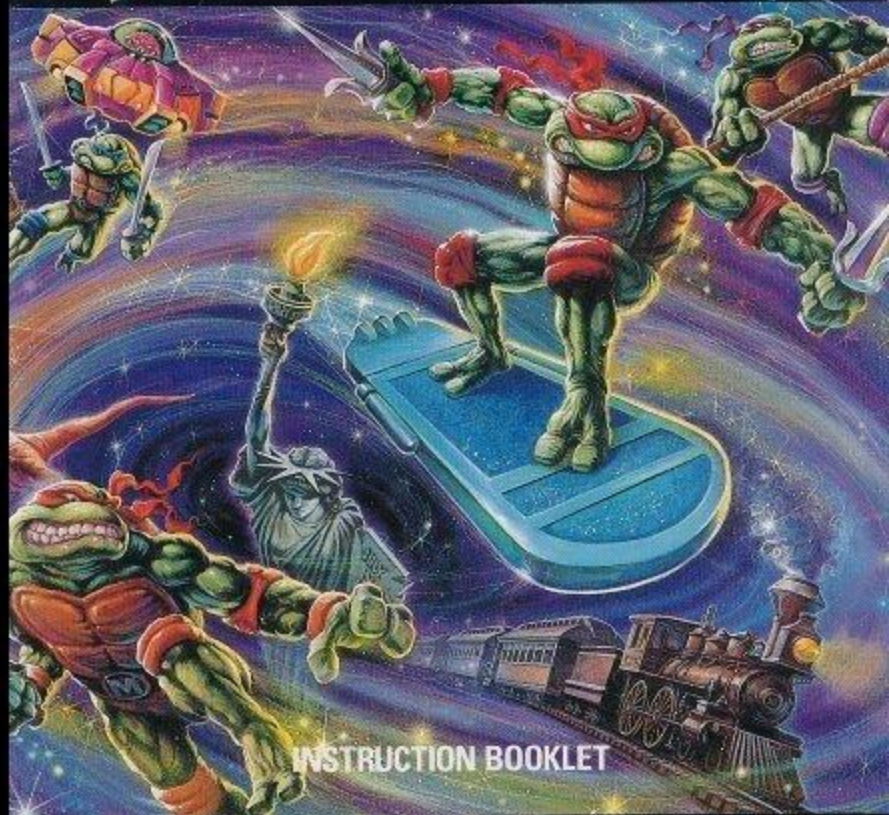


KONAMI

SNS-TM-USA-1

TEENAGE MUTANT NINJA
TURTLES IV

TURTLES IN TIME™



INSTRUCTION BOOKLET

EmuMovies

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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

KONAMI, INC. LIMITED WARRANTY

Konami, 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 KONAMI 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.



LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, SUPER NES AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.
© 1991 NINTENDO OF AMERICA, INC.

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 SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALES FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONGRATULATIONS!

You now own TMNT IV – Turtles in Time™ for your Super NES™. To prevent turtle extinction, read on, dude.

TABLE OF CONTENTS

THE KIDNAPPING OF LADY LIBERTY	4
HOW TO PLAY	5
BEGINNING THE GAME	6
CONTROLLING YOUR TURTLE	8
NEW ATTACK MOVES	9
LEO	10
MIKE	11
DON	12
RAPH	13
ENEMIES AND LEVELS	14

SHREDDER JUST PICKED UP A WOMAN

Sunday evening. You're sittin' around the sewer watching your main reporter, April O'Neil, do a live remote from the Statue of Liberty. Then it happened. A humungoso flying android screamed out of the sky and ripped lady liberty from her foundation, sending hundreds of freaked out tourists into the harbor below. "No way!" cried Raphael. "Way," replied Donatello. "And I'll bet you all the pepperoni in Little Italy who's flying that heinous scrap heap." Leonardo grabbed his Katana Blades, "Let's pop by our friendly neighborhood Technodrome and pay Shredder a visit."

