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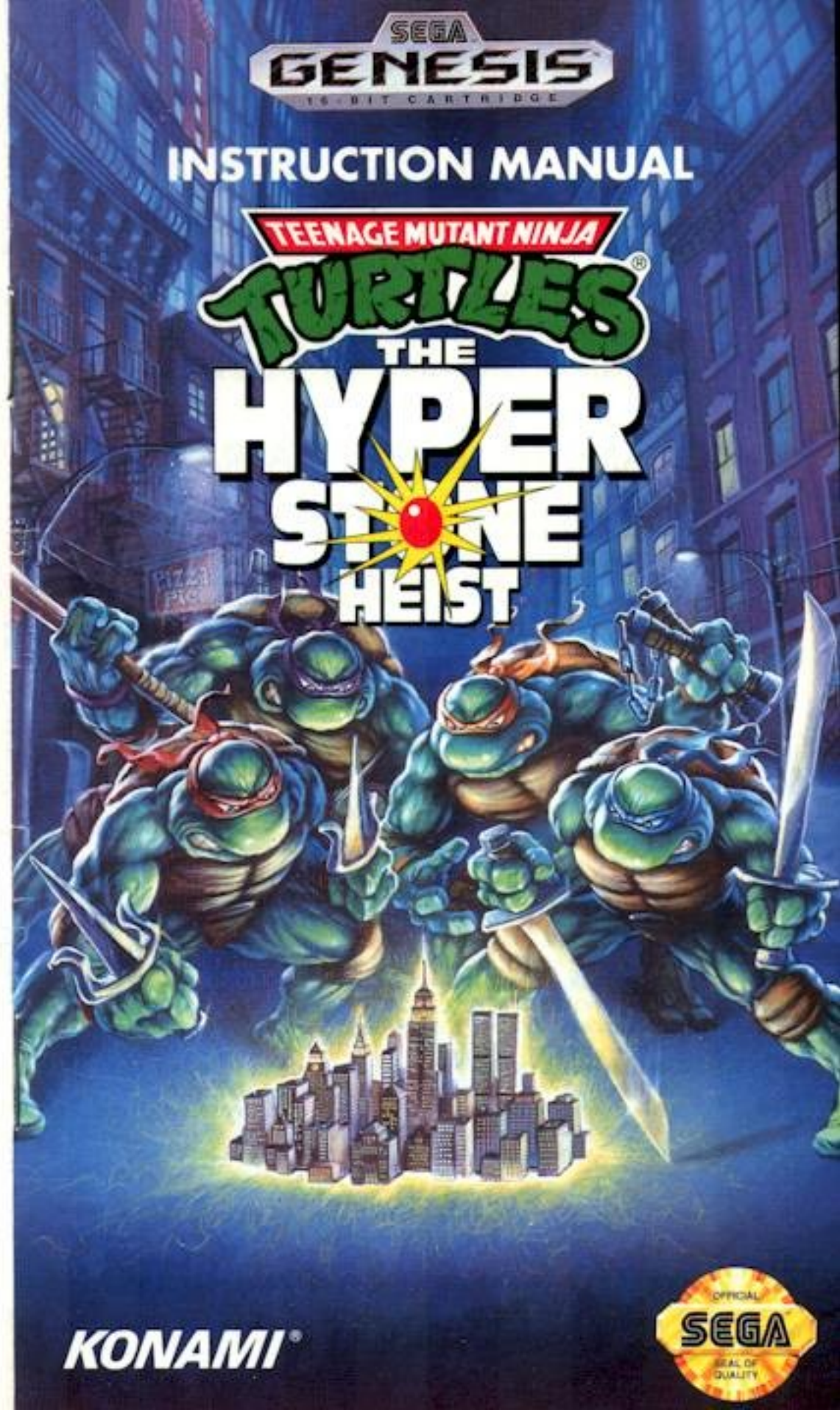
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Welcome...

to "Teenage Mutant Ninja Turtles® — The Hyperstone Heist" from Konami. So shell down, dudes, and check out this instruction manual before tackling Ole'Shred Head to get the most excellent enjoyment from your Sega™ Genesis™ game.

