



A TIME TRAVELING ADVENTURE

Dudes! The Turtles are back and they're rockin' harder than ever in their very first Super NES adventure. *Turtles In Time* marks the sixth Nintendo outing for the four sewer surfers from NYC. Using the advanced capabilities of the Super NES, the programmers at Konami have radically improved the graphics and sounds which you may be familiar with from previous Turtle

games. It's shell-shocking! As soon as you turn the game on, you'll notice the difference! A really cool thing about this game is that it uses digitally sampled voices to introduce each of the ten stages. Scaling and other Mode 7 graphic tricks are employed in the action and cinema scenes, but overall, the game set up isn't a radical departure from the side-scrolling action of the NES Turtles games.



THE CRIME

Splinter and the Turtles, while taking a training break to watch April on the Evening News, are witness to the theft of the Statue of Liberty by a giant Krang Robot. They know that Shredder is behind this pointless theft of a national treasure. It's only been a short while since the Turtles battled Shredder in Manhattan. Frankly, they're a bit surprised he resurfaced so quickly. The Foot Clan appears to be fully rejuvenated and all of Shredder's main henchmen are back for the attack. Make sure your shells are screwed on tight, grab your Super NES controller and scream "Cowabunga" as loud as possible because it's time to kick some major shell!

TEENAGE MUTANT NINJA TURTLES IV TURTLES IN TIME

- COWABUNGA -



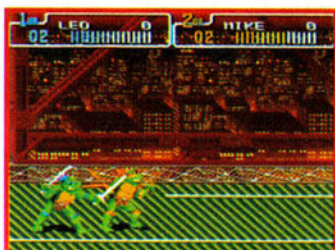
KNOW THY MODES

Turtles In Time features four game modes. Obviously, the 1-Player Mode is best for Clan-thrashers who like to go at it alone, but for simultaneous action, the 2-Player Mode is great.

In the Time Trial Mode, you can select one of several levels to compete on. Each level has timed sections or "laps." The goal is to trash the Clansmen as fast as possible.

1 PLAYER-2 PLAYER

Select Don, Raph, Leo or Mike and head out to the streets! Grab a friend and select two Turtles for 2-Player simultaneous action. Each player must select a different Turtle. Try to become familiar with the strengths of each.



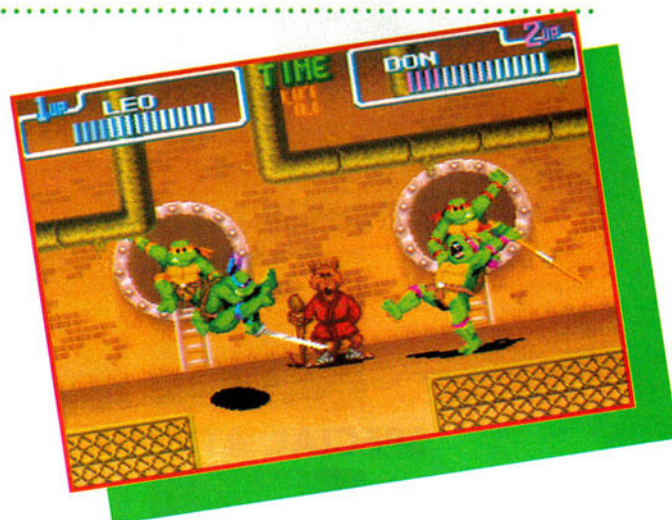
TIME TRIAL

This is a one-player exercise only. Choose to compete on one of three levels. Only one Turtle life is given for the whole Time Trial. If shell-shock besets your Turtle before the round is cleared, you'll have to start over.



VERSUS

The Turtles take to their hallowed training grounds, the sewers, for the Versus Mode. Splinter plays referee in this two-player shindig which closely resembles a Street Fighter II matchup. The remaining Turtles look on as two half-shell heroes battle each other. There is a time limit of 60 seconds for each battle. If time runs out, the player with the most life remaining wins the round. This mode provides a great setting to learn all the cool moves.



OPTIONS

The Option screen allows a player to dial in the settings on their upcoming adventure. Choose from Easy, Normal and Hard Levels. Easy allots three Continues, Normal has four and Hard has five. There are 12 different settings you can choose from to control your Jumps, Attacks and Special Attacks. Another nice feature the Game Option screen gives you is the number of Turtles you can have in reserve. Choose three, five or seven backup lives.



