sally Snodgrass. She knew most things about most things. And she knew almost everything about computers. One day, her dad brought home a game called *Quarky and Quaysoo's Turbo Science*. Sally's dad didn't know how to make the game work on the computer. Sally did though! Check it out!!

To Copy Turbo Science To A Hard Drive:

- 1) Insert your *Turbo Science* Disk #1 into drive 'A' or 'B'.
- 2) Type A: or B: (Then, hit the ENTER key.)
- 3) Type INSTALL (Hit the ENTER key again.)
- 4) Select *Copy Turbo Science to Hard Drive* from the Smart Start menu.
- 5) Follow the on-screen instructions.



CONFIGURING TURBO SCIENCE

Several days after Sally had installed her *Turbo Science* game, her dad brought home a new 'sound card'. He really wanted to hear all the cool music and sound effects of the game! Sally did, too! And to get the sound card 'up' and 'wailing', here's what Sally did:

- 1) She went to the **TURBOSCI** directory on her hard drive.
- 2) She typed **INSTALL** (Then, hit the ENTER key.)
- 3) She selected **Change Sounds/Music** from the Smart Start Menu.
- 4) She followed the on-screen instructions.



RUNNING TURBO SCIENCE

And now in the center ring!! More Simple Machine Madness from The Silly Circus!! See that dare devil, Hairy The Clown!! See him play *Turbo Science*!! See his tricky method!!:

- 1) Enter the **TURBOSCI** directory on your hard drive.
- 2) **TURBOSCI** (Then, hit the ENTER key.)

GAME CONTROLS



CONTROL PANEL:

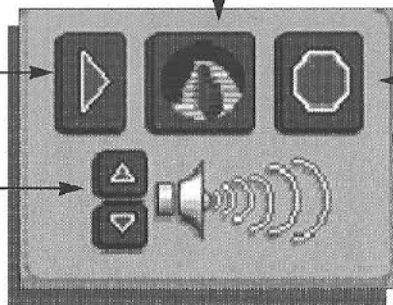
CLICKING on the Slider will bring up the control panel.

SEE CREDITS: To find out about the silly fleshpods who helped Quarky and Quaysoo make *Turbo Science* everything it is today.

RETURN TO PLAYING THE GAME:

QUIT THE GAME:

CHANGE THE VOLUME:
Of music and sound effects.



TURBO Basics

Have you ever wondered how ships big as cities can float? Or why a hammer can bash a hole in a wall, but can't even dent a cement pillar? What's oil good for? What's oil not so good for? *Turbo Science* takes thousands of questions like these and uses them in a race.

"A race?!!" scream the people of Goopville. "Races are cool!!"

"Totally," growls local giant George Gorge. "And in this race you get to rock out at heavy metal concerts, pump iron at Muscle Beach, run whitewater rapids with famous dead pirates, and more, More, MORE!!!"

"Whoa!!!" shout the Goopvillians. "How's it work?! How's it work?!!"



At the start of a *Turbo Science* race", begins computer whiz and Goopville giant, George Gorge, "you join up with Quarky or Quaysoo and form the team called, Los Turbos!! Your team then competes against three others— Das Liquidators; Cool City Maulers; and the current World Champion, Valiant Cubed!!"

"What's the object of the game?" yell the people of Goopville.

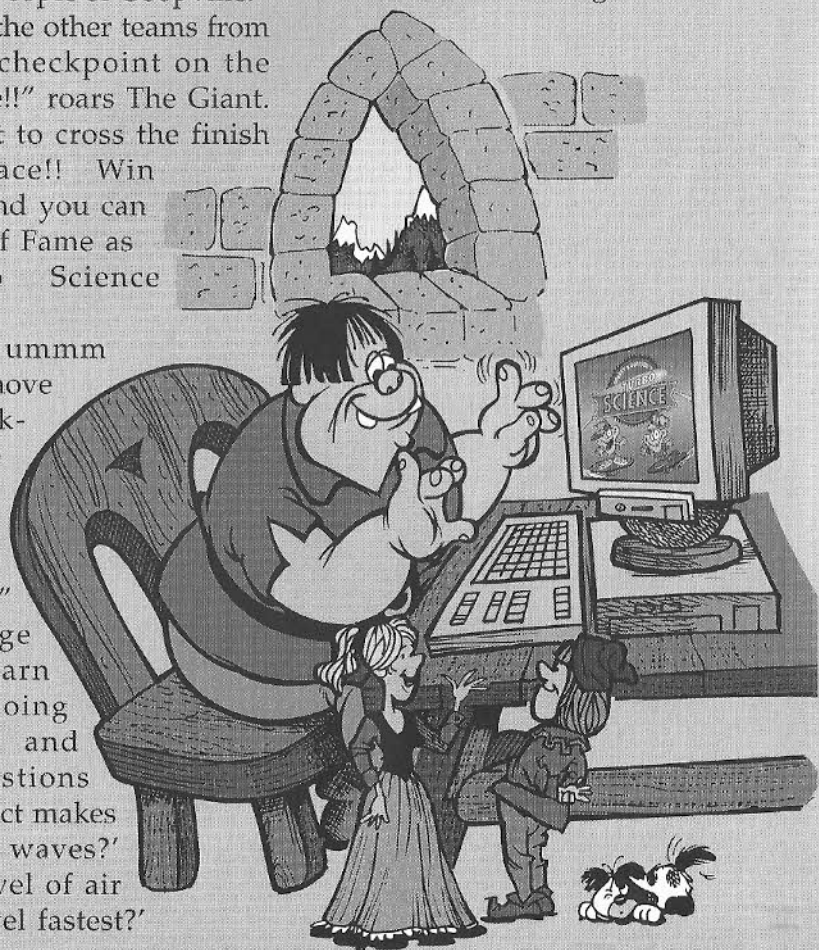
"To beat the other teams from checkpoint to checkpoint on the Turbo landscape!!" roars The Giant. "And to be first to cross the finish line of each race!! Win enough races, and you can enter the Hall of Fame as World Turbo Science Champion!!"

