

TEENAGE MUTANT NINJA TURTLES®



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GAMES

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WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic personal computer version of Teenage Mutant Ninja Turtles®. We suggest that you read the following instructions from Master Splinter™ before battling through the sewers of New York.

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PREPARE TO SHELL OUT SOME PUNISHMENT

Steam rises from Wall Street sewers like hot breath from a pack of wild dogs. Just below the pavement's puddle strewn surface, the Teenage Mutant Ninja Turtles® have gathered around the leftovers of a family-reunion-sized sausage pizza with extra sauce. Usually these party dudes would inhale the mozzarella platter as if it were the last "za" on Earth, but not tonight.

You see, only hours ago, their trusted friend, 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.

With their lovely cohort held hostage, the fearless foursome must concoct a way to rescue April before Shredder brain-washes 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.

So take control of these heroes in a half shell, and either claim total victory over New York's premier Kick Man...or lead them onto the menu at McTurtles (Home of the Quarter Flounder with Cheese).

HOW TO PLAY

Your initial goal is to rescue the fair maiden, April, a hip version of a medieval damsel in distress. 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.

To reach this territory of terror, you must overcome six levels of adventure without getting all four turtles captured by Shredder's Foot Clan Warriors. Each level has several stages. Along the way, your every instinct will be challenged both above ground and below, and imprisonment will happen swiftly if your Life Line runs down or you're run down by a Roller Car.

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.

LOADING INSTRUCTIONS FOR COMMODORE 64/128®

What You Need

Commodore 64, 128 or 128D computer; 1541 or 1571 disk drive; monitor or TV (color recommended); one joystick required.

Loading

Turn off your computer and remove all cartridges. Plug the joystick into Port 2. Turn on your computer, disk drive and monitor.

If you have a Commodore 128, type **G064** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN**.

Insert the disk into the drive, label side up. Type **LOAD "*" , 8, 1** and press **RETURN**.

NOTE: Do not attempt to load the game with an external fast load cartridge, or any other cartridge, as the game will not load.

LOADING INSTRUCTIONS FOR IBM®PC / TANDY 1000®/100% COMPATIBLES

What You Need

IBM PC, Tandy 1000, or 100% compatible computer; one disk drive; monitor (color recommended); joystick optional but recommended; 384K RAM for CGA or Hercules Graphic Modes; 512K RAM for EGA or Tandy 16 Color Graphic Modes.

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 up. Log onto the drive, type **PLAY**, and press **RETURN**.

Selecting Your Graphics Mode

To select either Hercules, CGA, EGA or Tandy 16 Colors, 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.

LOADING INSTRUCTIONS FOR AMIGA™®

What You Need

Amiga 500, 1000 or 2000 computer; 512K RAM memory; one disk drive; monitor or TV (color recommended); joystick required.

Loading

Plug the mouse into Port 1 and the joystick into Port 2. Turn on your computer and monitor. Insert disk #1 into the disk drive. The program will automatically load. Insert disk #2 into the disk drive when the prompt **PLEASE INSERT DISK 2 INTO ANY DRIVE** is displayed.

If you have two disk drives, insert disk #1 into drive 1 and disk #2 into drive 2.

PSSSST! 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 center of the manual) by looking at the correct row number and column letter.

For example, if you are given Mission B5, then look across to column B and down to row five to find the correct password number.

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

HOW TO BEGIN

Once you've entered the password and chosen CONTINUE or NEW GAME, press the Joystick Fire Button (Amiga & Commodore) or any key (IBM) 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.

The SAVE GAME FEATURE allows you to save your game status as you progress from one level to the next. 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.

The next time you re-boot the game, you can select CONTINUE A SAVED GAME on the introduction screen and return to the same location in New York where you finished your last adventure.

STARTING A SAVED GAME

When you first load the game, you will be asked whether you wish to: START A NEW GAME or CONTINUE 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, simultaneously press the CONTROL and Q Keys. 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. You will not need to re-enter the password or reset any game configurations.

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

If you select YES, to the SAVE GAME question, your current status will be saved for future use.

If you select NO, to the SAVE GAME question, your current status will not be saved and the adventure will come to a shell-crushing halt.

GAME CONTROLS (FOR ALL COMPUTER SYSTEMS)

During the game, press:

Key	Function	Action
CTRL P	Pause	Toggle Pause On and Off.
CTRL B	Background Music	Toggle Background Music On and Off.
CTRL E	Sound Effects	Toggle Sound Effects On and Off.
CTRL S	Save Game	Save the game at the current status.
CTRL Q	Quit	Ends the game and returns to DOS.
SPACE BAR (TAB For IBM)	Weapons Select	Toggle between standard weapon and special weapon (i.e. Boomerang). If the special weapon runs out of ammo, you will automatically revert to the turtle's standard weapon.
RETURN KEY (ESC for IBM)	Special Features	Displays the Information Screen.

