

TEENAGE MUTANT HERO

TURTLES

TM

KONAMI



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PREPARE TO SHELL OUT SOME PUNISHMENT

Only hours ago, April O'Neil, was kidnapped from her mobile news van by the vile, ruthless, terrorist bully SHREDDER! He's a Slice-O-Matic crum, a villain more vicious than an army of mind-altered Bruce Lees.

The fearless foursome must concoct a way to rescue April before Shredder brainwashes her into joining his Ninjitsu Foot Clan. They'll combine this treacherous task with the mission they've been on since their mutated beginnings - to thrash Shredder and capture his Life Transformer Gun, the lone piece of technology that can turn their rat friend, Splinter, back into the man he used to be.

HOW TO PLAY

Your initial goal is to rescue the fair maiden, April, but your ultimate objective is to battle through the streets and sewers of New York until you score a victory at the TECHNODROME, home of the evil Shredder and his Life Transformer Gun.

Once a turtle is captured, he is out of action until you find and rescue him. (Prisoners could be anywhere. To release them, simply touch their hand.)

At the end of each level (except Level 2) you'll unfortunately find a Karate Boss who is anxiously waiting to turn you into turtle soup.

A FINAL SLICE OF ADVICE: Keep an eye out for weapons, ropes and life-sustaining pizza pies as you go.



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LOADING INSTRUCTIONS

IBM PC / TANDY 1000/100% COMPATIBLES

Loading Plug your joystick, if you have one, into your computer. Turn on your computer and monitor. Boot DOS 2.0 or greater. Insert the disk into any disk drive, label side p. Log onto the drive, type PLAY, and press RETURN

Selecting Your Graphics Mode To select either Hercules, CGA, EGA or Tandy 16 Colours, use the arrow keys, then press the RETURN Key IBM Keyboard Control If you are using the keyboard instead of a joystick, select the keyboard option and then use the keys for game control.

ATTENTION / IBM HARD DISC USERS!

If you own a hard disk drive, you may copy the game disk to your hard drive. To copy the game, insert game disk #1 into your drive and log onto the computer. Type INSTALL C: and press RETURN NOTE: C: is where hard disks are normally located. If your hard disk is assigned a different letter, replace C: with the letter of your hard disk followed by a colon.

You will then be prompted to insert other disks when necessary. The INSTALL program will automatically create a sub-directory on your hard disk called TMNT. When this function is completed, the computer will prompt you

(Sometimes this is a long process, so please be patient.) To play the game, log C: then type CD TMNT. Finally, type PLAY into the sub-directory and start the game using the proper loading instructions



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ATARI ST

Insert the disk into the internal drive and power up the machine. The game will now load and run. Owners of single sided disk drives should return the disk to us for up-grading: send to Image Works, Irwin House, 118 Southwark Street, London SE1 OSW.

AMIGA

Power up the machine, and when the Workbench prompt appears, insert the disk into the internal drive and the game will load and run.

SPECTRUM CASSETTE

Insert the cassette into the player and type LOAD " ". The game will load and run.

SPECTRUM +3 DISK

Insert the disk into the drive and select LOADER from the on-screen menu. The game will load and run.

COMMODORE 64 CASSETTE

Insert the cassette into the player. Hold down SHIFT and press RUN/STOP. Press play, and the game will load and run.

COMMODORE 64 DISK

Insert the disk into the drive and type LOAD "*", 8, 1. The game will load and run.

COMMODORE 128

Type G064 then press RETURN. Type Y when prompted, followed by RETURN, then follow the appropriate Commodore 64 instructions.



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AMSTRAD CPC CASSETTE

Insert the cassette into the player. Hold down CONTROL and press ENTER on the numeric keypad. The game will now load and run.

AMSTRAD CPC DISK

Insert the disk into the drive and type RUN " DISK. The game will load and run.

CASSETTE VERSIONS PLEASE NOTE:

Due to this program being of several different parts it will be necessary for you to stop and start the cassette as instructed on screen by your computer.

PSSST! HERE ARE THE PASSWORD INSTRUCTIONS

After the game has loaded, you will be asked to enter a password to start playing. Look up the four digit number in the password book (located in the centre of the manual) by looking at the correct row number and column letter.

