

**ULTRA**<sup>TM</sup>  
GAMES

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

ULTRAGAMES™ is a trademark of ULTRA Software Corporation.

©1989 Ultra Software Corporation

Defender Of The Crown™ is a trademark of Cinemaware Corp.

Teenage Mutant Ninja Turtles® is a registered trademark of Mirage Studios, USA. All rights reserved. Used with permission. April O'Neil™, Shredder™, Splinter™, Technodrome™, Leonardo™, Raphael™, Michaelangelo™, Donatello™, Foot Soldier™, Mouser™, Bebop™ and Rocksteady™ are trademarks of Mirage Studios, U.S.A. Based on characters and comic books created by Kevin Eastman and Peter Laird.

©1989 Mirage Studios, USA.

Printed in Japan

NES-U2-USA

**ULTRA**<sup>TM</sup>  
GAMES

HOW TO PLAY

**TEENAGE MUTANT NINJA**  
**TURTLES**<sup>®</sup>

## ULTRA SOFTWARE CORPORATION LIMITED WARRANTY

Ultra Software Corporation warrants to the original purchaser of this Ultra software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ultra software program is sold "as is" without express or implied warranty of any kind, and Ultra is not liable for any losses or damages of any kind resulting from use of this program. Ultra agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Ultra software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Ultra software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ULTRA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ULTRA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ULTRA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This game is licensed by  
Nintendo for play on the

**Nintendo**  
ENTERTAINMENT  
SYSTEM™

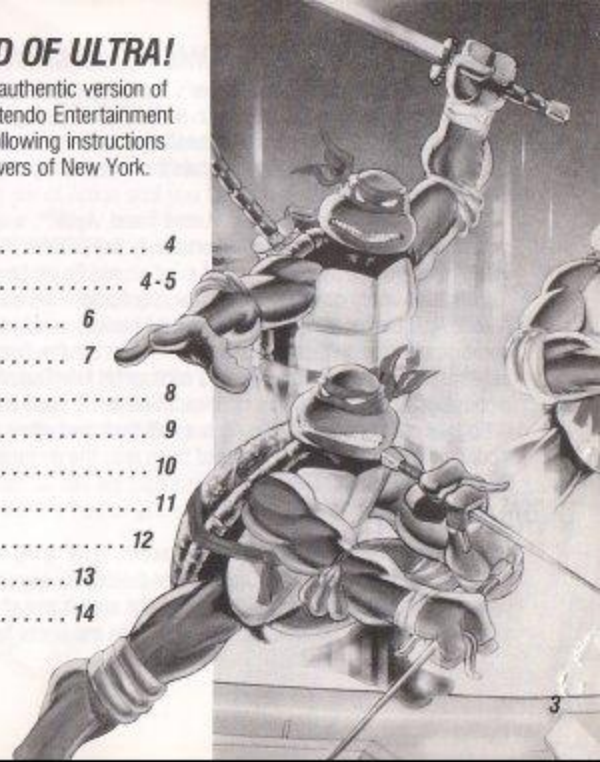
ULTRA Software Corporation, 240 Gerry Street, Wood Dale, IL 60191, 312 350 1268

## WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic version of Teenage Mutant Ninja Turtles® for the Nintendo Entertainment System.® We suggest that you read the following instructions thoroughly before battling through the sewers of New York.

### TABLE OF CONTENTS

INTRODUCTION.....	4
HOW TO PLAY.....	4-5
WHERE THE BOYS ARE.....	6
THE CONTROLLER.....	7
INFORMATION SCREEN.....	8
GAME SCREENS.....	9
THE BIG APPLE.....	10
WEAPONS.....	11
ENEMIES.....	12
BOSSSES.....	13
TAKING CARE OF YOUR GAME.....	14



## **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™, 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 (see Defender of the Crown™ for the original version of a bummed-out babe). 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 5 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 happens 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.

Be advised to keep an eye out for weapons, ropes and life sustaining pizza pies as you go.

To begin, press the Start Button for a display of the Information 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. Press the Control Pad up or down to highlight each turtle, then press the Start Button to lock on your decision. During play you can return to the Info Screen by pressing the Start Button.

The adventure ends when all four turtles are captured, or if you run out of time in the Underwater Scene. Remember, like any boy or girl, turtles need their fair share of oxygen.

## **HOW TO CONTINUE**

After your last turtle has been captured or drowned, CONTINUE or END will appear. Choose one of these using your Select Button, then press the Start Button. If you prefer to continue, you'll return to the level where the game ended, but without the weapons, ropes and pizzas previously collected.

## 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. Enemies around his feet usually fall prey to his Nunchukus onslaught, though, and his courage will amaze you.



### DONATELLO™

The dreaded Bo (not to be confused with everyone's favorite "10") 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.

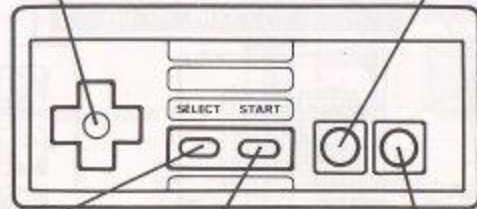
## PIZZA HOW TO KEEP THINGS FROM GETTING OUTTA CONTROL

### The Control Pad

Press to move forward, backward, up and down.