"And ... ummm ... How do we move between checkpoints?!" the Goopvillians whisper politely.

"Simple!!" thunders George Gorge. "You earn money by doing experiments and answering questions like, 'Which object makes electromagnetic waves?' or 'In which level of air does sound travel fastest?'"

The questions cover dozens of different areas of physical science and chemistry. And for each right answer, you bank money that can be used to buy jetpacks, anti-gravity boots, and other excellent kinds of transportation ... which Quarky or Quaysoo use to flash to the finish line."

"You'll climb through three amateur and three professional levels of *Turbo Science* rankings!!"



GUESSING CAN SLOW YOU DOWN: It will be very difficult for you to beat any of the other *Turbo Science* teams by guessing. How difficult? Wrong guesses take away money ... and without money it will be very hard



If you're not sure of an answer take, 'time out for research' by clicking on the book on the bottom menu bar of each checkpoint. This selection lets you look up concepts and ideas in the *Turbo Science Research Guide*—a funny and cartoon crammed publication. Such a selection will let you talk with your parents or teachers or brothers or sisters. Show them the question. Ask them what they think.

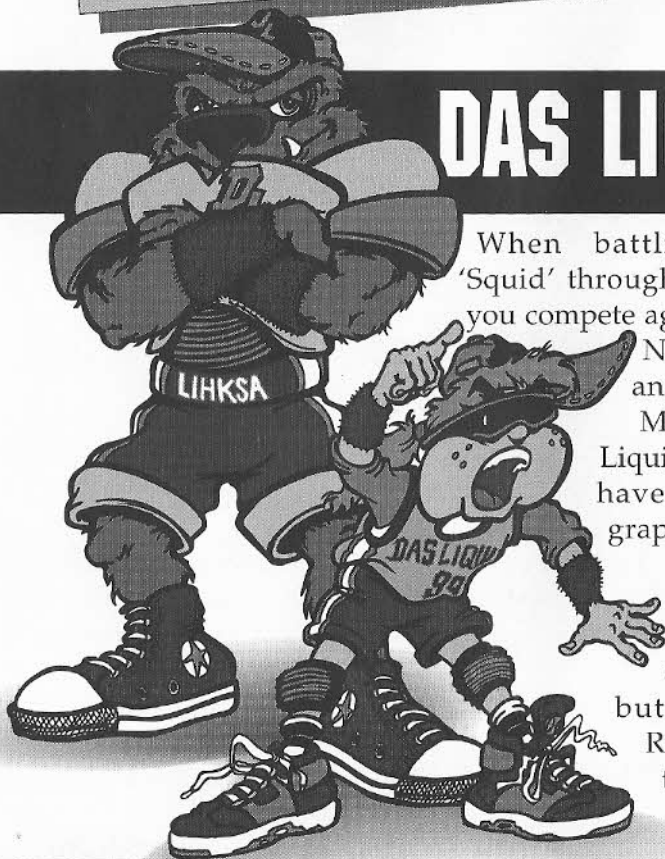
By using the guide, you can: Avoid guessing. Stop competitors and game time. Shoot scads of money into the bank. Give yourself a chance to win the race. And, best of all, increase the likelihood of learning things about science you may not have known!

OPPONENTS

Ow! Ow! Ooo! Ouch! Lookout!! It's Count Hot Hands—that scary and 'scorchin' member of Transylvanian royalty, who also happens to be one of the brainiest Turbo Science coaches on the planet. "I'm here," snorts the Count, "to tell you a little more about the teams you'll be racing against."

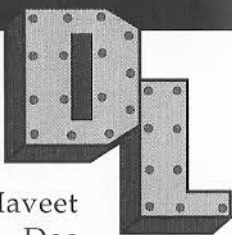


DAS LIQUIDATORS



When battling from 'Squid' through 'Wonker' you compete against Iyam Nehverrong and Lihksa Haveet Myway of Das

Liquidators. These two can, and have, crushed opponents like grapes. But then ... a grape is about the combined size of their brains. Take Coach Hot Hand's advice. Avoid arm-wrestling these two, but pound them with the Research Guide! They hate to read!!"