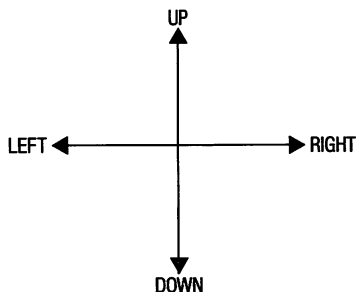
JOYSTICK CONTROLS

Joystick moves the turtle hero in four directions.

COMMODORE AND AMIGA ATTACK CONTROLS

Joystick Fire Button

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



IBM ATTACK CONTROLS

If you're using the keyboard instead of the joystick, use the keys to control your turtle's movements. To fire the active weapon, press the **SPACE BAR**. To jump, press **RETURN**.

If you're using a joystick, press Fire Button 1 to fire active weapon, and Fire Button 2 to jump.

7	^ 8	9
< 4	5	6 >
1	2 v	3

TO SWIM

Use the joystick (or IBM Keyboard Controls) to maneuver underwater. To increase your swimming speed, press the Joystick Fire Button rapidly (Commodore & Amiga) or Joystick Fire Button 2 or **RETURN** (IBM).

TO PARTY DOWN IN THE PARTY WAGON

To enter the Party Wagon, stand next to it and press the **ENTER** key (AMIGA), the **COMMODORE** key (COMMODORE), or the **TAB** key (IBM).

Once inside, use the joystick or IBM Keyboard Controls to cruise around. If using a Commodore or Amiga, press the **SPACE BAR** to toggle between Anti-Foot Clan Missiles and the Vulcan Cannon. Press the Joystick Fire Button to launch these weapons. If using an IBM, press Joystick Fire Button 1 or **RETURN** to launch Anti-Foot Clan Missiles. Press Joystick Fire button 2 or the **SPACE BAR** to fire Vulcan Cannons.

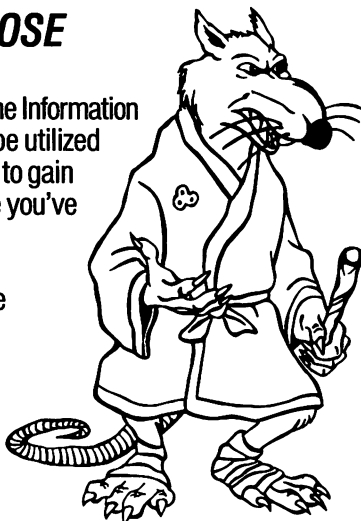
To exit the Party Wagon, press the **ENTER** key (AMIGA), the **COMMODORE** key (COMMODORE), or the **TAB** key (IBM).

SPLINTER'S MULTI-PURPOSE INFORMATION SCREEN

The first screen that will appear is the Information (AKA: INFO) Screen. This screen should be utilized throughout your quest, to read maps and to gain useful hints from Splinter and April (once you've rescued her).

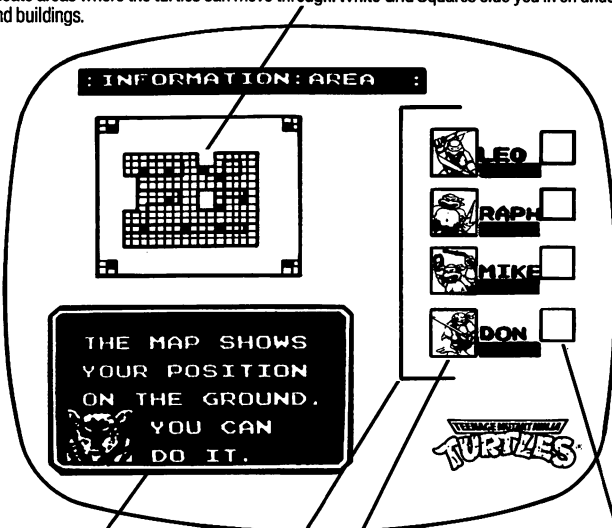
From the Info Screen you'll also choose the turtle you wish to guide. Move the joystick (or IBM Keyboard Controls) Up or Down to select a turtle, then press the Joystick Fire Button to lock in your identity. If you're using the IBM Keyboard Controls, activate your turtle by pressing the **RETURN** key.