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Shredder shrinks the Big Apple

Far below the morning rush hour in New York City, four youths are watching their favorite news reporter — April O'Neil — on television. Things are pretty comfortable for these boys in their well-furnished subterranean hideout. That is, well-furnished if you are a turtle. A mutant turtle. Teenaged, no less. And a Ninja. Okay, so you and I may not be comfortable, but these guys think the place is, like, mondo to the max.

April is reporting a story from nearby Ellis Island. Suddenly, there is a bright flash behind her. She doesn't seem to notice, but the television viewers do.

"Whoa, dudes! Did you see that?" Michaelangelo asks the others. Leonardo and Raphael stop their Ninja practice and look at the screen.

"What? Did some jerk in da crowd moon the camera again?" Donatello asks from his workbench.

"No way, man." Mike answers. "But there was a most spectacular flash. It looked like an expl..." Mikey stops talking. His mouth hangs open as he stares at the screen. His eyes grow wider.

Leonardo rubs his eyes. "Am I seeing things, or is April growing?"

"Your perception is reversed, my son," comments Splinter. The large humanoid rat — who also serves as teacher and mentor to the boys — is standing in the doorway at the back of the room, watching the events unfold on TV.

"If you will observe, the city is actually shrinking."

On the television, April has been alerted to the commotion. She turns and watches in amazement as Manhattan and the Statue of Liberty grow smaller and smaller and...

With a flash, the picture scrambles, then resumes. Now, instead of April reporting from Ellis Island, the screen is filled with the face of Shredder, the Turtles' long-time nemesis, master criminal and an all-around geek in general.

"Listen to me now, New York City!" Shredder's voice booms out from the speaker. "I have in my possession the treasure of Dimension X. It will allow me to take control of New York City today, and soon, the entire world. In my hand is the Hyperstone. I know you're watching, Turtles. You've gotten lucky in the past, but you won't stop me this time! Ha ha ha!" The screen fades to black.

"Oh man, he really burns my shorts," Raphael exclaims.

Mike taps Raph on the shoulder. "You're a turtle, dude. You don't wear shorts."

"We know what you mean, man," Don says, "Shredder has really gone too far this time. It's time we put a stop to this, turtle-style!" He raises his hand in the air, and the other three turtles rally around, giving him high-threes.

"COWABUNGA!"

Kicking for kicks

How to play the game

There are five levels to this game. At the end of each stage there is a boss enemy waiting for you. When you defeat the boss, you move on to the next level. Sound easy? It's not.

The first thing you will do is select any one of the four Turtles. If you are in two-player mode, you each must have a different Turtle.

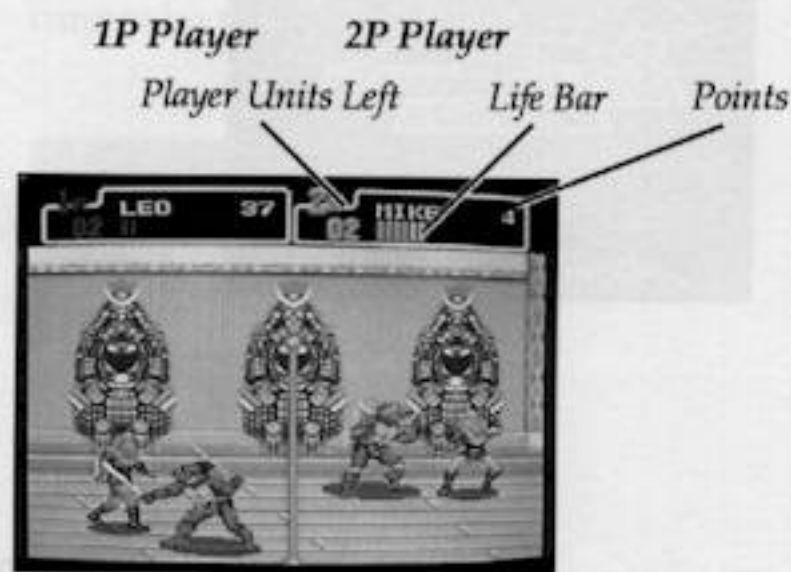
When a player incurs damage his/her life bar decreases. When the life bar is empty, the player is out of the game. You can select the number of continues in the OPTION mode.