COOL CITY MAULERS

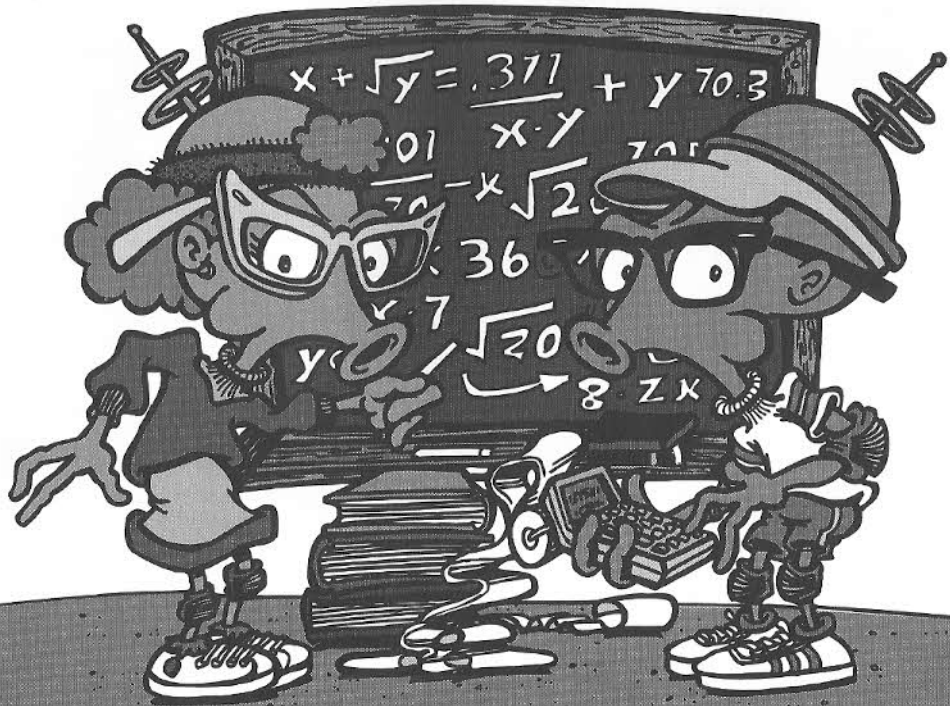


"For you to move from 'Beastee' through 'Wart Hog' level," observes Turbo Science Coach, Count Hot Hands, "the task is fairly difficult."

"IT'S IMPOSSIBLE!!!" interrupts Weejee Orff with a traditional Cool City Mauler game scream. "Look. It's a simple matter of biology—which, of course, is a form of science invented on the Planet Ology by Bernicus Biobrain. The fact is that the

Momentum Giganta in the Superior Dipnookies of space elf brains, just don't match up to Cools City standards. It's not Quarky and Quaysoo's fault, really. They just have no chance against us. NO CHANCE!!!"

"Apologies for the alien's manners," sneers Hot Hands. "Weejee and her twin brother, Bojo, have a real complex. You play their Cool City Mauler team at the 'Wart Hog' and 'Mindworm' levels. They're both actually pretty bright. But, they argue a lot, and if you do your research you should bag them like Christmas turkeys!!!"

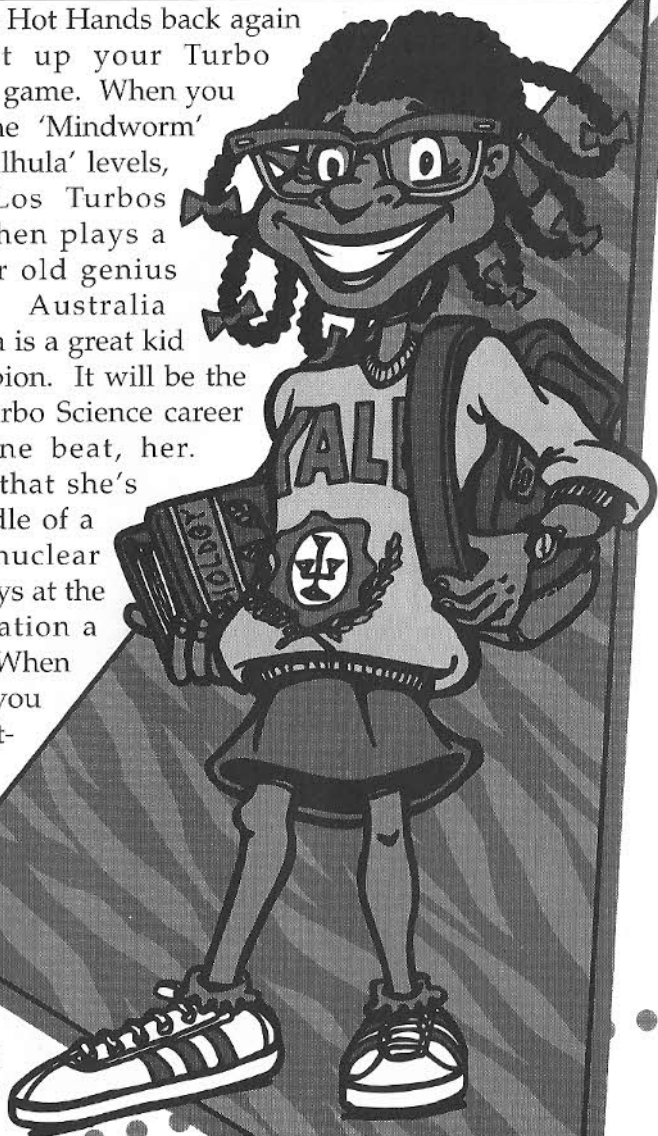


VALIANT CUBED



"Count Hot Hands back again to heat up your Turbo Science game. When you reach the 'Mindworm' and 'Valhula' levels, your Los Turbos team then plays a 12-year old genius from Australia

named, Odessa King. Odessa is a great kid and defending World Champion. It will be the biggest challenge of your Turbo Science career to compete with, let alone beat, her. Odessa's one weakness is that she's always stopping in the middle of a race to help Harvard bio-nuclear physicists ... or ... lend the guys at the National Space Administration a hand with their computers. When she gets distracted like this, you can take advantage with a little research. If you follow Coach Hot Hand's advice and defeat Odessa's Valiant Cubed team at the 'Valhula' level, you will win considerable gazillions of dollars in cash and numerous giant trophies and ... oh yes, the World Turbo Science Championship!!"

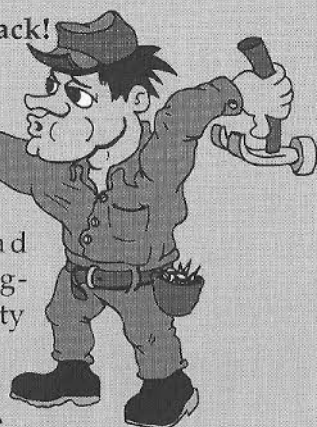


PLAYING TURBO SCIENCE

Whack! Whack!

