

MPiX - TMH 3

© 1990 MIRRORSOFT LTD.

Mirrorsoft Limited, Irwin house, 118 Southwark Street, London SE1 0SW.
Tel: (071) 9281454

Teenage Mutant Hero Turtles,™ April O'Neil,™ Shredder,™ Heroes in a Half Shell,™ Foot Clan,™ Mouser,™ Bebop™ and Rocksteady™ are registered trademarks of Mirage Studios, USA. ALL RIGHTS RESERVED.

Used with permission. Based on characters and comic books created by Kevin Eastman and Peter Laird. © 1990 Mirage Studios, USA

Published by Mirrorsoft Ltd under licence from Konami® and under sub-licence from Mirage Studios, USA.

© 1989 Konami®. All Rights Reserved. Konami® is a Registered Trade Mark of Konami Industry Co Ltd.

"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).

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

UK RESIDENTS ONLY

Please call 061 727 8363 to get your free directory and further details.

~ GREAT ESCAPES ~

HOLIDAY ACCOMMODATION VOUCHER



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

turtles

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



KONAMI



TABLE OF CONTENTS

INTRODUCTION/HOW TO PLAY.....	2
LOADING INSTRUCTIONS.....	3
PASSWORD INSTRUCTIONS.....	5
HOW TO BEGIN/RESTART AND END YOUR MISSION.....	6
GAME CONTROLS.....	7
INFORMATION SCREEN.....	8
SCREENS.....	9
PIZZA AND GOODIES.....	10
THE TURTLES HEROES.....	11



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.



 **KONAMI**

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



 **KONAMI**

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 G064 then press RETURN. Type Y when prompted, followed by RETURN, then follow the appropriate Commodore 64 instructions.



 **KONAMI**

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)



 **KONAMI**

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.



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	0770	0533	0138	1221	0610	0049	01	0152	0076	0054	0031	0225	0036	0082	0085
02	0072	1192	0798	1086	0661	0266	0166	0082	02	1055	0032	0010	0049	0794	0545	1168	1738
03	0028	0680	0217	0420	0118	0072	0733	0230	03	0039	1001	0055	1104	0036	0798	0170	1237
04	0010	0053	0154	1101	0590	0079	0137	0284	04	0762	0745	0040	1220	0230	1137	0012	1628
05	0002	0751	0063	0048	0250	0440	1150	0075	05	1055	0071	0503	0160	1233	0016	0208	0082
06	0209	0238	1235	0012	0344	0370	0005	0742	06	1171	1737	0004	0204	0045	0012	1206	0023
07	0301	0398	0795	1080	0054	0067	0166	0274	07	0233	0020	1034	0709	0218	0011	1086	1036
08	0008	0080	0212	1258	0029	0274	0068	0078	08	1101	0505	0257	0000	0030	0009	0208	1706
09	1020	1708	0041	0002	0767	1274	1789	0030	09	0181	0223	0027	0067	0027	1165	0582	0251
10	0057	0288	0008	0200	1705	0788	1104	0041	10	0010	0101	1242	1445	0066	0155	0205	0316
11	0779	0537	0332	0380	0315	0753	0218	0332	11	0062	1059	0771	0200	0048	0770	1057	0048
12	1086	0002	1018	0001	0404	0294	0333	0782	12	0029	1186	1001	0047	0001	0712	0316	0082
13	0080	0384	1110	0771	0275	0354	0001	1122	13	1713	1024	0084	0430	0747	0333	0000	0309
14	1710	1023	1707	0041	0746	0481	1786	0037	14	1214	0735	0111	0206	0003	0045	1174	0003
15	0540	0362	0005	0100	1202	0793	0280	0082	15	0257	0357	0280	0745	1044	1074	0770	0378
16	0721	1128	1718	0018	0085	0430	1771	0029	16	0378	0437	0022	1079	1081	0005	0078	0427
17	1709	0044	0000	0437	0042	1143	1723	0781	17	0774	0431	1043	0781	1000	0003	1786	0755
18	1273	0080	0054	0010	0037	0431	1271	1059	18	1087	0070	0403	0743	0331	1721	0004	0368
19	0431	0035	0757	1178	0009	1126	0001	1113	19	0000	0074	0000	0017	0426	0437	1146	1037
20	1566	0055	0199	0443	0035	0056	0340	0094	20	0051	0211	0320	0050	0226	0200	0324	1540
21	0706	1152	0020	1032	0004	1782	0748	1270	21	0703	0341	0018	0023	1711	0019	1259	0757
22	1146	0017	0006	0175	1239	0035	0363	0154	22	0397	0102	0051	1040	0740	0734	0009	0057
23	0416	0432	0312	1084	1586	1051	0003	0023	23	0737	1204	0052	0340	0702	1110	0079	0303
24	0003	1109	1706	0013	0062	0213	1258	0029	24	0058	0157	0078	0009	0019	0225	0016	0218
25	0033	0280	1000	0784	1162	0734	1130	0093	25	0300	0085	0084	1136	0057	0258	0077	0085
26	1180	1748	0017	0180	0218	0035	0782	0330	26	1185	0002	0315	0000	0200	0084	0302	1579
27	0725	0330	0413	1034	1585	1000	0716	0446	27	0785	0037	0003	0010	0070	0070	0003	1109
28	1578	0725	0138	0107	1122	0061	0024	0140	28	0086	0047	0023	0040	0204	0066	1106	0072
29	1108	0009	1021	0000	1748	0746	1269	0782	29	0125	0190	0085	0047	0200	0029	0005	1154
30	0783	0043	0144	0302	0100	0050	1040	0740	30	0010	0047	0007	0012	0000	0200	1196	1022
31	1579	0077	0030	0057	1778	1785	1788	0786	31	0471	0003	0085	1727	1730	1775	0709	0251
32	0253	0126	0079	0043	0231	1071	0079	1186	32	0720	0320	0000	0002	1197	0010	0107	0181
33	0782	0061	0034	1235	1000	0794	0000	0730	33	1256	0048	0122	0189	0000	0047	0023	0003
34	0025	0002	0193	0000	0000	0192	0000	0000	34	1024	0012	0000	0128	0004	0002	0015	0000
35	0004	0000	0001	0018	0012	0010	1004	0076	35	1184	0720	0104	0180	0030	0045	0236	0023
36	0005	0022	0001	0044	1040	0040	0000	0182	36	1105	0768	0002	0054	1733	0000	1713	0728
37	1260	0074	0036	0405	0020	0027	1719	0785	37	1197	0726	0000	0181	0036	0740	0022	1163
38	1005	0762	0073	0712	1252	0040	0404		38	1030	0779	0085	0419	1705	1000	0000	0220
39	0238	0311	0075	0757	1580	0030	1219	0053	39	1048	0012	0004	0238	1071	0027	0077	0070
40	0271	1101	0011	1577	0000	0004	0445	0042	40	1593	1000	1740	0000	0071	0077	1786	0058