Enter the password number and press RETURN to start your adventure. A game screen will appear requesting you to select one of the following:

START A NEW GAME

CONTINUE A SAVED GAME. (N/A on Spectrum and Amstrad)



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HOW TO BEGIN

Once you've entered the password and chosen CONTINUE or NEW GAME, press the joystick Fire Button to begin the turtle's trek through Chop-Chop land.

HOW TO SAVE YOUR ADVENTURE FOR ANOTHER DAY.

At any time during the game, you can use the SAVE GAME FEATURE* by simultaneously pressing the CONTROL and the S Key. The screen will briefly flash "SAVING GAME" to confirm your command.

You can use the SAVE GAME FEATURE at any time and as often as you wish, but only one game status is saved. Each time you save a game, the current game status replaces the last saved game. * (There is no save game feature for the Spectrum and Amstrad CPC versions.)

STARTING A SAVED GAME

If you select CONTINUE A SAVED GAME, you will resume playing the game from the point where you last used the game save option. If you select START A NEW GAME you will play the game from the beginning of the adventure.

ENDING YOUR MISSION

When you are ready to sleaze-out of the sewer, quit (see controls) and you will then be asked whether you wish to START OVER or END. If you select START OVER you will restart the game at the beginning of the first level.

If you select END you will have a last chance to save your game status before quitting.



TEENAGE MUTANT HERO TURTLES PASSWORD BOOK

	A	B	C	D	E	F	G	H		I	J	K	L	M	N	O	P
01	0170	1109	0770	0533	0138	1221	0610	0049	01	0152	0076	0054	0031	0225	0036	0082	0085
02	0272	1192	0788	1086	0861	0266	0166	0082	02	1055	0032	0010	0049	0794	0545	1168	1736
03	0828	0680	0217	0426	0118	0275	0733	0230	03	0839	1001	0885	1104	0896	0788	0170	1237
04	0610	0053	0154	1101	0590	0019	0137	0284	04	0762	0745	0640	1220	0930	1137	0912	1628
05	0902	1751	0863	0048	0250	0445	1150	0575	05	1055	0871	0583	0163	1233	0616	0268	0821
06	0589	0258	1235	0617	0344	0370	0805	0742	06	1171	1737	0804	0394	0945	0612	1206	0823
07	0301	0398	0795	1083	0854	0267	0165	0274	07	0233	0020	1034	0709	0218	0641	1088	1696
08	0808	0680	0212	1258	0629	0274	0668	0078	08	1191	0505	0257	0600	0290	0889	0298	1708
09	1820	1708	0941	0902	0767	1274	1789	0638	09	0181	0223	0327	0667	0027	1165	0582	0251
10	0857	0288	0808	0208	1705	0788	1104	0941	10	0810	0181	1242	1846	0686	0155	0205	0318
11	0770	0537	0532	0530	0315	0753	0218	0332	11	0262	1059	0771	0200	0348	0770	1057	0848
12	1098	0992	1618	0681	0404	0294	0333	0782	12	0029	1186	1607	0547	0361	0712	0316	0882
13	0080	0384	1110	0771	0725	0354	0901	1122	13	1713	1824	0684	0430	0747	0333	0890	0309
14	1710	1623	1707	0941	0748	0481	1786	0637	14	1214	0735	0111	0299	0603	0045	1174	0803
15	0540	0362	0905	0100	1202	0793	0280	0682	15	0267	0357	0288	0745	1044	1674	0770	0378
16	0721	1128	1718	0818	0885	0430	1771	0629	16	0378	0437	0622	1079	1581	0805	0678	0427
17	1709	0844	0890	0437	0942	1143	1723	0797	17	0774	0431	1643	0781	1890	0933	1786	0755
18	1273	0980	0854	0810	0807	0431	1271	1658	18	1597	0670	0423	0743	0331	1721	0604	0366
19	0431	0835	0757	1178	0809	1128	0891	1113	19	0900	0814	0006	0317	0426	0437	1146	1397
20	1586	0655	0199	0443	0625	0056	0348	0294	20	0551	0211	0329	0058	0226	0209	0324	1540
21	0706	1193	0920	1632	0904	1782	0749	1270	21	0783	0341	0618	0823	1711	0819	1259	0757
22	1148	0917	0806	0175	1239	0835	0365	0154	22	0397	0102	0051	1048	0740	0734	0859	0867
23	0416	0432	0312	1084	1586	1651	0883	0923	23	0737	1264	0852	0340	0702	1119	0879	0303
24	0683	1109	1708	0813	0682	0213	1258	0629	24	0058	0157	0078	0009	0019	0225	0516	0218
25	0833	0280	1898	0784	1182	0734	1130	0693	25	0306	0685	0086	1195	0597	0258	0877	0588
26	1180	1746	0617	0180	0218	0925	0782	0520	26	1185	0502	0315	0689	0290	0384	0302	1579
27	0725	0330	0413	1634	1585	1688	0716	0446	27	0785	0337	0883	0310	0879	0279	0363	1109
28	1578	0725	0198	0197	1122	0561	0024	0140	28	0286	0547	0233	0840	0284	0886	1105	0872
29	1108	0889	1621	0898	1748	0748	1259	0782	29	0125	0190	0085	0047	0209	0523	0005	1154
30	0783	0544	0144	0302	0100	0050	1040	0740	30	0618	0347	0897	0312	0880	0280	1196	1622
31	1579	0877	0930	0957	1778	1785	1788	0788	31	0471	0983	0855	1727	0979	1775	0729	0251
32	0253	0126	0279	0543	0231	1671	0579	1185	32	0720	0320	0908	0802	1197	0918	0107	0181
33	0282	0261	0534	1035	1689	0794	0889	0720	33	1256	0848	0122	0189	0268	0047	0023	0203
34	0025	0002	0193	0000	0000	0192	0500	0000	34	1024	0512	0000	0128	0064	0032	0015	0008
35	0004	0002	0001	0218	0512	0218	1684	0576	35	1184	0720	0104	0180	0090	0045	0236	0523
36	0005	0322	0281	0544	1040	0840	0068	0182	36	1105	0768	0502	0354	1733	0826	1713	0728
37	1280	0974	0635	0405	0926	0327	1719	0785	37	1197	0726	0299	0181	0306	0748	0022	1163
38	1605	0762	0873	0712	1252	0946	0121	0404	38	0840	0778	0856	0419	1785	1650	0889	0220
39	0238	0311	0275	0757	1580	0839	1219	0953	39	1648	0912	0824	0238	1271	0827	0277	0670
40	0271	1191	0811	1577	0880	0394	0445	0642	40	1593	1692	1742	0650	0971	0977	1788	0958