During play you can return to the Info Screen by pressing the **RETURN** Key (Amiga & Commodore) or the **ESC** Key (IBM). This is crucial to remember, since you'll gain important advantages by matching each turtle's strengths with those of the various enemies.



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.



Messages from your loyal friends

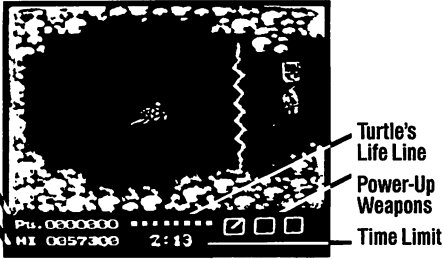
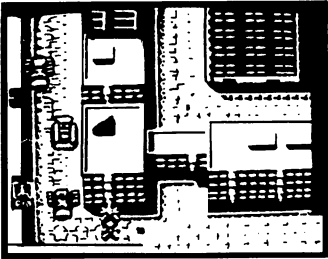
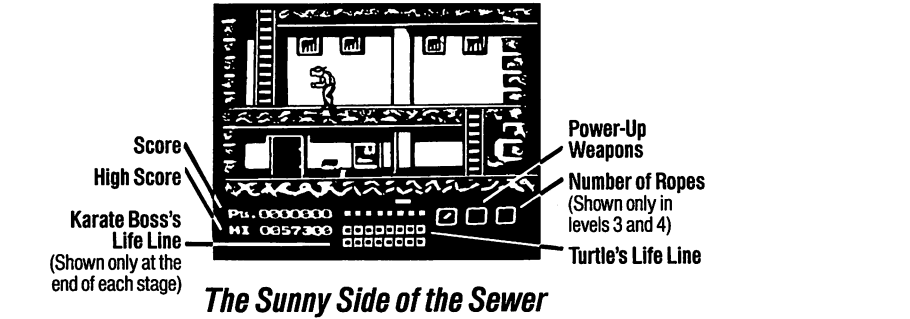
The Turtles
Leonardo, Raphael,
Michaelangelo
and Donatello.

Weapons
each turtle is
currently using

Turtle Data

Colored graph indicates the turtle presently on the prowl.

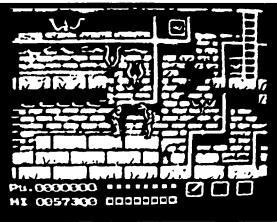
DEATH DEFYING SCREENS



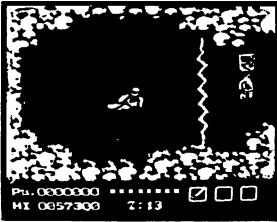
The Streets of New York

The Criminally Polluted Hudson River

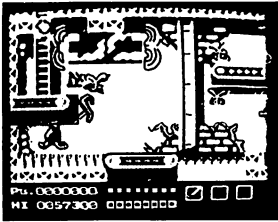
NEW YORK, NEW YORK (A TURTLIN' TOWN)



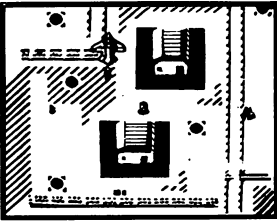
Fifth Avenue/Greenwich Village
(Level 1)



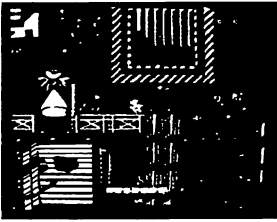
Hudson River near the
Holland Tunnel
(Level 2)



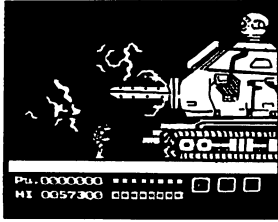
Wall Street
(Level 3)



JFK International Airport
(Level 4)



Shredder's Base inside the
South Bronx (Level 5)



The Technodrome
(Level 6)

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.



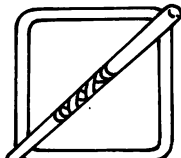
Mr. Invincibility

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



Nunchukus

Michaelangelo's weapon.



Bo

Donatello's weapon.



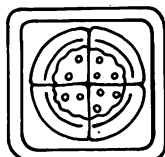
Katana Blade

Leonardo's weapon.



Sai

Raphael's weapon.



Whole Pizza

Totally revitalizes your turtle.



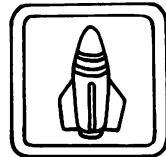
Half Pizza

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.