With the cunning of an ancient ninja warrior, you battle through the first three levels that lead right to the heart of the Technodrome. There you find Shredder controlling the metallic terror by remote. "You've been a bad boy, you bloated bean bag," says Leo. "But it's nothing a good thrashing can't fix." After you defeat Shredder, he goes over the edge, knocking everyone into an activated Matrix Translocation Beam. With a flash you're all sent back in time. Now you have to fight Shredder and his horde of historic hooligans through six levels of utter weirdness. You've read history in class. Now it's time to rewrite it.



HOW TO PLAY

Get off your shell, grab your blades, and start slicing and dicing your way through four sinister stages and six time warps. Each is filled with an evil army of Foot Soldiers, android assassins, and other genetic mishaps. And if you just happen to survive them, a most weirded-out warrior waits for you at the end of each stage. Pretty wicked, eh?

To begin, use the CONTROL PAD to select your turtle in the option screen and then push the START BUTTON to lock in your selection.

STAYING FULL OF LIFE

Unlike most creatures, a turtle has three, five, or seven lives to choose from. So look for the pizzas to restore your reptilian vitality. When all of your lives have been shucked, the game is over. If you've got the turtle guts, select Continue and you'll be thrust back in time to the stage you left off at. (The Easy Mode has three continues. The Normal Mode has four continues. The Hard Mode has five continues).

SAFETY IN NUMBERS

While one player is playing, a second can select another way-cool turtle with the CONTROL PAD and join in the heat of combat by pushing the START BUTTON.

BEGINNING OF THE END

Insert the game pak into your Super NES™. Turn on the power. When the title screen appears, you will have five choices: 1 PLAYER, 2 PLAYER, TIME TRIAL, VERSUS, and OPTION.

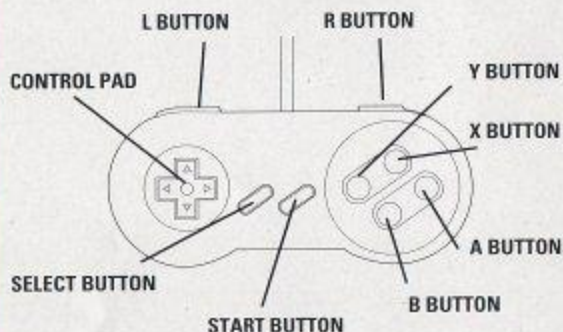
- 1. 1 PLAYER:** Select this choice when you are playing alone.
- 2. 2 PLAYER:** Select when you and another player want to team up against Shredder and the boys.
- 3. TIME TRIAL:** Here you fight the clock as well as the Foot Clan. You're tossed into three courses, each with up to five rounds. The goal is to take out Shredder's warriors as fast as possible. You're only given one life so make it last.
- 4. VERSUS:** Here's your chance to decide who's the most fabulouso ninja hero. Take on another player in the Field of Honor where you'll hone your ninja warfare. The best two out of three wins. If time runs out during combat, the player with the greater amount of life wins bragging rights.
- 5. OPTION:** Lets you adjust the following: control buttons, number of lives, and other options.



-  **LEVEL:** Choose between Normal, Easy or Hard.
-  **CONTROL:** Lets you customize your buttons on the controller.
-  **REST:** Choose the number of lives.
-  **PLAYER DASH:** With the Dash, a player can sprint forward and lunge at the enemy. To do this manually, press the CONTROL PAD in the direction of movement twice, holding down the second time. Or choose Auto for Automatic Dash.
-  **BACK ATTACK:** Lets you attack the enemy behind you.
-  **SOUND TEST:** Allows you to listen to the game's sound effects. To activate, press the B BUTTON.
-  **COLOR MODE:** Choose between a brightly animated game screen or a grittier, down and dirty comic book-style color.
-  **EXIT:** Return to title screen.

KEEP YOUR TURTLE UNDER CONTROL

Keeping a turtle under your thumb can be quite a task, but you can handle it.



START BUTTON

Press to lock in all your decisions.

SELECT BUTTON

Press to pause game.

CONTROL PAD

Use to make your selections at the title screen.
Also press to move your turtle during the game.

B BUTTON

Press to jump.

Y BUTTON

Press to attack.

