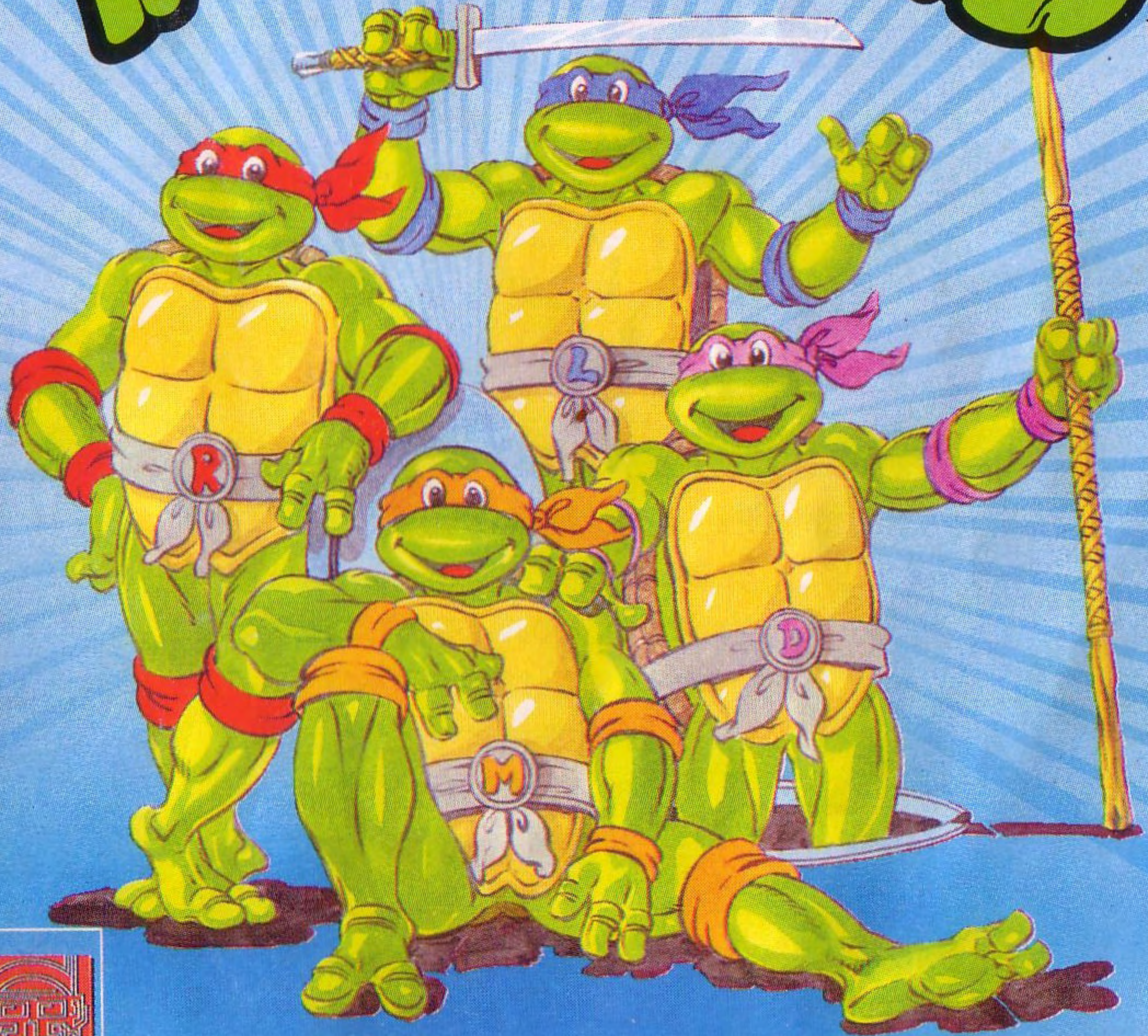


TEENAGE MUTANT HERO

TURTLES



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.



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



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.



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.

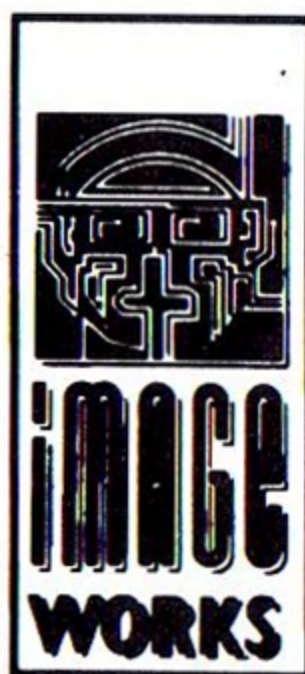
PSSST! HERE ARE THE PASSWORD INSTRUCTIONS

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)



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.



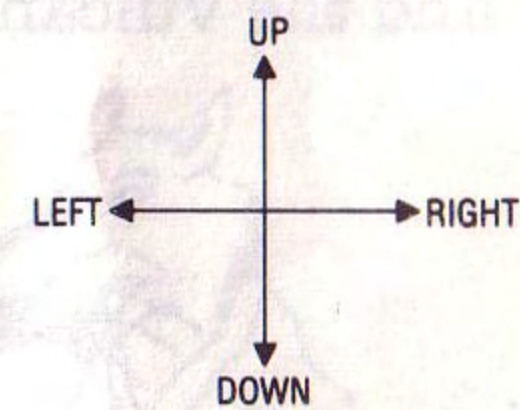
AMIGA, ATARI ST, IBM & COMPATIBLES AND C64 GAME CONTROLS

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.

