TEENAGE MUTANT HERO TURTLES

TURTLES
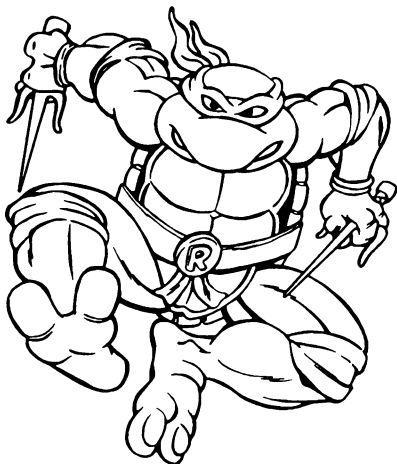
™

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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 sing 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 sing 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 0SW.

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 GO64 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.

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 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
01	0170	1109	9770	0533	0138	1221	0610	0049
02	8272	1192	8788	1066	0661	8266	0165	0082
03	9828	0690	0217	8428	0118	9275	8733	9230
04	8810	0053	0154	1101	0550	0019	0137	9264
05	9902	1751	9963	8949	0250	8445	1150	0575
06	0589	8358	1235	0617	8244	9370	9805	8742
07	8301	9398	8795	1069	8854	8267	0165	8274
08	9808	0680	0212	1258	0629	9274	0669	0078
09	1620	1706	9941	9962	0757	1274	1789	0638
10	0657	9288	8868	9298	1705	8788	1194	9941
11	9779	0537	8332	8390	9315	8753	8216	8332
12	1096	9692	1618	0681	8404	0234	9333	8762
13	0089	8364	1110	9771	8725	9354	8901	1122
14	1710	1623	1707	9941	0746	9461	1786	0637
15	0549	9362	8905	0100	1202	8793	9260	0662
16	0721	1128	1716	9818	0685	9430	1771	0629
17	1769	9844	8890	9437	8942	1143	1723	8797
18	1273	9980	9854	9919	8927	8431	1271	1659
19	9431	9835	8757	1178	8909	1126	0691	1113
20	1566	0655	0199	9443	0625	0056	8348	9294
21	8706	1153	9920	1632	9904	1752	0748	1270
22	1146	9917	0606	0175	1239	9835	0565	0154
23	8416	8432	8312	1084	1566	1551	9863	9923
24	0683	1109	1706	9813	0682	0213	1258	0629
25	8833	9280	1696	8784	1192	0724	1130	0693
26	1189	1746	0617	0180	0218	9325	9782	0539
27	8725	8330	9413	1634	1585	1688	0716	9446
28	1578	8725	0138	0197	1122	0561	0024	0140
29	1108	9898	1621	9898	1749	0746	1269	0762
30	9793	0544	0144	8392	0100	0050	1049	9740
31	1579	9877	9930	9957	1778	1785	1788	0766
32	0253	0126	9279	0543	9231	1671	0579	1185
33	8282	9261	0534	1035	1669	9794	9889	0720
34	0005	0002	8193	0000	0000	8192	0000	0000
35	0004	0002	0001	9216	0512	9216	1664	0576
36	0005	8322	9281	0544	1040	8840	0068	0162
37	1260	9974	0635	9405	8926	9327	1719	8795
38	1605	9762	9873	0712	1252	8946	0121	9404
39	0238	8311	9275	9757	1550	8839	1219	9953
40	8271	1191	9811	1577	0660	8394	9445	9842

