

Konami (America) Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

Konami Game Hint and Tip Line: 1-900-896-HINT (4468).

70¢ per minute charge.

Minors must have parental permission before calling. Touch-tone phone required.

Konami Warranty Services Line:
(708) 215-5111

TEENAGE MUTANT NINJA TURTLES® and the distinctive likeness thereof are registered trademarks and copyright 1993 by Mirage Studios. All related characters and indicia are copyright 1993 Mirage Studios, exclusively licensed by Surge Licensing, Inc. Konami® is a registered trademark of Konami Co., Ltd.
© 1993 Konami (America) Inc. All rights reserved.

PRINTED IN JAPAN

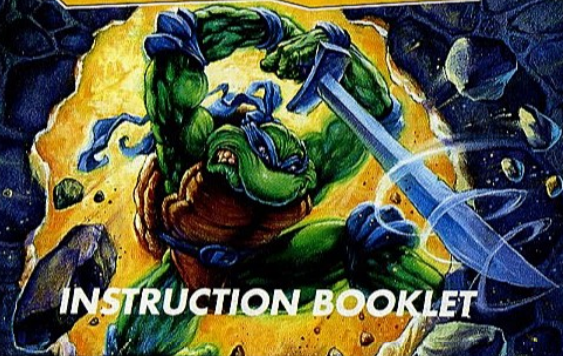
Nintendo

GAME BOY



DMG-K8-USA

TEENAGE MUTANT NINJA
TURTLES III
Radical Rescue™



INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1989 NINTENDO OF AMERICA INC.

CONGRATULATIONS!

You are now a Radical Rescuer facing the awesome responsibility of saving the whole ooze-loving gang from a fate worse than late pizza delivery. We recommend reading this manual first to give yourself an edge against the Shred-heads.

TABLE OF CONTENTS

THE SCOOP	4
HOW TO PLAY	5
THE OBJECT OF THE GAME	6
BASIC NINJA CONTROLS	7
NEW TURTLE MOVES	8
POWER UPS AND OTHER HOT ITEMS.....	10
THE FORTRESS OF FEAR	12
THE FORTRESS MAP	13
ENEMY SHELL SQUASHERS	14



A MESSAGE FROM MICHAELANGELO: HELP!!!

Calling all dudes and dudettes. If you want to be like Mike (that's mol), you've got to partake in an important, but dangerous, radical rescue mission. You see, I was out grabbing a slice of 'za when my friends were sucked into the old "April's in trouble, we better go save her" bit. Now Splinter, Raph, Don, Leo and April are all prisoners in a freaky fortress! So I'm the only one left who isn't becoming a wall flower in a mildew factory. But to make matters worse, Shredder has returned with a new look. Half man with a bad attitude, and half cyborg with the power to annihilate. Only the new and "improved" Shredder could be behind these heinous high jinks. Help me free the sewer crew from Cyber Shredder's twisted nightmare.



HOW TO LAUNCH A TURTLE RESCUE MISSION

Insert your game pak into the Game Boy® and turn on the power. After due credits roll, wait until the Title screen appears. On the Title screen, you'll see the choices NEW GAME and PASSWORD. Move the selection arrow to your choice by pressing the Control Pad up or down. Press the Start Button and away we go! NEW GAME plunges you straight into the ninja action from the beginning. PASSWORD lets you pick up from where you last nailed a boss enemy, saved an ally, found an ID card or picked up a key. Select PASSWORD then enter the sequence of numbers you were last given (don't forget to write it down) using the Control Pad and lock in your entry with the Start Button. If you goof up and enter the wrong number, you'll hear a warning beep. Try again. After entering the Password, you get two chances to continue with the same number of credits.

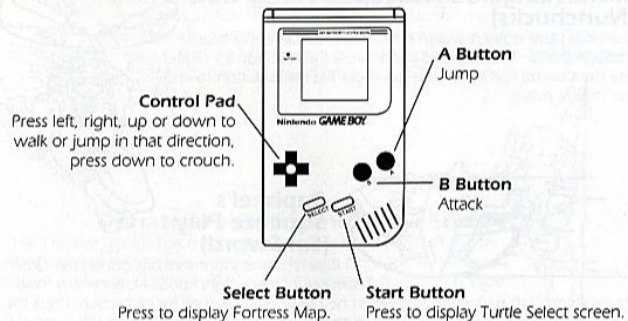
THE NAME OF THE GAME IS THINK FAST

To make it through Shredder's heinous hideout, you have to use strategy as well as ninja skill. You're up against the whole stinking army, and they don't get paid until they bring your shell in on a platter. There's a wild new challenge at every turn, but you're toast if the enemy gets in too many attacks. Your Life Gauge shows the strength you have left. You say goodbye to one life unit per hit. Lose it all and the game is over. You can choose to continue twice if Shredder still has your blood pumping. Just select Continue with the Start Button when the Game Over screen appears, and pick up in the arena you left off.