L, R, A, AND X BUTTONS

See option screen.

A NEW TWIST TO ATTACKING

The turtle team has spent the off season working on a few new ninja moves that can trash Shredder's men:

CATAPULT:

To fling the Foot Clan, carefully move toward either side of the enemy and press the Y BUTTON while holding down the CONTROL PAD.

WHIPIT:

To grab the enemies arm and bash em' into the asphalt, move beside them and press the Y BUTTON.

BULLDOZER:

Use your Dash Technique and press the Y BUTTON.

FOOT FLINGER:

While Dashing towards the enemy, press the B and Y BUTTONS at the same time for a flying foot kick that strikes fear into the heart of the Clan.

SNAKE KILLER:

While Dashing, press the B BUTTON followed by the Y BUTTON for a sliding kick that cuts the Clan off at the knees.

CANNON BALL:

For an unbelievable spinning attack technique, start Dashing as you press the B BUTTON. When the spin winds down, press the Y BUTTON.

BOX OF HARD KNOCKS:

This attack move is so strong, it takes one of your extra lives. To do this, snatch up the red box with a black ball and your turtle will kick into overdrive, destroying all in his way.

DUCK, TURTLE:

In the versus mode *only*, you can save your neck by pressing the B and Y BUTTONS simultaneously. It's a great defense and will save you a ton on aspirin.

THE BIG HURL:

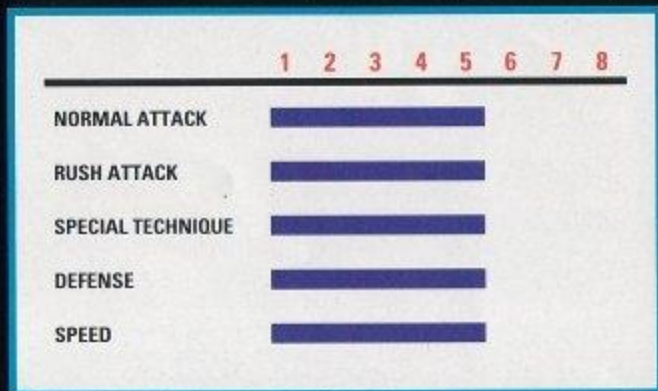
In the versus mode *only*, press the ATTACK BUTTON when you get near your opponent. It's more fun than tossing cookies!

Note: If you've changed your button configuration at the options mode, then your "Attack Button" activates the above moves.

LEONARDO'S POWER RATING



Leo is a most balanced dude. He pretty much does everything well, especially when it comes to eating pizza. Leo's spine tingling special attack is his patented "spin move".

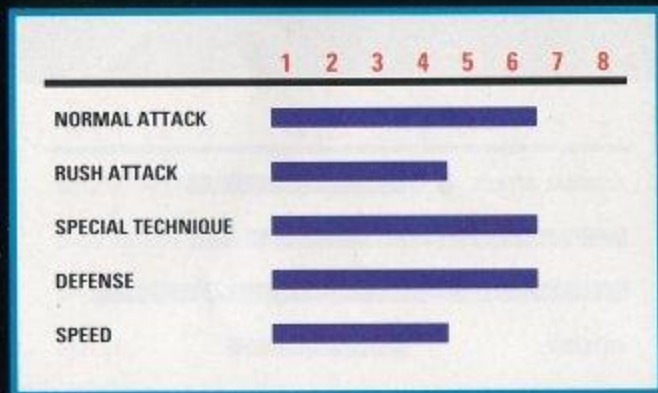


Note: Each time a turtle uses his special attack, a chunk of life line will vanish.

MICHAELANGELO'S POWER RATING



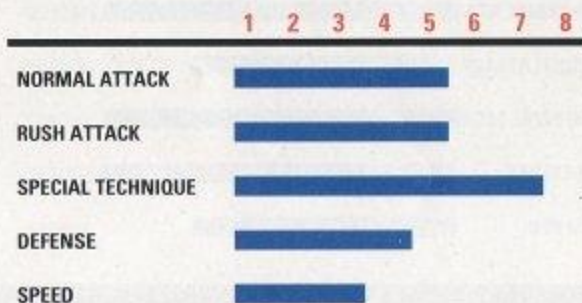
Michaelangelo's greatest power is his weapon. He can slice and dice with the best of 'em. It's a skill he learned making Julienne Fries in Home "Eck" class. Mike's special attack is his Far Flung Flying Fongula. It's a great way to smash face!