Hank
Repairhead
here swing-
ing my trusty
hammer.

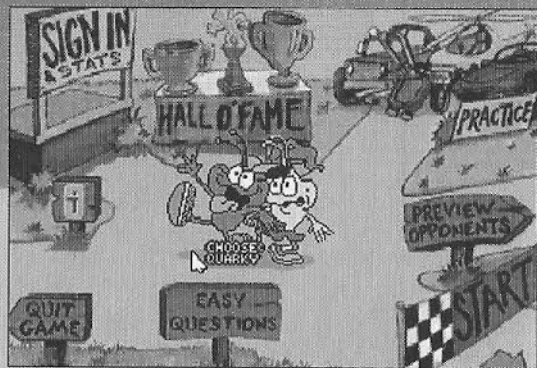
Quarky and



Quaysoo say you're ready to start the game. **Whack! Whack!** I know a lot about building a solid start. **Whack!!** So, please let me give you a hand.

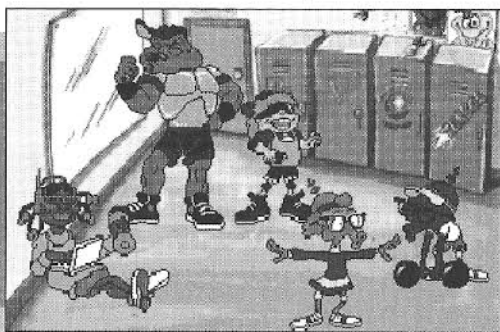
After starting Turbo Science, you will be at the game select screen. **Whack! Whack whack!!** Move the mouse's 'smart pointer' around and **CLICK** to learn more about the game or make decisions on how to play. **Whack! OWW!! %\$&^%\$#!!!**

PICK QUARKY OR QUAYSOO: You'll notice as you move the 'smart pointer' around that Quarky or Quaysoo want you to 'PICK ME'. **Whack!** **Whack!** You must choose one of the space elves to be on your Los Turbos team. They're both actually pretty smart and pretty strong. Either choice is a good one.

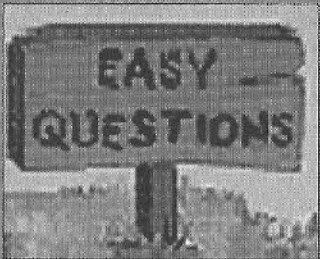


SIGN IN: Go here to sign up a new player or to restart a player at the level where they left off, or to look at your game statistics.

OPPONENT PREVIEW: Visit the locker room of your Turbo Science competitors by **CLICKING** on 'Preview Opponents'. Learn more about them, and have a giggle or two. To leave, you'll need to **CLICK** on the 'Exit' sign.



HALL OF FAME: Take off your hat when you enter here. Bow respectfully to the current and former World Turbo Science Champions. Some day maybe your name will hang on the wall.



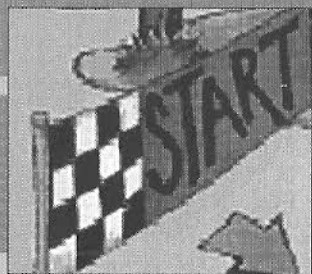
GAME SETTINGS: Whack! Whack! Hank Repairhead's back!! Now it's time for you to decide whether to play *Turbo Science* by answering 'Hard Questions' or 'Easy Questions'. Whack!! Just spin the sign at the starting line to choose one or the other. 'Easy Questions' are probably best for kids 9-or-10. Whack! 'Hard Questions'

should be most fun for kids 11-to-14. Whack! Whack!! Of course, these are just 'rough guidelines', and if one level seems too hard or too easy, try the other one. Whack, whack, whack!!!



QUIT GAME: If you want to stop for a while or quit the game, just **CLICK** on the 'Quit Game' sign. Whack!

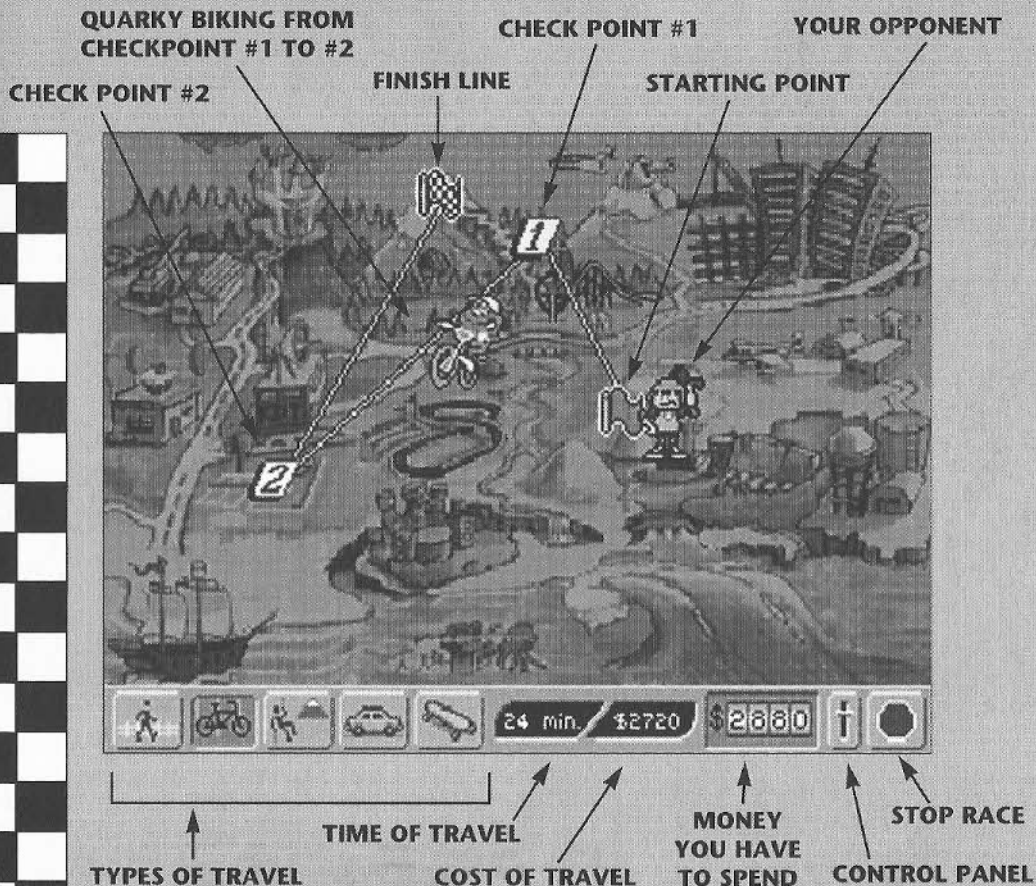
START: After selecting a difficulty level and poking around a bit, select **START** to begin the race. Good luck! Whack! And good racing from Hank Repairhead!! Whack! Whack!!



