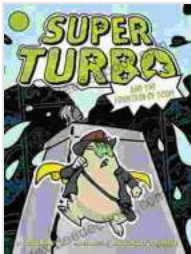


# Super Turbo and the Fountain of Doom: A Comprehensive Guide to the Classic Game



## Super Turbo and the Fountain of Doom by Cool School

★★★★☆ 4.9 out of 5

Language	: English
File size	: 59142 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 113 pages
Item Weight	: 15.2 ounces
Dimensions	: 5.98 x 0.5 x 9.02 inches
Hardcover	: 194 pages
Lexile measure	: 1180L



Super Turbo is a classic arcade game that was released in 1985. The game is a side-scrolling platformer in which the player controls Turbo, a young boy who must rescue his girlfriend, Jenny, from the evil Dr. Doom. Super Turbo was a critical and commercial success, and it has been ported to a variety of home platforms over the years.

## Gameplay

Super Turbo is a side-scrolling platformer in which the player controls Turbo. Turbo can run, jump, and shoot bullets. He can also use a variety of power-ups to help him on his quest. The game is divided into four levels, each of which has a different theme. Turbo must defeat a boss at the end of each level in order to progress.

The game's controls are simple and easy to learn. The player uses the joystick to move Turbo and the buttons to jump and shoot. The game also features a variety of power-ups that can be collected to give Turbo special abilities.

## **Characters**

\* Turbo: The protagonist of the game. Turbo is a young boy who must rescue his girlfriend, Jenny, from the evil Dr. Doom. \* Jenny: Turbo's girlfriend. Jenny is kidnapped by Dr. Doom at the beginning of the game. \* Dr. Doom: The main antagonist of the game. Dr. Doom is a mad scientist who plans to use the Fountain of Doom to take over the world. \* The Evil Wizard: Dr. Doom's right-hand man. The Evil Wizard is a powerful sorcerer who helps Dr. Doom in his plans.

## **Enemies**

Super Turbo features a variety of enemies, including:

\* Goons: Dr. Doom's foot soldiers. Goons are armed with guns and can be defeated by shooting them. \* Robots: Dr. Doom's robotic creations. Robots are more durable than goons and can be defeated by shooting them or by using power-ups. \* Aliens: Aliens from outer space. Aliens are fast and agile and can be difficult to defeat. \* Bosses: At the end of each level, Turbo must defeat a boss. Bosses are powerful enemies that require a special strategy to defeat.

## **Power-Ups**

Super Turbo features a variety of power-ups that can be collected to give Turbo special abilities. These power-ups include:

\* Speed Boost: Increases Turbo's speed. \* Bullet Power: Increases the power of Turbo's bullets. \* Shield: Protects Turbo from enemy fire. \* Extra Life: Gives Turbo an extra life.

## History

Super Turbo was developed by Irem and released in arcades in 1985. The game was a critical and commercial success, and it was ported to a variety of home platforms over the years. The home ports were generally well-received, although the graphics were not as good as the arcade version.

Super Turbo has been praised for its simple but addictive gameplay, its colorful graphics, and its catchy music. The game is still popular today, and it is considered to be one of the classic arcade games of the 1980s.

## Legacy

Super Turbo has had a significant impact on the video game industry. The game's side-scrolling platforming gameplay has been imitated by many other games, and it is still used in many games today. The game's graphics and music have also been praised, and they have influenced many other games.

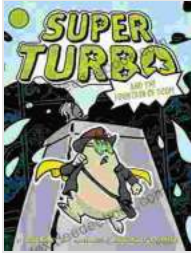
Super Turbo is a classic arcade game that has stood the test of time. The game's simple but addictive gameplay, its colorful graphics, and its catchy music have made it a favorite of gamers for decades. Super Turbo is a must-play for any fan of classic arcade games.

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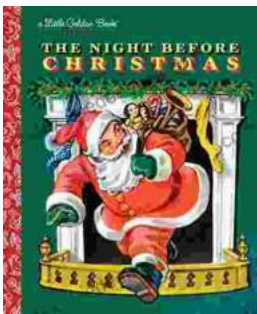
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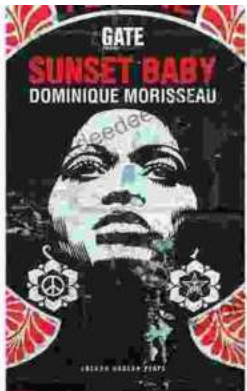


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