Five Rescue Missions

The strategy comes in when you must rescue your comrades in a certain order so that you can use each of their special new maneuvers to get past specific obstacles. You can play as Michaelangelo or any Turtle that has already been rescued. Change to another rescued Turtle by pressing the Start Button during game play. At the Turtle Select screen, choose the mutant of the hour with the Control Button, then the A Button to lock in your choice. The new character will have the same amount of life as the character going out. When you're fighting your way through the twisty turny Fortress, you can get your bearings at any time by pressing the Select Button to display the Fortress Map. The Map shows where you are and where your goals are, but you still have to figure out in what order to achieve them.

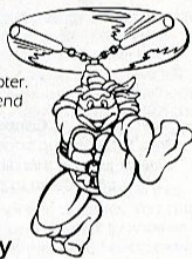
BE A CONTROL FREAK



NEW TURTLE TACTICS THAT'LL REALLY MOVE YOU

Michaelangelo's Helicopter Hang Time (Nunchucks)

The extra pizza doesn't weigh him down, he can easily float through the air. While in mid-jump, press the A Button to 'copter. Use the Control Pad to choose direction. Hit the A Button to end the 'copter move.



Raphael's Squeeze Play (Sai Sword)

Raph's sound judgment has gotten the Green Team out of many tight spots. Now he can really squeeze through narrow spaces when he crawls into his shell for protection. Press the Control Pad down, then press the A Button to go into shell mode. Move the Control Pad left or right for direction. Go back to normal by pressing the A Button.



Leonardo's Blockbuster (Katana Blade)

His temper has really got him busting up the place. Leo can break through certain destructible concrete blocks and wooden crates.

Above a breakable floor or stack of crates, press and hold the Control Pad down, then press the A Button.

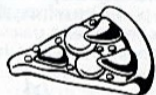


Donatello's Cliff Hanger (Bo Staff)

The creative genius has done it this time. He has devised a way to climb up and down sheer walls. In mid-jump, press the A Button to stick to wall. Use the Control Pad to move. Press the A Button to release.



MOST EXCELLENT STUFF TO COLLECT



Slice-o-pizza
Restores three life units.

X-Large Pizza With the Works

When you run out of life, it automatically restores you to full power. You can only stock one at a time.

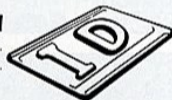


Heart

They're hidden throughout this crazy obstacle course. They increase the total capacity of your life gauge by two units.

ID Card

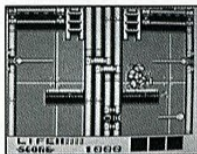
Opens locked doors. Once used, it vanishes.



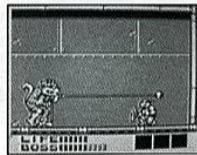
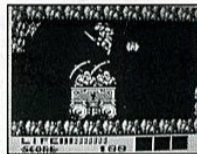
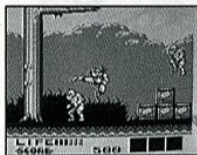
Jail Key

Defeat the warden and grab the key that unlocks the jail cell.

THE FORTRESS. BE AFRAID. BE VERY AFRAID.



Cyber Shredder's Fortress holds hideous surprises at every turn. He created his hideout from an underground network of tunnels that used to be a coal mine. The tunnels are just as twisted as Cyber Shredder's twisted criminal mind! Start in the forest before you enter, then choose your route wisely among bat-infested coal shafts, abandoned factories, mining cars and limestone caves.



THE MAP TO SURVIVAL

Consult the Fortress Map when you feel lost, dazed or confused. Press the Select Button and the Map is displayed. The dots indicate where important items are, like power ups, keys, your buddies, boss enemies... did someone say boss enemies?!!!!



TURTLE TERMINATORS



SCRATCH



DIRTBAG



CYBER SHREDDER



TRICERATON



SCALE TAIL

KONAMI (AMERICA) INC. LIMITED WARRANTY

Konami (America) Inc. warrants to the original purchaser of this Konami 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 Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami 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 Konami 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 KONAMI. 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 KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of 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.

Konami (America) Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510

Konami Warranty Services Line:
(708) 215-5111