THE RACE IS ON!

GAME MAP: Sports flash from your main dude of attitude, Paco de Suave' and TurboNet—the only tv network so cheap its biggest star has to drive a used car. Well ... It's a Porsche. But, it's over a year old! Anyhow ...

Welcome to the *Turbo Science* game map! As you look around you'll see the designated course for the race. Quarky or Quaysoo, and a member of an opposing team, will be gathered at the starting location. Numbered checkpoints show them, and you, which route must be followed to get to the checkered flag and win the race. 'GOING HERE' always shows you where to go next.

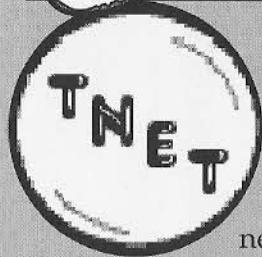
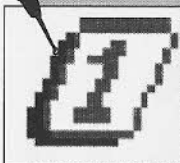




'SCUSE ME A SECOND ... Yo, GOFER! BRING ME MY SHADES!! ... SORRY. THE SUN'S MAKING ME SQUINT. I HATE THAT. OKAY ...

THE MAP: has twenty different checkpoints. Sooner or later you'll race to each one. Each location emphasizes a different kind of physical science.

CHECKPOINT ORDER: Everyone in the race must follow the numerical order of checkpoints to get to the checkered flag! From the starting location, all competitors must go to checkpoint 1. And from checkpoint 1 everyone must race to checkpoint 2, and so on, to the checkered flag.



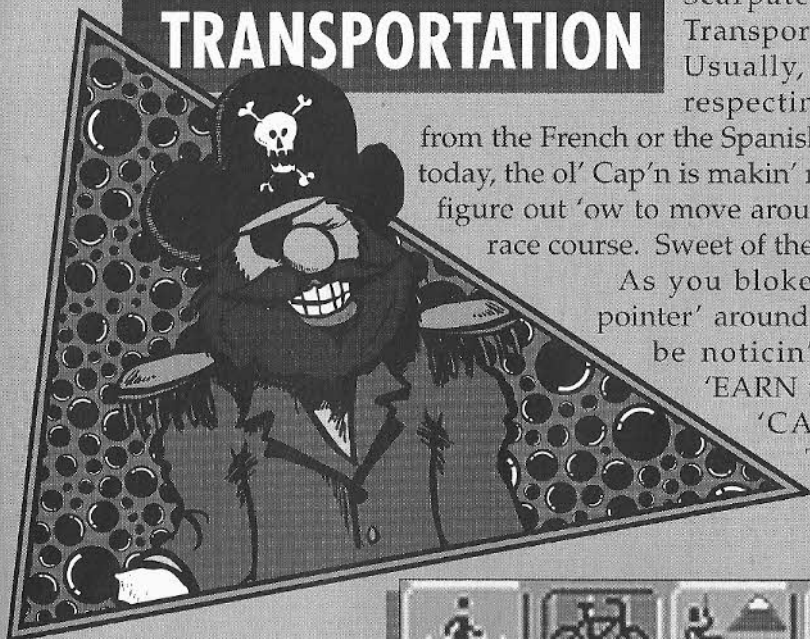
TELEVISION COVERAGE: Just in case you haven't gotten the clue yet, I, Paco de Suave', cover every race with a crew from Turbosci Network or TNET. 'Scuse me again ... Audio!! Who blew their nose on this mike?! Not funny!! Get me a new one!! ... Sorry. Where was I? Oh yeah ... I give constant updates through every race, I interview winners and losers when races are over, and I hand out awards

when you jump levels. I'm having a bit of a contract squabble with the network, so ... it might seem like I'm kind of losing it sometimes. I'm not though. I'm just roasting the TurboNet executives with the flame of my popularity...



Wow. Sure wish I could be a big tough loser like you guys. Oh well. Guess I'm stuck with a functioning brain instead. This is Paco de Suave' saying chew for now gang!