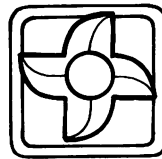
The Rope

Use in Levels 3 and 4 to leap from building to building.



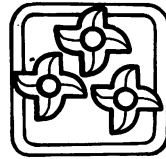
Kiai

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 overhead.



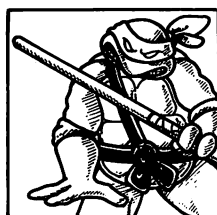
RAPHAEL™

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™

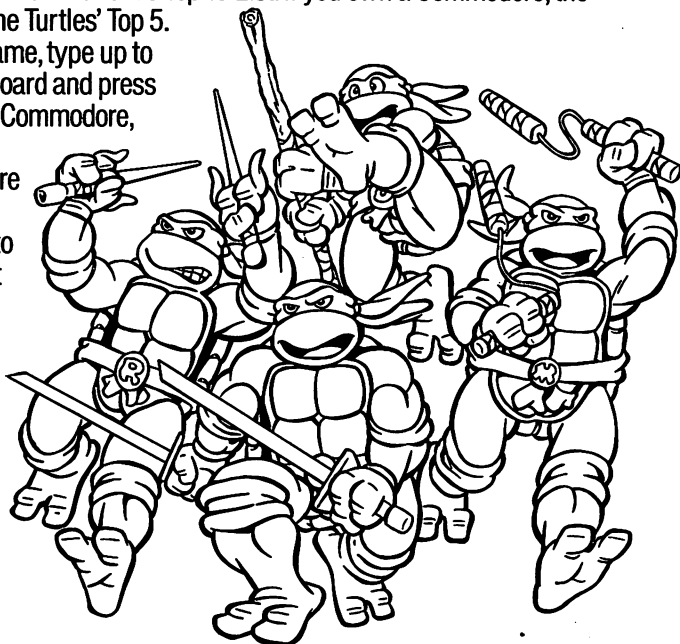
The dreaded Bo (not to be confused with everyone's favorite Halfback/Left Fielder) is Donatello's form of amusement. Don't be fooled by the fact that it looks like a simple stick, because this baby can take out enemies from both above and below.

THE TURTLES' TOP 10

At the end of the game, if your score ranks among the 10 best, you'll be able to enter your name on the Turtle Top 10 List. If you own a Commodore, the list will only include the Turtles' Top 5.

To enter your name, type up to 10 letters on the keyboard and press the RETURN Key. (On Commodore, type up to 3 letters.)

If you fail to score in the Top 10, you'll automatically return to the beginning without stopping by this illustrious screen.

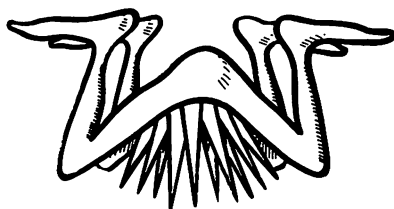


ENEMIES GALORE



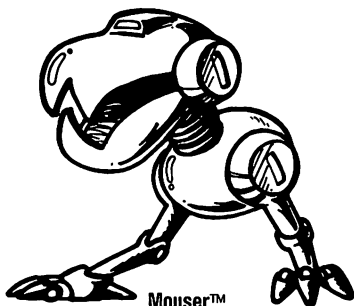
Foot Clan Foot Soldier

Following in the thousand year tradition of karate combat, he's a killing machine blindly guided by Shredder's commands.



Stick 'Em Up (AKA: The Roof Leaper)

Ignorant to the force of gravity, this pesty sewer thug (the product of a horrible chemical spill) pounces about on ceiling pipes, waiting to rain terror from above.



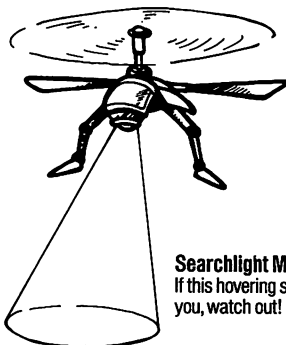
Mouser™

With jaws capable of crushing iron sewer grates, the Mouser is Splinter's prime enemy and the turtles' smallest threat.



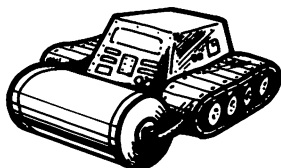
Fire Freak

An ex-pyromaniac from Brooklyn, this hot dog takes careful aim before launching fireballs that turn into clones of himself.



Searchlight Mechanism

If this hovering scoundrel spots you, watch out!



