

ULTRA
GAMES

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HOW TO PLAY

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TEENAGE MUTANT NINJA
TURTLES II
THE
ARCADE GAME



ULTRA
GAMES

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WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic version of "Teenage Mutant Ninja Turtles"™—The Arcade Game for the Nintendo Entertainment System!™ We suggest that you read the following instructions thoroughly before taking on Shredder's ten levels of turtle ripping terror.

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THE BOUNTY BOYS ARE HERE

Welcome to the crime-infested boroughs of New York, where one wrong look at the right person can be your last. But the turtles sleep contentedly, for they've made Manhattan a safer place for all. Especially since they've sent Shredder to the local landfill. Or so they think.

While dreams of pepperoni pizzas dance through their heads, the turtles' worst nightmares blast into Earth's atmosphere. Two intergalactic bounty hunters have been attracted by the price that Shredder has placed on the half-shell heroes' heads. Shredder's alive and looking for payback!

Although the turtles tossed Shredder into the metal jaws of a garbage truck, his Mutanium battle helmet protected his maniacal mind from being mauled. Upon awakening on a seafound garbage ship, Shredder vowed vengeance.

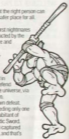
After floating back to land on a pile of non-biodegradable styrofoam cups, Shredder began training a new breed of Foot Soldier. One that is better trained in the lethal art of Taikwondo. And one that will make the ultimate sacrifice to defend his leader. But that was only the beginning. Shredder journeyed throughout the universe, via his Translocation Matrix Beam, recruiting the top bounty hunters. He chose two.

Tara is a ten-foot, half-ice-blizzard beast who, in 2000 years, has never known defeat. Journeying from the distant ice planet of Tragaloon, he has come to Earth seeking only one weapon, his devastating claws. His partner in cosmic crime is Shogun, an inhabitant of Sector Six in the Dead Star Zone, and the mastermind behind the Ultimate Galactic Sword.

But that's not all, folks. Shredder and his professional punishers have again captured April O'Neil and plan to use her as turtle bait. Fail to save this lovely journalist, and that's all she wrote!

Shredder's ten levels of terror, with a lethal leader at the end of each one, are the deadliest the turtles have ever had to face. Even if you survive the eight action-riddled arcade arenas, you still must contend with the two new unbeatable bounty hunter stages. But the turtles stand ready to fight through this shell-squashing mess.

For Splinter has taught these turtles to fight with the ferocity of a lion.



HOW TO PARTY TILL YOU DROP!

The green gurus of grimefighting are hummin' the blues. They've just learned of the evil event that awaits them. Shredder's throwing a reunion party, with the bounty hunters as the guests of honor.

Your goal is to survive all ten levels of total festivities, save April and defeat Shredder in the Technodrome. But keep your amphibian eyes peeled. There are over 700 pain-packing party monsters who'd like to use you as the pinata!

PICKING YOUR PARTY CRASHER (HOW TO BEGIN)

To begin, choose either the one or two-turtle mode with the Select Button, then press the Start Button. Next, choose your turtle(s) of choice with the Control Pad. In the two-turtle mode, use the Control Pad on both controllers to choose your turtles. When you've locked on, press the A Button. Once a turtle is selected, you cannot change turtles in the middle of the game. Now you're ready to rock. Good luck, green-gladiator!

HOW TO GET A LIFE

Your turtle has but only three lives to give to his city and to Splinter. You can prolong your life by eating all the rejuvenating pizzas or eliminating as many villains as possible (for every 200 knockout punches, you're given another life). Your energy will be drained each time you're wounded by an enemy. When your energy meter reaches "null," you're wad!

NOTE: In the two-turtle mode, if you lose all three lives, you can be given a new lease on life by pressing the A Button on your controller (but only if the second turtle has a life to spare).

HOW TO CONTINUE

After your last turtle has been made into party mix, CONTINUE or END will appear. Choose one of the categories using your Select Button, then press the Start Button. If you've got the turtle guts, choose CONTINUE and you'll be thrown back into the level where you were just waded (you can perform this continue feat a maximum of three times per adventure).

