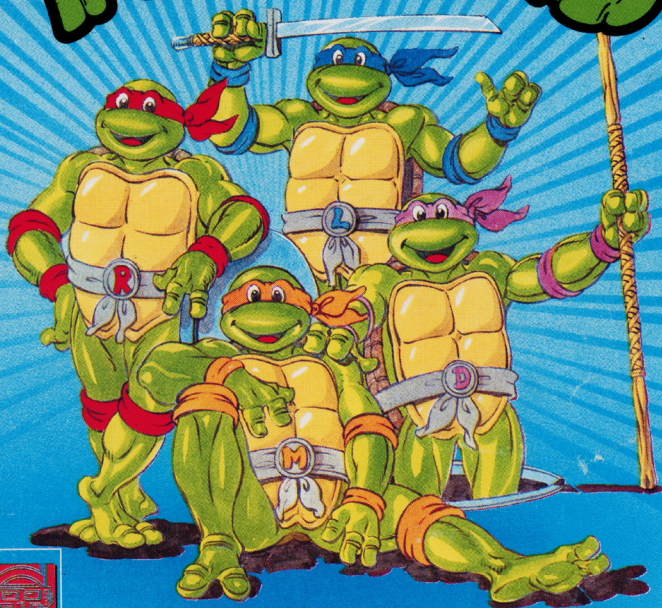


TEENAGE MUTANT HERO

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.



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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	9770	0533	0138	1221	0610	0349	01	0152	0976	9954	0931	9225	9936	9982
02	8273	1192	8798	1086	0861	8266	0165	0082	02	1055	0932	0010	9349	9794	0545	1168
03	0828	0680	0217	8420	0118	3272	8723	9230	03	8839	1091	8805	1104	8696	8798	0170
04	8610	0253	0154	1701	0599	0576	0137	9284	04	9762	9745	8640	1226	9630	1137	9912
05	8902	1751	0863	8049	0250	3443	1150	0576	05	1055	0871	0583	0183	1233	0616	0268
06	0589	8358	1235	0617	3344	0370	9805	8742	06	1171	1737	8804	8394	9945	9612	1266
07	8301	0398	8795	1083	8854	8267	0165	8274	07	8233	9020	1034	8709	9218	0641	1086
08	9808	0680	0212	1258	0829	9274	0669	0078	08	1191	0505	9257	0600	9290	9889	9298
09	1829	1706	9941	9982	0757	1274	1788	0638	09	0181	0223	9327	0567	9027	1165	0582
10	0857	9289	8868	8288	1703	8788	1104	9441	10	9810	0181	1242	1846	0866	0155	0205
11	9779	0537	8932	9390	9315	8753	8218	8332	11	8262	1059	8791	8200	9348	8770	1057
12	1098	8992	1818	0881	8404	0294	8333	8782	12	0029	1186	1807	0547	9381	0712	9318
13	0080	8384	1110	9771	8725	8354	8901	1122	13	1713	1824	0684	9430	0747	9332	8890
14	1710	1823	1707	9941	0746	9481	1786	0637	14	1214	0735	0111	9296	0603	0045	1174
15	0549	8362	8905	0180	1282	8792	9280	0682	15	8267	8357	8638	8745	1044	1674	8770
16	0721	1126	1718	0818	0885	9430	1771	0628	16	8378	8437	0632	1079	1581	8606	0678
17	1769	9844	8890	9437	8942	1143	1723	8787	17	0174	9431	1643	9781	1890	9933	1786
18	1273	0680	8854	8610	8807	8401	1271	1658	18	1587	0870	8403	0740	0031	1721	0804
19	9431	2635	8757	1178	8809	1126	0891	1113	19	8900	8814	8806	8917	9426	9437	1146
20	1566	8655	0189	9443	8835	9056	8348	8294	20	0951	8211	8303	0698	8226	8200	9224
21	8706	1182	9920	1832	9904	1782	0749	1270	21	0783	8341	9818	8823	1211	8819	1259
22	1148	8917	0808	0175	1239	8835	0365	0154	22	8387	0102	8051	1048	9740	9734	9859
23	8416	8432	8312	1084	1586	1551	8883	8923	23	0737	1204	8952	8340	0702	1118	8879
24	0683	1109	1706	9813	0662	0273	1258	0629	24	9388	0157	9378	0999	0019	9225	0516
25	8833	8280	1988	8784	1182	0734	1130	0693	25	9388	0885	0886	1195	9597	9258	8677
26	1188	1748	0617	0180	0218	8935	8792	0830	26	1185	8502	8315	0850	8690	8984	9302
27	8725	8330	9413	1834	1585	1088	0716	8446	27	0785	9337	8882	9810	8678	8278	8383
28	1578	8785	0198	0197	1122	0561	8824	0140	28	8288	0547	8233	8840	8284	8886	1105
29	1109	9898	1821	8898	1748	0746	1389	0782	29	0125	0180	0385	0847	9299	0523	0905
30	9783	0843	0144	8382	0180	9080	1049	9740	30	0618	9347	8897	9312	8880	8280	1196
31	1579	8857	1778	0570	1778	1785	8857	0788	31	8471	9883	8858	1727	1759	1775	0729
32	0253	0126	8879	0543	8231	1671	0579	1185	32	0780	8380	9808	8832	1197	8918	0107
33	8282	8261	0534	1035	1889	8794	8889	0720	33	1256	8948	0122	0188	8288	0847	0023
34	0025	0029	8183	0900	0900	8182	0800	0800	34	1824	0512	0900	0128	0064	0032	0018
35	8004	8002	8001	8218	8812	8218	1684	0576	35	1184	0720	0104	0180	0690	0045	9236
36	0005	8322	8281	0544	1040	8840	0068	0182	36	1105	8768	0520	8354	1733	8828	1719
37	1280	8974	8635	9405	8928	9327	1719	8795	37	1197	0726	8299	0181	8306	8748	0022
38	1605	8762	8873	0712	1252	8946	0121	8404	38	1630	8778	8858	8419	1755	1850	8889
39	0238	8311	8275	8757	1580	8838	1218	8953	39	1648	8912	8804	8288	1271	8827	8277
40	8271	1181	8811	1577	0880	8384	8445	8842	40	1593	1890	1740	9850	9971	9877	1788