DECIDING ON TRANSPORTATION

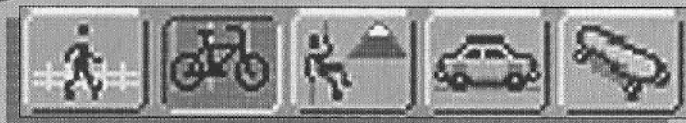


Hi ho, Mates! Cap'n Scarpatch's the name. Transportation's my game. Usually, like any self-respectin' pirate, I steal it

from the French or the Spanish or the British. But today, the ol' Cap'n is makin' nice so's to help you figure out 'ow to move around the *Turbo Science* race course. Sweet of the ol' Cap'n, ain't it?

As you blokes slide the 'smart pointer' around on the map, you'll be noticin' it changes from 'EARN \$' to 'GO NOW' to 'CAN'T GO HERE'.

These 'ere little hints mean just what they say.

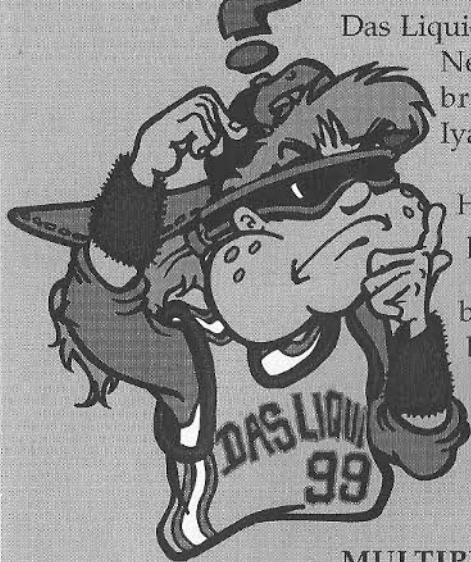


CAN'T GO HERE: Simple. You land lubbers 'can't go' where the pointer is pointing.

GO NOW: Before you 'GO NOW', you blokes hasta' decide 'ow to 'GO' by picking a kind of transportation to race with. Look at the menu bar at the bottom of the map. Every race will have 5 possible ways to travel. CLICK the pointer on each one. See that some ways o' gettin' around will 'urry you fast like to the next checkpoint. Others don't go so fast. The problem fer you blokes is that fast ways o' 'GOING' also cost LOTS o' dubloons. And the more money you need, the more questions you'll hafta' answer real correct like.

EARN \$: Once you land lubbers pick a way o' gettin' 'round, you'd best move it!! The race has started and you need to 'EARN \$' to pay for travel-ing. Move the smart pointer to 'EARN MONEY', where Quarky or Quaysoo are waiting, then CLICK and get ready to answer questions!! ... Now!! 'ho said Cap'n Scarpatch ain't as sweet a gent as any in the King's court?!!

ANSWERING QUESTIONS



Das Liquidators are in your face. And, as usual, Iyam Nehverrong, the Viejo Volcano, is yelling her brains out. "Welcome to the race!!" shouts Iyam. "Don't be nervous!! Right, Lihksa?!"

"Yah!!" grumbles her teammate, Lihksa Haveet Myway. "Izz zilly to get antsee pantsee!!"

"Totally!!" screams Iyam. "Okay!! To bring up your first question, look at the menu bar at the bottom of the screen.

CLICK on the



button

MULTIPLE CHOICE QUESTIONS: "Sometimes questions are multiple choice! To answer these questions, simply move the pointer to the answer you think is correct and CLICK when that answer is highlighted in a purple sort of color!! Right, Lihksa?!"

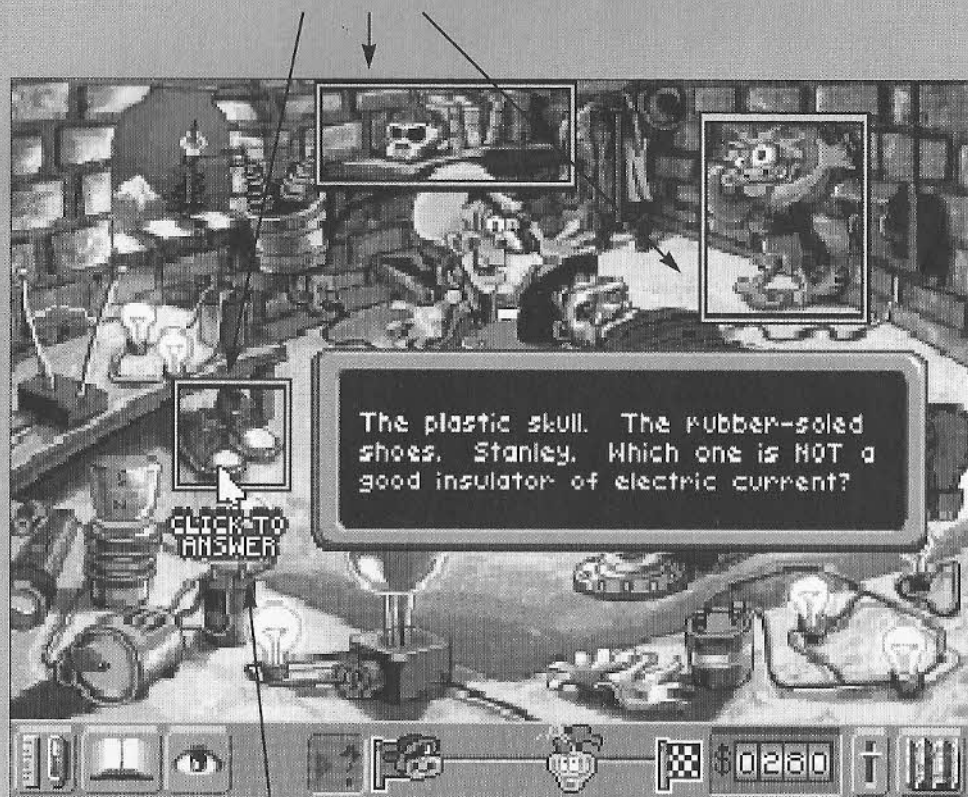
"Yah," mutters the big guy. "Offur und out foor Das Liquidators!!"