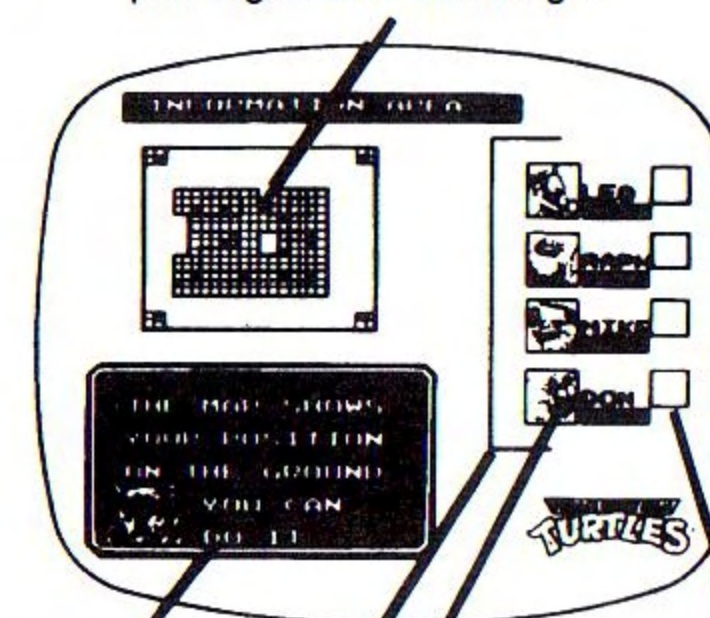
During play you can return to the Info Screen

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.



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

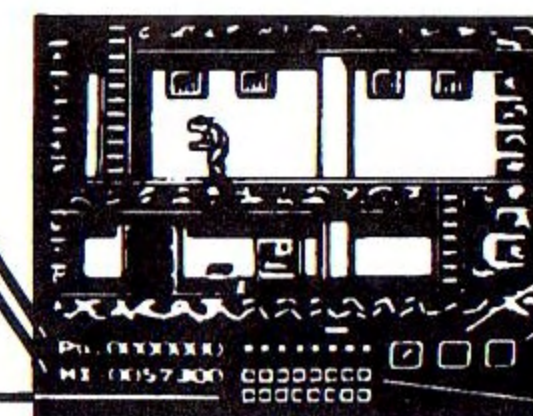
The Turtles
Leonardo, Raphael,
Michaelangelo
and Donatello

Weapons each turtle is currently using

Turtle Data

Coloured graph indicates the turtle presently on the prowl

DEATH DEFYING SCREENS



Score

High Score

Power-Up Weapons

Number of Ropes
(shown only in levels)

Karate Boss's Life Line

(shown only at the end of each stage)

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



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!)

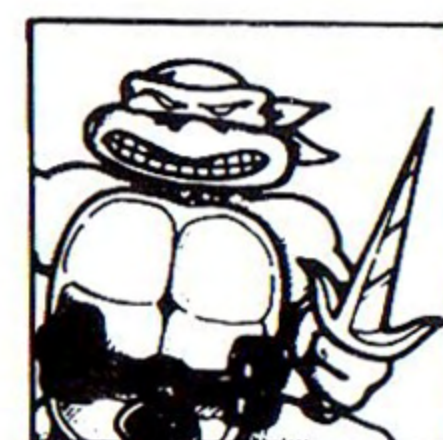
The fab four of Karatedom await your beck and call. These jammin' dudes, stars of stage, screen and comic books, are pumped full of pizza power. Each has a different skill and a unique personality. You must decide when is the best time to control each turtle.

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™

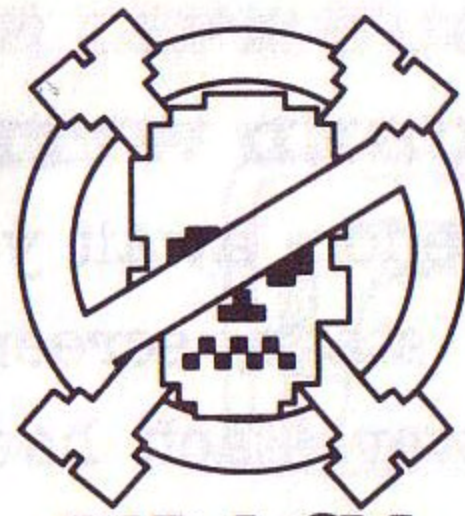
Compared to his comrades, Michaelangelo's power is only average. However, enemies around his feet usually fall prey to his Nunchukus onslaught. His courage will also amaze you



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





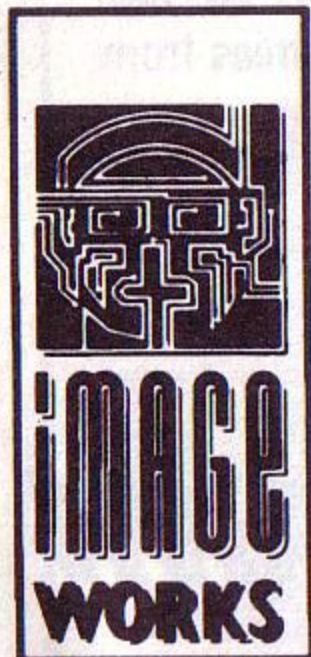
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