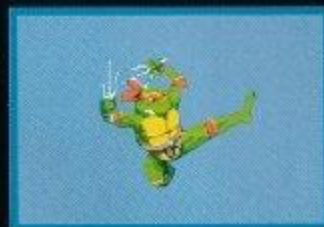
DONATELLO'S POWER RATING



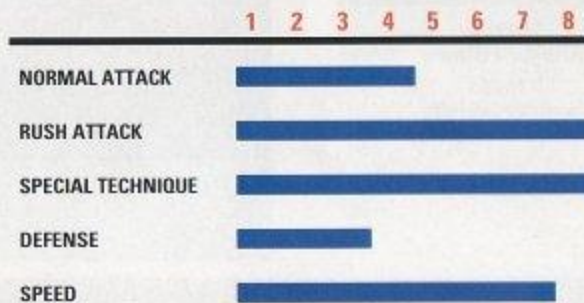
Don's been chowing on too many double stuffed pizzas with extra pepperonis. Thus he's a bit slow these days. But he more than makes up for his pooch-belly with a weapon that keeps enemies at a distance. Don's special attack is his High Flying Kick in the Teeth.



RAPHAEL'S POWER RATING



Raph is one *quick turtle* (pardon the oxymoron). In fact, numerous track squads have asked him to anchor their relay teams. Unfortunately, his defense kind of blows, so he's an easy target if caught flat footed. Raph's special attack is his Super Bombastic Stationary Kick. It's a real jaw breaker.



LEVELING THE ENEMY



Level 1
Downtown



Shredder



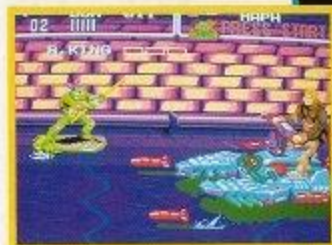
Level 2
Alleycat Blues



Krang



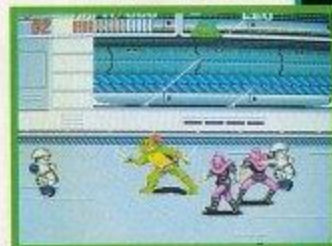
Foot Soldiers



Level 3
Sewer Surfin'
EARN BONUS POINTS



Stone Warrior



Level 4
Technodrome



A6 Annihilator



Level 5
2,500,000 BC
Prehistoric
Turtlesaurus



Level 6
A.D. 1530
Skull and
Crossbones



Chunky Cheese
Pizza Monster



Mouser



Baxter Stockman



The Rat



Roadkill Rodney



Mechaturtle



Level 7
A.D. 1885
Bury My Shell at
Wounded Knee



Level 8
A.D. 2020
Neon Nightriders
EARN BONUS POINTS



Level 9
A.D. 2100
Star Base
Where No Turtle
Has Gone Before



Bebop



Rock Steady



Slash



Krang's
Exoskeleton



Tokka



Super Shredder



Level 10
A.D. 1992
The Final
Shell-Shock



Leatherhead



Rahzar

Teenage Mutant Ninja Turtles and the distinctive likeness thereof are registered trademarks and copyright 1991 by Mirage Studios. All related characters and indicia are copyright 1991 Mirage Studios, exclusively licensed by Surge Licensing, Inc. Nintendo, Super Nintendo Entertainment System, Super NES™ and the Official Seals are trademarks of Nintendo of America Inc.

Konami is a registered trademark of Konami Co., Ltd.

Turtles in Time™ is a trademark of Konami, Inc. © 1992 Konami.

All Rights Reserved.

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

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

70c per minute charge.

Minors must have parental permission before calling.

Touchtone phone required.

KONAMI®