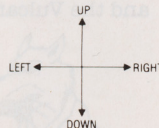
AMIGA, ATARI ST, IBM & COMPATIBLES AND C64 GAME CONTROLS

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 |



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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.

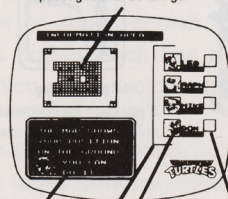
During play you can return to the Info Screen

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.



Messages from your loyal friends

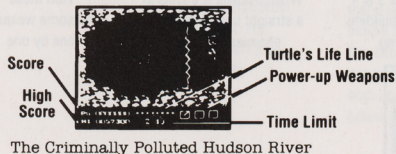
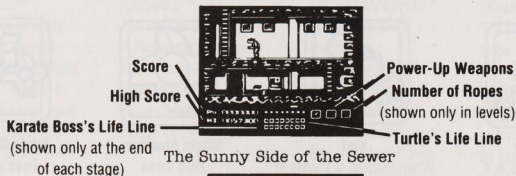
The Turtles
Leonardo, Raphael, Michaelangelo and Donatello

Weapons each turtle is currently using

Turtle Data

Coloured graph indicates the turtle presently on the prowl

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™

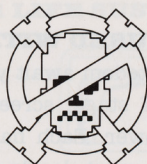
The dreaded Bo (not to be confused with everyone's favourite Halfback/Left Fielder) is Donatello's form of amusement. Don't be fooled by the fact that it looks like a simple stick, because this baby can take out enemies from both above and below



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IS THEFT**

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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).

You then call our “Great Escapes” hotline and let us organize it all for you.

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— GREAT ESCAPES —

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Save these vouchers to qualify for your holiday accommodation
for 2 people—you just pay for the meals.

turtles

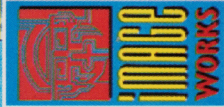
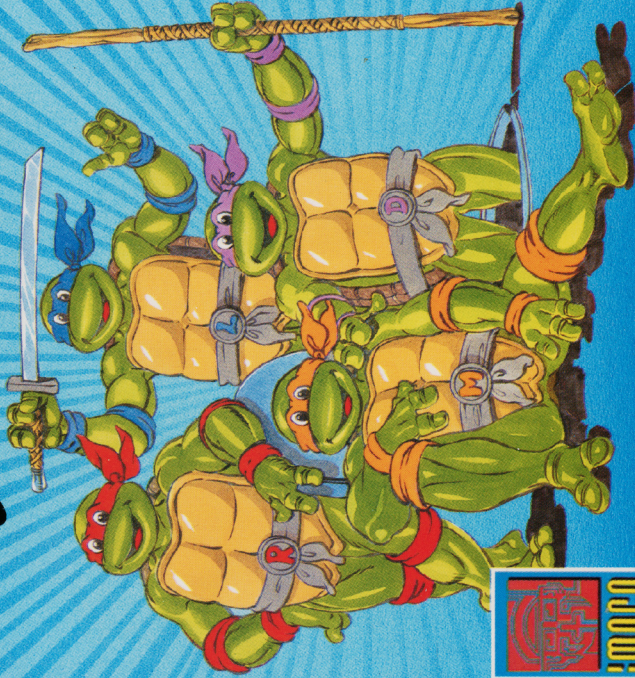
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NO. GE198751
UK ONLY

For full details, terms and conditions of the
accommodation offered please ask to see
the full colour brochure this offer relates to

TEENAGE MUTANT HERO

TM

TURTLES



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