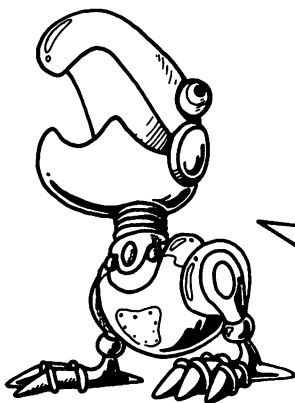
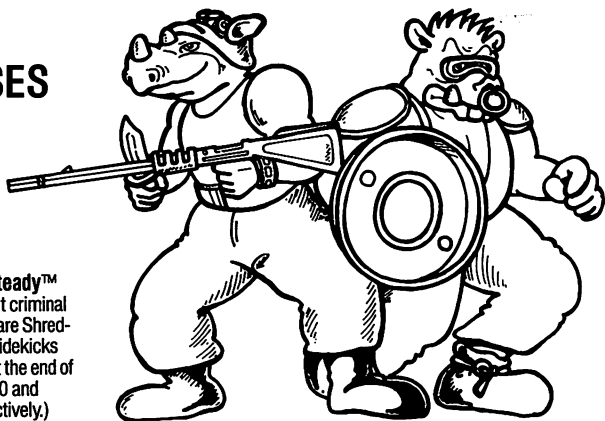
The Roller Car

In search of turtle fodder, Foot Clan platoons tour New York's famous avenues in these Roller Cars (once used by David Letterman during his now famous "smashing" episodes).

KARATE BOSSES

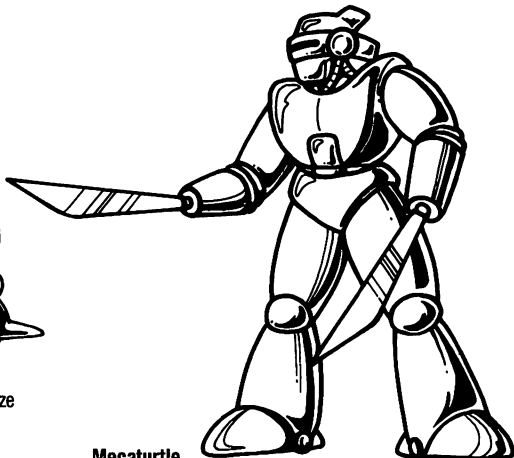
Bebop™ & Rocksteady™

Part beasts and part criminal misfits, these guys are Shredder's most trusted sidekicks and the enforcers at the end of Level 1. (Value 4,000 and 5,000 points respectively.)



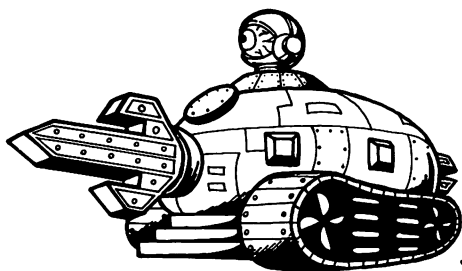
Big Mouser™

Ruler of Level 4, he turned to a life of sleaze after being booted from the Mouseketeer Club. (Value 8,000 points.)



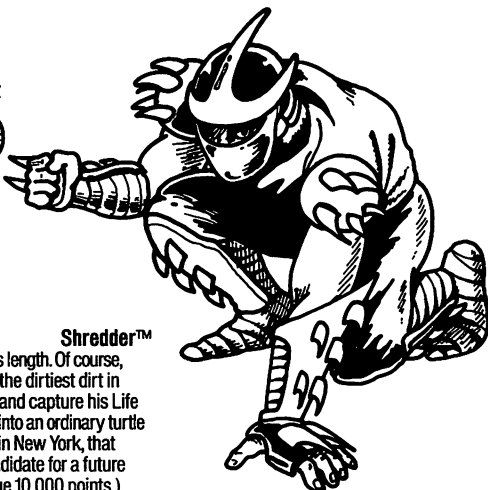
Mecatutle

Appearing like your average turtle, this Level 3 commander will show his true colors if you do him any harm. (Value 6,000 points. Value 7,000 points if destroyed after his transformation.)



Technodrome Guardian

Level 5's mobile stronghold, this roving ruffian will zap you senseless unless you aim for his eyeclops radar. (Value 9,000 points.)



Shredder™

At last, your arch enemy at arms length. Of course, he's the meanest of the mean, the dirtiest dirt in town. If you fail to destroy him and capture his Life Transformer Gun, he'll turn you into an ordinary turtle—and considering all the cars in New York, that would make you a leading candidate for a future road kill. AAAAAAARGH! (Value 10,000 points.)

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