- For 1 player, you begin play at the start of the stage
- For 2 players, one player can continue even when the other is out
 - While one player is playing, the other player can jump in. Pressing the START button on the second controller allows the person to join the action in mid-game. Press left/right on the Directional Button (D-Button) to select a turtle.

The Turtles use a variety of techniques. Each Turtle has a different weapon and his own special technique. We'll cover the special moves later.

If a player captures the pizzas that appear during the game, life is restored and a special attack can be delivered.

When an enemy is defeated, points are awarded. At 100 points (and every 200 points after that) a 1-UP is awarded.



Gentlemen, start your amphibians!

Oops, make that reptiles

At the title screen, select the type of game by pressing the D-Button up or down, then press the START button.

- [1 Player] 1P plays
- [2 Players] 2P simultaneous play
- [Option] Game level, number of players and other settings can be adjusted.



Note: To skip the opening introduction, press the Start button.



1 Player, 2 Players

The player select screen will appear. Choose the Turtle you want to control by pressing the D-Button left or right, then press the START button to begin.

- For 2 player games, the same Turtle cannot be selected for both players.



Options

The settings of various game features can be changed. Press the D-Button up or down to select an item. Press the D-Button left or right to make changes. Press START to return to the title screen.

GAME LEVEL: Changes the game difficulty from Easy to Normal to Hard.

PLAYER REST: Changes the number of Turtles each player starts the game with.

CONTINUE: Set the number of times you can use CONTINUE.

CONTROL PAD: Changes the control button configuration.

BACK ATTACK: The settings for a rear attack.

- ON — Attack automatically.
- OFF — No attack.

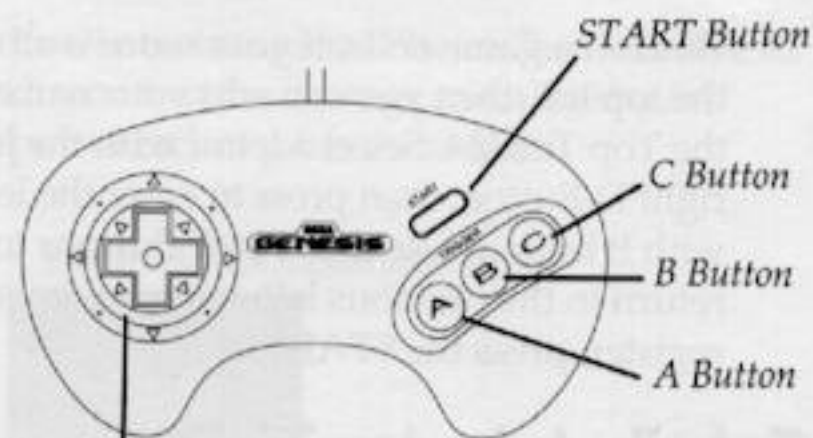
COLOR MODE: Changes the appearance of the player's Turtle.

- ANIME — Animation-style color
- COMIC — Comic book style color

SOUND TEST: Plays the game sounds/music. Press the D-Button to select a sound and the A, B or C Buttons to start.

EXIT: Return to the title screen.

Using the controller



Directional Button (D-Button)

START Button: Press before the game starts to enter selections. Press after the game starts to **pause** the action.