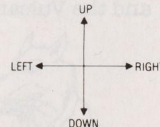
AMIGA, ATARI ST, IBM & COMPATIBLES AND C64 GAME CONTROLS

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.

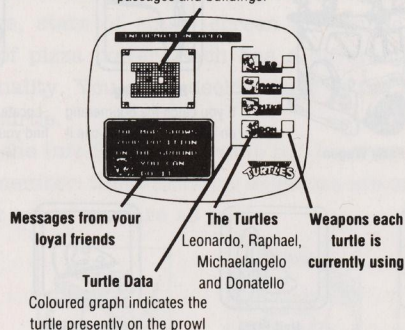
From the Info Screen you'll also choose the turtle you wish to guide. Move the joystick Up or Down to select a turtle, then press the Joystick Fire Button to lock in your identity.

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.

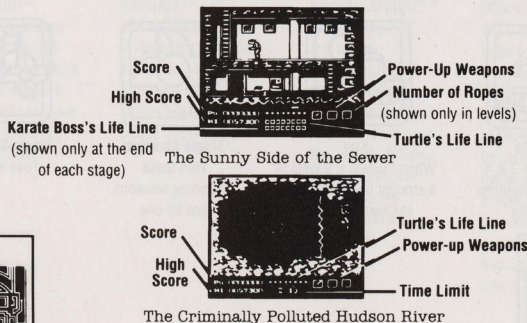
 **KONAMI**

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.



DEATH DEFYING SCREENS



 **KONAMI**

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

 **KONAMI**



 **KONAMI**



PLEASE DO NOT MAKE ILLEGAL COPIES OF THIS SOFTWARE

The software you are using was produced through the efforts of many people: designers, artists, programmers, distributors, retailers and other workers.

The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of personal computer software raises the cost to all legitimate users.

This software is protected by copyright law. Copying software for any reason than to make a backup is a violation of law. Individuals who make unauthorized copies of software may be subject to civil and criminal penalties.