CLICK WHEN
THE ANSWER
YOU CHOOSE
TURNS PURPLE



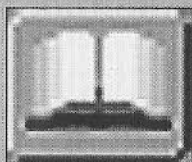
HIGHLIGHTED ANSWER BOXES: "When a question comes up, most of the time it will ask you to choose a right answer from among highlighted people, animals, objects or areas on the screen!! To answer questions like this, move the cursor over the highlighted answer you wish to choose and click where cursor says "CLICK TO ANSWER". If you're right, Quarky or Quaysoo get nuts and flip around all over the screen to let you know. Also, HUGE amounts of DOLLARS will plunk into the bank and add up in the '\$' slot in the menu bar. If your answer is wrong, you'll LOSE MONEY from the bank!!"

HIGHLIGHTED OBJECTS TO CHOOSE FROM



CLICK TO ANSWER CURSOR

FINDING ANSWERS




TIME OUT FOR RESEARCH:

If you're not sure how to answer a question, remem-

ber the earlier advice of George Gorge!! CLICK on the 'RESEARCH BOOK' near the left end of the menu bar.

By clicking, many good things happen. Game time stops. Opposing teams stop! And up pops a box which tells you where to look in *Quarky and Quaysoo's Turbo Science Research Guide* for helpful information. By using research, you lose nothing! You find out right answers! You can make BIG MONEY! And best of all, you can learn things you didn't know before!!

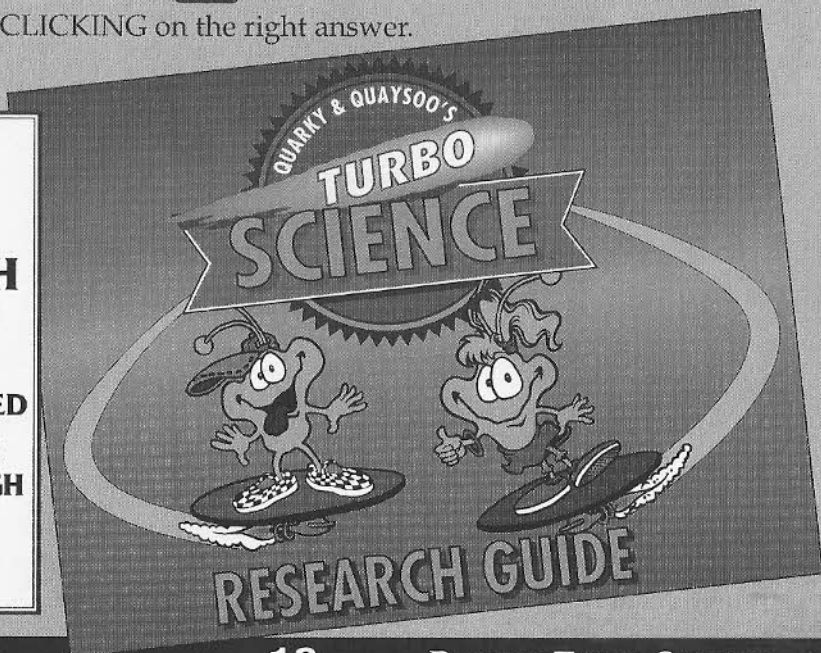
After taking time out for research, CLICK to remove the box with the research hint. CLICK on the  to repeat the question. Or simply answer

the question by CLICKING on the right answer.

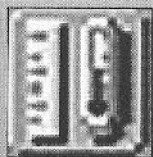


YOUR TURBO SCIENCE RESEARCH GUIDE

HAS EVERY
THING YOU NEED
TO HELP YOU
ANSWER TOUGH
QUESTIONS.



EXPERIMENTS AND THE TOOLBOX

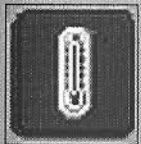


TOOLBOX: "Hank Repairhead!" shout his pals in the workshop. "We've heard you might need to use 'tools' to find out answers to some of the *Turbo Science* questions. What's the deal?!"

Whack! Whack, whack!! "You heard correctly," replies Hank, driving home nails with his trusty hammer. "To answer many of the 'highlighted area or object' questions, you'll have to do some experiments with tools in the *Turbo Science* toolbox at the far left of the menu bar. **CLICK** to open the toolbox. Here's what you'll find inside..." **Whack!**



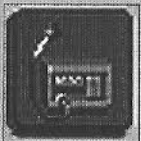
SCALE: The scale measures the 'weight' or 'mass' of people and things.



THERMOMETER: To find the temperature, or 'particle speed', of objects, use the thermometer.



LIGHT METER: Many objects in the game make light. You can find out how 'intense' a light is with the light meter.



SOUND METER: To discover whether people, animals, or machines make 'loud' or 'soft' sounds, find decibel readings with the sound meter.

VOLUME BEAKER: The volume beaker measures the volume of liquids found in many containers around the race course.



VOLTAGE METER: Electricity flows in many places in the game. To find out how much voltage is moving through an object, use this meter.




RULER: Hank Repairhead's favorite! It measures length, height, and width of objects—depending on the question.



USING TOOLS

Whack! Whack!! "Still with you," says Hank Repairhead. "Now, once you've opened the toolbox, here's how to use the tools inside. First, **CLICK** on the one that's right for the question. After **CLICKING**, drag the tool to the object you want to test, then **CLICK** again to take a measurement."