D-Button: Player movement

A Button: Attack. Combined with the D-Button and the B button, a variety of techniques is possible.

B Button: Jump. Player makes a small leap with a quick release of the button. Hold the button down for a big jump.

C Button: Dash. Press the D-Button right or left at the same time as the C Button to dash in the desired direction.

A & B Buttons (at the same time): Special attack.

Note: These are the settings at the start of the game. You may change them in the OPTION screen.

Making the honor roll

When the game ends, if your score is among the top ten, then you can add your name to the Top Ten list. Select a letter with the left/right D-Button, then press to enter the letter with B button. Use the A or C Buttons to return to the previous letter. If you do not register, press the START button.

Totally tubular Turtle techniques

Splinter has taught the boys many different Ninja techniques. Each Turtle has a different weapon, so even when a technique is executed the resulting attack moves are a little different.

Mondo body slam technique: The flip attack is used against Foot Soldiers

- First, hit a Foot Soldier and cause damage. Then, if you approach directly from the side and press the A button (attack), you can flip the soldier away!



Power techniques: When a Turtle is able to do continuous damage to an enemy, a power technique is awarded:

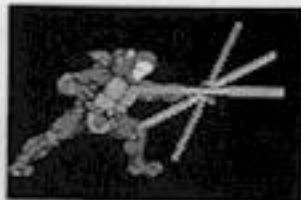
- LEONARDO: Bamboo Split



- MICHAELANGELO: Smile Finish



- DONATELLO: Hurricane Attack



- RAPHAEL: Vacuum Slice



Dash techniques: You can do different types of attacks when you are running that you cannot do while walking.

- Flying kick — While dashing, press the A & B (special) buttons together for this devastating move.
- Sliding kick — While dashing, press the B (jump) button, followed immediately by the A (attack) button.
- Body attack — While dashing, press the A (attack) button.
- Spinning tackle — While dashing, press the B (jump) button. When the spin is ending, press the A (attack) button. If you press only the B (jump) button, you will only spin.

Jump techniques: While jumping, you can do various kicks by pressing the A (attack) button.

- Jump kick
- Front kick
- Jump and swing sword

Special Techniques:

Deadly attack & Special attack

- These moves enable you to defeat all of the enemies around you. There are two types of attack. One is the Special Attack which you earn automatically after you capture a power pizza. The other is the Deadly Attack accomplished by pressing the A and B buttons at the same time.

- Each time a Deadly Attack is used, two life bars unit are used up. Also, it won't work if you don't have more than one life bar unit left. (If you try the move and don't hit anything, your life bar does not decrease.)



LEONARDO:
Spinning Blade

MICHAELANGELO:
Kamikaze Attack



DONATELLO:
Toe Smash

RAPHAEL:
Jumping Spin Kick



Meet the "Heroes in a Half-shell" and friends



Leonardo

The leader of the group and a perfectionist. With a strong sense of responsibility, he always leads the fight and has a fiery spirit. Leo's weapon is the Katana blade.



Michaelangelo

A glutton for pizza, Mike is a humorous dude with a cheerful personality, even if he is a little scatter-brained. He handles the nunchakus like a master and is a flashy attacker.



Donatello

A born genius and a mechanical wizard. Don builds all of the vehicles that the Turtles use. His weapon is the Bo staff, which gives him a very long reach.



Raphael

Cool, level-headed and resourceful. NOT! Raph has a quick temper and even quicker hands, which wield the sharp blades of his Sai daggers with staggering results.



Splinter

Long, long ago he was a human Ninja. Before being transformed into an incredibly wise rat who teaches the Turtles (and also acts as the parent who raised them), he lived in Japan and learned the art of Ninjitsu in the same dojo as Shredder. Their long-standing feud has yet to be settled.



April O'Neil

A very popular TV newscaster. April was once captured by the Foot Clan. She was rescued by the Turtles, and has been a good friend of theirs ever since.