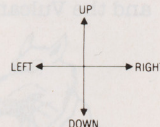
AMIGA, ATARI ST, IBM & COMPATIBLES AND C64 GAME CONTROLS

During the game press:

Key	Function
CTRL P	Pause
CTRL B	Background Music
CTRL E	Sound Effects
CTRL S	Save Game
CTRL Q	Quit
SPACE BAR	Weapons Select
RETURN KEY	Special Features

JOYSTICK CONTROLS: Joystick moves the turtle hero in four directions

- ATARI ST - Insert joystick in Port 1
- AMIGA - Insert joystick in Port 2
- COMMODORE 64 - Insert joystick in Port 2



SPECTRUM & AMSTRAD CONTROLS

- SPECTRUM - See game control panel
- AMSTRAD - See game control panel

SPECTRUM & AMSTRAD CPC KEYBOARD DEFAULT SETTINGS

Q	-	Up	A	-	Down
O	-	Left	P	-	Right.
S	-	Select Weapon	H	-	Pause
SPACE	-			-	Fire
SHIFT	-			-	Enter the Party Wagon
ENTER/RETURN	-			-	Special Features
QUIT	-			-	Press H then Q



ATTACK CONTROLS

Joystick Fire Button. Press and quickly release to fire active weapon. To jump, press and momentarily hold the Fire Button down.

TO SWIM

Use the joystick to manoeuvre underwater. To increase your swimming speed, press the Joystick Fire Button/Space Bar rapidly.

TO PARTY DOWN IN THE PARTY WAGON

To enter the Party Wagon, stand next to it and press the ENTER/SHIFT/TAB key. Once inside, use the joystick to cruise around. Press the SPACE BAR to toggle between Anti-Foot Clan Missiles and the Vulcan Cannon. Press the Joystick Fire Button to launch these weapons. To exit the Party Wagon, press the ENTER/SHIFT/TAB key.