"Cool!" yell Hank's workshop buddies. "Do the tools use the English or metric system?"

"All tools," smiles Hank, "give measurements and values in either English (E) or Metric (M) systems. Use the 'arrow' to move the toolbox if you need to. Once you've found the right answer, **CLICK** on the stop sign to close the toolbox and return to the question. And **CLICK** on the  to repeat the question if you need to."

Mini Race

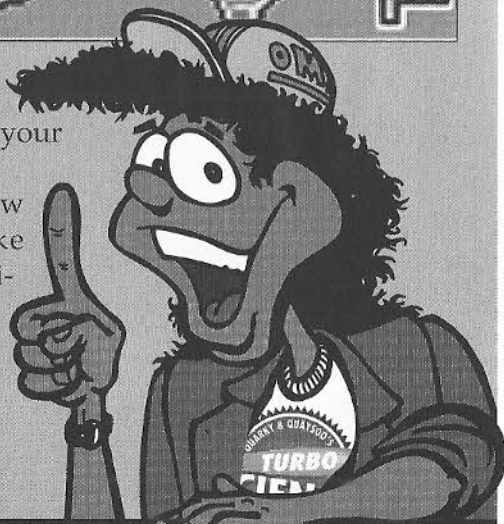
WHO'S AHEAD, WHO'S BEHIND?:

Whoa!! Your main man with the game plan, Paco de Suave', flashing back at you!!

Okay. As you start answering questions, sooner or later you're gonna go like ... 'I wonder which team's answering questions fastest? Who's ahead in the race? Who's behind? My Los Turbos team? The other team?'

When you starting flippin' out like this, all you have to do is watch the 'mini race' at the middle of the menu bar below the game screen. It's totally cool!! When you get a question right, Quarky or Quaysoo shuffle ahead. Answer lots of questions correctly, and those radical space elves grab the checkered flag for your team!!

And of course, the TurboNet crew and I drop by every so often to make announcements to let you, and the television viewers, know how the race is going!!



Strategy Tips

DETECTIVE EYE:

Ow! Oh! Ow ow!!!



Run for it!! Count Hot Hands is back!! I heard you might want to find out more about some objects or critters on the screen. If you do, meet me at the EYEBALL tool near the left of the menu bar. Shhh ... Okay. CLICK on the EYE, then move it to the area you want to find out about. CLICK again, and an information box will give you hints about most objects. Pull the pointer back to the arrow, then CLICK when you're ready to answer the question. Okay. We better get out of here, quick!!



CORRECT ANSWER: Each time you pick a **WRONG** answer, the **PROFESSOR** will appear in place of the **RESEARCH BOOK** near the left of the menu bar. If you want to **SEE** the right answer, just **CLICK** on the Professor. His magic will show you the object, area or multiple choice selection you should've made!!



MOVING TO THE NEXT CHECKPOINT: Use the hints you like. Ignore the ones you don't. Talk to your parents. Ask your friends. Anything's fair in Turbo Science racing!!"

"Okay," begins Hot Hands, while frying a burger in his palm. "When you've earned enough money to pay for a way of moving, you should **CLICK** on the **GAME MAP** at the far right of the menu bar. This will return you to the map screen. Now, move the 'smart pointer' to '**GO NOW**' over the next checkpoint. **CLICK**. Watch either Quarky or Quaysoo rocket along!!

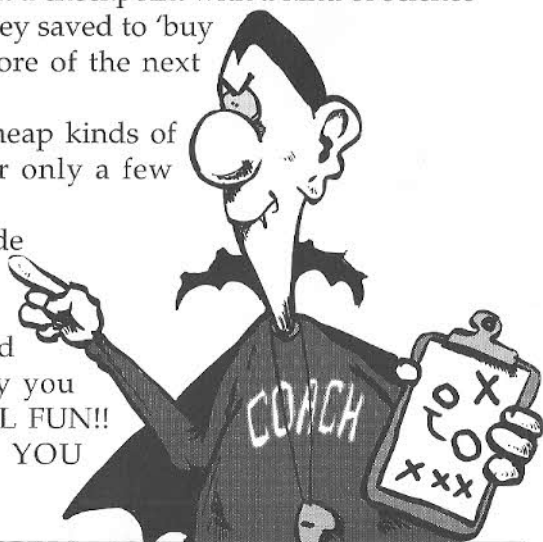
NOT ENOUGH MONEY: If you try to travel to the next checkpoint before you've earned enough money, the 'smart pointer' will tell you so. What should you do now? Two choices: Either go back to the checkpoint you came from, by **CLICKING** again on '**EARN \$**', and put more money in the bank. Or. **CLICK** on a different, slower, and cheaper kind of transportation you can afford. Then, **CLICK** on '**GO NOW**' at the next checkpoint. ... Alright. That's it. Excuse me now while I boil some oil on the backs of my knuckles..."

STRATEGY: Answering science questions. Earning money. Going fast as possible. Racing. These are what Turbo Science is all about. For you to go fast and win races, listen to 'Coach' Hot Hands. "Use a little strategy."

Some of you Turbo Science racers may decide to answer gazillions of questions and earn bazillions of dollars at a checkpoint with a kind of science you like. Then, you'll have enough money saved to 'buy your way' past one or two or even more of the next checkpoints in line.

You could also decide to buy cheap kinds of transportation so you have to answer only a few questions at any given checkpoint.

It's also possible you might decide to play in the 'classic' style ... choose an expensive mode of transportation ... answer enough questions to buy it ... and then travel. No matter which strategy you choose, just remember ... **THEY'RE ALL FUN!! ANY ONE OF THEM CAN HELP YOU LEARN THINGS YOU DON'T KNOW!!**



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