	I	J	K	L	M	N	O	P
01	0152	0076	9254	0531	9225	8836	9282	8865
02	1065	0532	0010	9349	9794	0545	1168	1736
03	8839	1091	8865	1104	9896	8788	0170	1237
04	9762	9745	8840	1220	8930	1137	9912	1628
05	1055	9871	0583	0163	1233	0616	9268	9882
06	1171	1737	8804	9394	9945	8812	1206	8923
07	8233	0020	1034	8709	9218	0641	1088	1696
08	1191	0595	9257	0660	9290	8869	9298	1705
09	0191	0223	9327	0567	0027	1165	0582	9251
10	8810	0181	1242	1645	0566	0195	0205	9318
11	8262	1059	8721	8200	9348	8770	1057	8848
12	0029	1166	1607	0547	9361	0712	9316	8882
13	1713	1624	0684	9430	0747	9333	8890	9309
14	1214	0735	0111	9399	0603	0045	1174	9803
15	8267	8357	9298	8745	1044	1674	8773	9378
16	8378	9437	0622	1079	1691	9805	0678	9427
17	0174	9431	1643	9781	1690	9933	1766	0755
18	1597	0670	9423	0743	9331	1721	0604	8366
19	9600	9814	9899	8917	8426	8437	1146	1597
20	0551	8211	8329	0068	8226	8209	9224	1540
21	0763	9341	9918	9623	1711	8919	1259	0757
22	8397	0102	0051	1049	9740	9734	9859	8897
23	0737	1264	8952	9340	0702	1119	8879	9303
24	0058	0157	0078	0039	0019	9225	0516	9218
25	9306	0885	0086	1195	0597	9258	9877	0586
26	1165	8902	9315	0689	8280	8364	9302	1579
27	0755	9337	8892	9310	8879	8279	8363	1109
28	9286	0547	9233	8840	9284	8866	1105	8872
29	0125	0190	0095	0047	9239	0523	0005	1154
30	0518	9347	8897	9312	8880	8280	1196	1622
31	9471	9983	9855	1727	1759	1775	0759	0251
32	0720	9320	9908	0602	1197	8918	0107	0181
33	1256	8948	0122	0189	8286	0047	0023	8203
34	1024	0512	0000	0128	0064	0032	0016	0008
35	1184	0720	0104	0180	0090	0045	9238	0523
36	1105	9768	0532	9354	1733	9626	1713	0728
37	1197	0726	8299	0181	9306	8749	0022	1163
38	1630	9775	8855	9419	1765	1650	8889	0220
39	1648	9912	8924	0238	1271	8827	9277	0670
40	1593	1692	1742	9959	9971	9977	1788	8958

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

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

```
              UP

LEFT  ◄─────────────►  RIGHT

             DOWN
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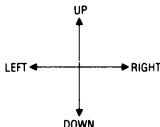
SPECTRUM & AMSTRAD CONTROLS

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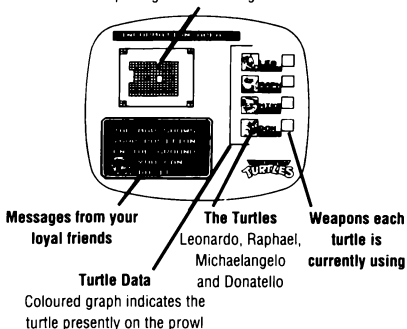
From the Info Screen you'll also choose the turtle you wish to guide. Move the joystick Up or Down to select a turtle, then press the Joystick Fire Button to lock in your identity.

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.
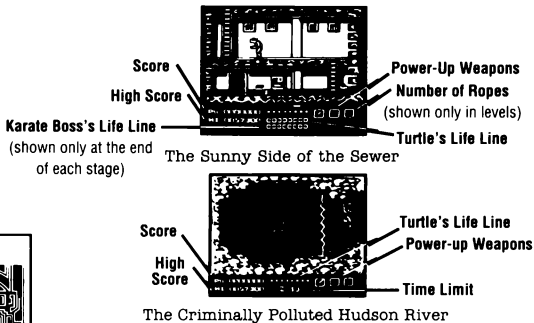
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Area Map

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

Score

High Score

Karate Boss's Life Line
(shown only at the end of each stage)

Power-Up Weapons

Number of Ropes
(shown only in levels)

Turtle's Life Line

The Sunny Side of the Sewer

Score

High Score

Turtle's Life Line

Power-up Weapons

Time Limit

The Criminally Polluted Hudson River

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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

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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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PIRACY
IS THEFT

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"GREAT ESCAPES"
WEEKEND BREAK PROMOTION

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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~ GREAT ESCAPES ~
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# VOUCHER

Redemption value 0.0001p
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UK ONLY

For full details, terms and conditions of the accommodation offered please ask to see it fully, our brochure that only refers to

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