SPLINTER'S MULTI-PURPOSE INFORMATION SCREEN

The first screen that will appear is the Information (AKA: INFO) Screen.

From the Info Screen you'll also choose the turtle you wish to guide. Move the joystick Up or Down to select a turtle, then press the Joystick Fire Button to lock in your identity.

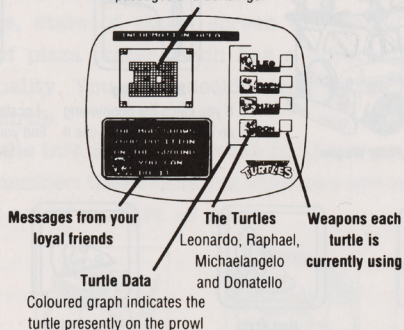
During play you can return to the Info Screen by pressing the RETURN Key. This is crucial to remember since you'll gain important advantages by matching each turtle's strengths with those of the various enemies.

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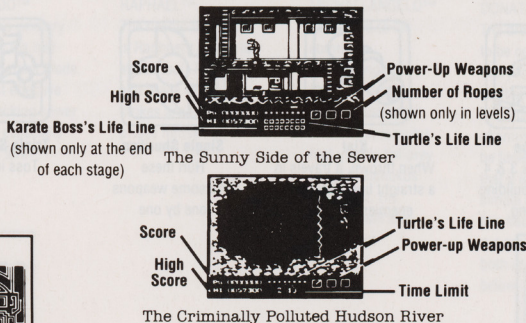


Area Map

Displays diagram of the level you're exploring. Your location is highlighted by a flashing white dot. Red Grid Squares indicate areas where the turtles can move through. White Grid Squares clue you in on underground passages and buildings.



DEATH DEFYING SCREENS



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PIZZA AND OTHER LIFE SUSTAINING GOODIES



The Party Wagon



Boomerang

If you catch the boomerang on its return, you can use it again and again



Mr Invincibility

Locate one of these and you'll find yourself indestructible for a limited period of time



Whole Pizza

Totally revitalises your turtle



Half Pizza

Returns a portion of your prowess



Slice O'Pizza

Restores a slice of life



Anti-Foot Clan Missile

Perfect for demolishing enemy barricades in Level 3



The Rope

Use in Levels 3 & 4 to leap from building to building



Kiai

When thrown, it travels in a straight line, decimating enemies in its path



Single Shuriken

Hurl these gruesome weapons one by one



Triple Shuriken

Toss in trios

THE TURTLES

(NOT TO BE CONFUSED WITH THE BEATLES!)

The fab four of Karatedom await your beck and call. These jammin' dudes, stars of stage, screen and comic books, are pumped full of pizza power. Each has a different skill and a unique personality. You must decide when is the best time to control each turtle.

Return to the Info Screen to switch turtles from situation to situation. Remember: these Samurai sidekicks are only as gifted in the ancient art of warfare as you.



LEONARDO™

Leonardo's primary weapon is the hair-splitting Katana Blade. He's most effective when attacking sewer enemies, especially ones that lurk



RAPHAEL™

The needle-tipped Sai is Raphael's preferred attack tool. The speed and grace of his strikes are what he prides himself on



MICHAELANGELO™

Compared to his comrades, Michaelangelo's power is only average. However, enemies around his feet usually fall prey to his Nunchukus onslaught. His courage will also amaze you



DONATELLO™

The dreaded Bo (not to be confused with everyone's favourite Halfback/Left Fielder) is Donatello's form of amusement. Don't be fooled by the fact that it looks like a simple stick, because this baby can take out enemies from both above and below

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Watch out! Over the next 10 months Mirrorsoft will be including 15 of its forthcoming releases on Amiga, ST & PC in its exclusive “Great Escapes” promotion.

All 15 titles have a token attached to the back page of the manual (like the one below) Once 5 have been collected you receive your “Great Escapes” directory giving details of over 200 hotels in and around the UK, along with a voucher entitling you & a partner to two nights free accommodation (the prices of meals being clearly stated in the directory before you book).

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