### The B Button

Press to attack. NOTE: To jump and attack in one move, press the A Button and B Button simultaneously.



### The Select Button

Press to switch from a weapon the turtle is specialized in to a weapon you've found or a rope.

### The Start Button

### The A Button

Press to jump. Also press continuously to swim.

## CONTROLS FOR THE PARTY WAGON

When cruising the streets in the infamous Teenage Mutant Ninja Turtles Party Wagon™, press the A Button to fire the Vulcan Cannon and the B Button to launch Anti-Foot Clan Missiles.

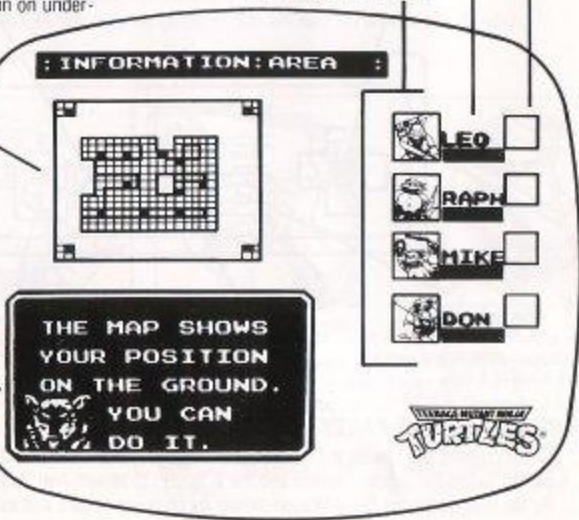
By the way, enter the Party Wagon simply by climbing aboard and exit by pressing the Select Button,

## THE ALL IMPORTANT INFORMATION SCREEN

### 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 get through. White Grid Squares clue you in on underground passages and buildings.

Messages from your loyal friends



Weapons each turtle is currently using

### Turtle Data

Colored graph indicates the turtle presently on the prow.

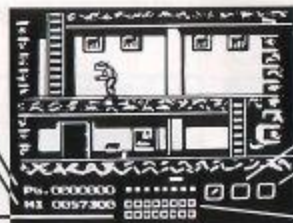
The Turtles: Leonardo, Raphael, Michaelangelo and Donatello

## DEATH DEFYING SCREENS

### The Sunny Side of the Sewer

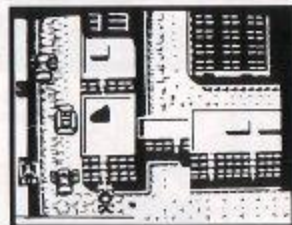
Score  
High Score

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



Power-Up Weapons  
Number of Ropes  
(Shown only in levels 3 and 4)  
Turtle's Life Line

### The Streets of New York



### The Criminally Polluted Hudson River

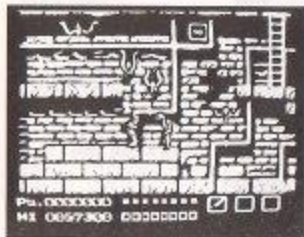
Score  
High Score

Time Limit



Turtle's Life Line  
Power-Up Weapons  
Time Limit

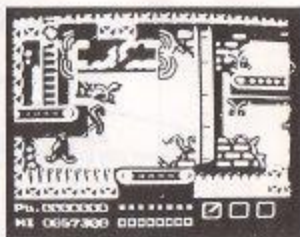
## NEW YORK, NEW YORK (A TURTLEIN' TOWN)



Fifth Avenue/Greenwich Village



Hudson River near the  
Holland Tunnel



Wall Street



JFK International Airport



Shredder's Base Inside  
the South Bronx



The Technodrome™

## PIZZA AND OTHER LIFE SUSTAINING GOODIES



The Party Wagon



**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.



**Boomerang**  
If you catch the boom-  
erang on its return  
flight, you can use it  
again and again.



**Nunchukus**  
Michaelangelo's  
weapon.



**Bo**  
Donatello's weapon.



**Katana Blade**  
Leonardo's weapon.



**Sai**  
Raphael's weapon.



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

## 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.

### Fire Freak

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



### Mouser™

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



### 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.



### Searchlight Mechanism

If this hovering scoundrel spots you, watch out!



### The Roller Car

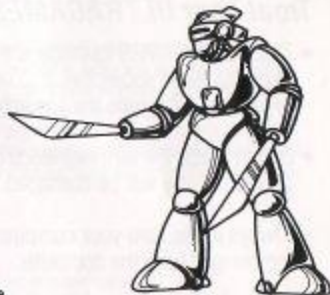
In search of turtle fodder, Foot Clan platoons tour New York's famous avenues in these Roller Cars (once used by David Letterman during his now famous "smashing" episodes).

## KARATE BOSSES



### Bebop™ & Rocksteady™

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



### Mecaturtle

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.)



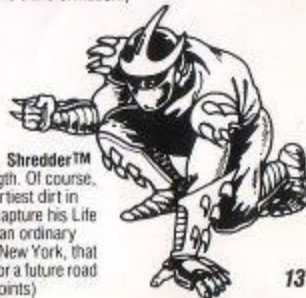
### Technodrome Guardian

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



### Big Mouser™

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

## **Treat Your ULTRAGAMES Cassette Carefully**

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

## **COMPLIANCE WITH FCC REGULATIONS**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

## **SCORES**

---

---

---

---