Enemy characters



Shredder

Commander-in-Chief of the Evil Foot Clan. He has joined hands with Krang, an alien from parallel Dimension X. Having taken the Hyperstone from Dimension X, Shredder now stands poised to take over the world.



Krang

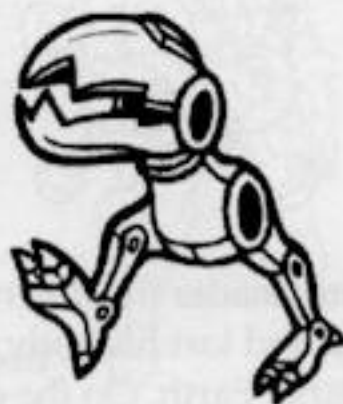
Once a military leader in Dimension X, he was banished and lost his body, finally coming to planet Earth. On the condition that he gets a new body built for him, he lends his high-level military mind to the evil Shredder.

Foot Soldiers

Mass-produced fighting robots built by Krang.

Normal Foot Soldier:
Most frequent enemy in the game. Good at close-range fighting.

Shield Foot Soldier:
Guards against attack with a shield. Tough to defeat from the front.



Mouser

A rat extermination robot built by Stockman. Shredder mass-produces them, much to the annoyance of Splinter.



Stone Warrior

Fighter from Krang's own Dimension X. Formerly in Krang's military service.



Stockman

Thanks to Shredder, this mad genius is constantly inventing more trouble for the Turtles.

Leatherhead

A mutant Cajun alligator. Secretly holding a crayfish, he waits at the end of the sewers for the Turtles.



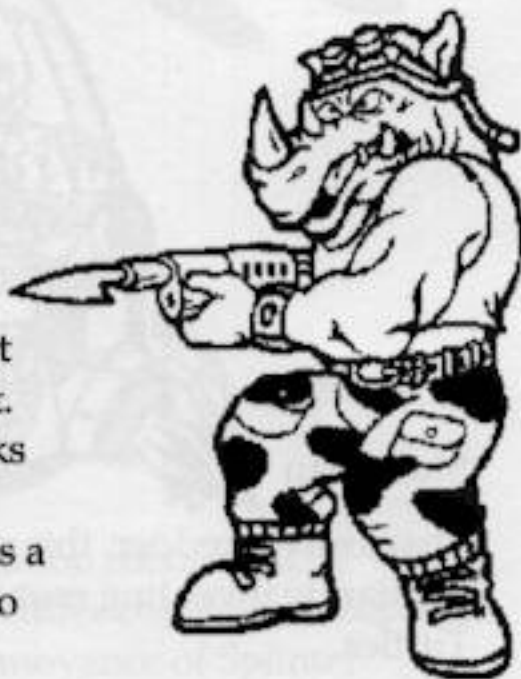
Roadkill Rodney

Small-sized robot created by Krang.



Rocksteady

A mutant rhinoceros. Not very intelligent. This thug works for Krang and Shredder and is a constant pain to the Turtles.



Krang Robot

The body robot that houses Krang.



A few more foes too ugly to show

Check out the game to meet these bad boys face-to-gruesome-face.

Pizza Monster

Invented by Stockman, this is a monster that comes out of pizza! It floats in the sewers and attacks the Turtles.

Tatsu

He is Shredder's right-hand man. He is controlling the Foot Soldiers and is constantly getting in the Turtle's way.

Levels of accomplishment



Stage 1 — New York City



Stage 2 - Mysterious ghost ship



Stage 3 — Shredder's hideout



Stage 4 — The gauntlet



Stage 5 — Technodrome—the final shell-shock

Handling your cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

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- 70¢ per minute charge
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- Minors must have parental permission before calling

If you experience technical problems with your Teenage Mutant Ninja Turtles®—The Hyperstone Heist game cartridge, try our Warranty Services number (708) 215-5111.

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