NOTE: "Rest" is located in the upper left corner of the screen. This indicates the number of lives remaining.

THE MUTANT MOVIE STARS

No, the turtles' agent didn't force them to appear on a sappy game show. This is your Select Turtle game screen.



Leonardo

Leonardo's the head honcho. He enjoys giving splitting headaches with his Kutana Blades.



Raphael

Raphael's weapon of choice is a bad attitude and dual Sai daggers.



Michelangelo

When he's not cracking jokes, he's cracking heads with his mind numbing Nunchucks.



Donatello

The brains of the outfit. Call him computer geek, and you'll be eating out from his Bo.

CONTROLLING YOUR TURTLE

Control Pad

Press to move forward, backward, up, down or diagonally.

A Button

Press to jump.

B Button

Press to attack. NOTE: To jump and attack at the same time, carefully press the A Button and B Button simultaneously.

YOU'LL GET A KICK OUT OF THIS ADVICE

If you press the A Button, then the B Button while pressing the Control Pad Left or Right, your turtle will jump kick.



Control Pad

Select Button

Start Button

B Button

A Button

THE SCREENS OF THE CRIME

LETTER FROM WALL STREET



Scene 1
Approach Midway Left



Scene 2, Part 1
Times Square
(The Color of the Big Apple)



Scene 2, Part 2
Self-Service System



Scene 3, Part 1
Grassy Central Park (New's Stage)



Scene 3, Part 2
Times's visit Parking Garage



Scene 4, Part 1
Madison Square Avenue (Home of
the world's greatest lights)



Scene 4, Part 2
Rock & Rolla Expressway



Scene 5
Rock Quarry Factory
(The Stone Quarry's Left)



Scene 6
House of Illusion



Scene 7
Inchworm

CRIMINAL MINDS



ENEMIES APLenty

Tobler Transport

An air-powered, mechanical transport equipped with a turbo-jumping boost gun.



Blackhawk

This airborne attacker carries a full lattice cannon that will leave you shell-shocked.



Close Warrior

Granite's army of hand-picked hit men.



Fruity the Hit Man

Behind this candy-coated exterior lies a heart packed with deadly secrets. Beware your little softies.



Head-Kill Bot

These little soldiers that will zap you senseless.



Foot Soldier

Granite's standard-issue foot soldiers; their maximum offensive capabilities are concentrated in destroying the turtles of any size. Make every one of them count.



Mezer

These new Mezer bots are programmed to chase after turtles.



Venom, Blade, Vincent Van Groot

These deadly predators designed by Grogan to weaken the gang.



THE CHAIRMEN OF THE HORDE

Grapple The Claw Warrior

One of Scare's five handpicked fighters, Grapple has built his own scary claw feet, brought his own Mouth Masher, and even



Professor Baxter Stockman

Master commander by day, Mad Man by night, you'll be there for him! Meet in Scare 2, Part 2 and Scare 3, Part 2.



Baxter



Alibi



Krang

Once a war-torned alien planet, Krang fights side by side with Scare in Scare 2.



Fero and Stepp

These two infamous intergalactic bounty hunters are looking to try to beat the turtles.

You will find your path in the next of time and never before Scare 3, Part 1.

Stepp will show you some of Scare's, the use of a sand challenge that will change you from green to black and blue!



Shredder

One of Scare 2 you'll face off against, he'll be in the arena, Tortuga.



Rocksteady and Bebop

Shredder's right and left handmen, or minions of Scare's (and T's) respectively. They prove their beauty is only skin deep, but they get in the way to the cars.

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 in 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.

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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/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.
- Increase the NEC with respect to the receiver.
- Move the NEC away from the receiver.
- Plug the NEC 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 20540. Stock No. 004-100-000-4.

SCORES

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OR REAR PROJECTION TV ⚠**

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