SUPER NES



A SHELLOGRAPHY

LEONARDO



A born leader, Leo is the battle commander for the Turtles. His use of the Katana Blades is unrivaled. Some may criticize his attacks as being too predictable, but his precision more than makes up for any other shortcomings.

COMBINATION

Leo will first swing a blade in an overhand fashion and then he will follow up with a crossing or baseball swing. He may finish up with a double-handed over-the-head chop.



SPECIAL ATTACK

A dual-bladed, spinning, roundhouse slice is Leonardo's specialty. It's very powerful, but it will take a notch off of his life meter if he makes contact with an enemy.



MICHAELANGELO



The self-proclaimed "Wild and Crazy" Turtle, Michaelangelo deftly uses the Nunchaku as his weapon. He lives for two things: 1) pizza, and 2) anything that will take Shredder down. Mikey has use of some fairly flashy attacks.

COMBINATION

Mikey whips his Nunchaku from side to side, then up and down when attacking an enemy. He usually tries to finish them off by spinning the weapon out in front of his body.



SPECIAL ATTACK

Mikey's Special Attack consists of a lunging motion and a two-fisted Nunchaku punch. It's a little difficult to accurately describe, but you'll love it when you see it!



DONATELLO



Donatello is a very smart cookie; in fact, a genius. His weapon, the Bo, is extremely powerful and has a long range. Don is a bit of a recluse and is usually building new TMNT vehicles when he's not fighting or eating pizza.

COMBINATION

Don uses the Bo in much the same way that Mike uses his Nunchakas. An overhead swing, a roundhouse and then a spin out in front will take out several Foot Clansmen.



SPECIAL ATTACK

Donatello executes his Special Attack by firmly planting the Bo and launching himself toward an enemy or a group of enemies. It's a total finesse move, dudes.



RAPHAEL



Raph's a cool, calm and collected character—except in battle! He's a wild man (uh... Turtle) when it comes to bashing Foot Clan heads. Equipped with the trusty Sai, Raphael likes to use his quickness to throw himself at enemies.

COMBINATION

Like the other Mutant Ninja Turtles, Raphael swings his mighty weapon up and down and then side to side. He then can finish off an enemy with a quick flick of the wrist.



SPECIAL ATTACK

Raphael's Special Attack is a ferocious jumping Spin Kick. Powerful legs can deliver powerful kicks and Raphael has definitely got 'em! The spin may be just for show.



PICK A TOPPING

PIZZA

Who knows who left the Pizza out, but the Turtles are glad they did! Have a feast, boys!



POWER PIZZA

If one of the Turtles grabs the red box, they'll have super Turtle power for about five seconds. Before snagging the box, wait for a gang of enemies to gather around so you can wipe them out in one big group.





DASH ATTACK

TEENAGE MUTANT NINJA
TURTLES IV
TURTLES IN TIME

The Turtles have perfected a few techniques which they have been working on over the past few years including these running attacks. Splinter has taught them very well.

ROUND OFFS

By Dashing and then pressing the Jump Button, a member of the TMNT can execute gymnast-like round offs. They quickly tuck their weapon away and then start flipping end over end. Use this technique to get through a pack of enemies.



SHOULDER BASH

By Dashing and then pressing the Attack Button, your mean, green fighting machine will hurl himself at an enemy or a group of enemies shoulder first. This technique can deliver a powerful stunning blow.

FLYING KICK

This technique may be a bit difficult to execute, depending on how you have the Special Attack set up on your Super NES Controller. Press the Special Attack Button(s) while Dashing and the Flying Kick will be the result.



SLIDE

To properly execute a slide, press and hold the Jump Button while Dashing and then press the Attack Button. If properly timed, your Turtle will damage an opponent when he slides up and comes in contact with him.



POWER MOVES

The Turtles are famous for being able to quickly thrash their enemies. These two new power moves certainly prove that. Any of the Turtles can consistently execute these moves.

FLING SLAM

Ouch! This one looks like it really hurts. Stand as close as possible to a doubled-over enemy. Press the Attack Button, but don't hold Down on the directional key to execute the Fling Slam. It's a smashing move!



FLING TOSS

This is a rad move! First, double an opponent over with a Punch, Kick or Dash, then move in very close to them. If you press the Attack Button while pressing on the directional key, your Turtle will grab and Fling an enemy toward the screen.



SUPER NES

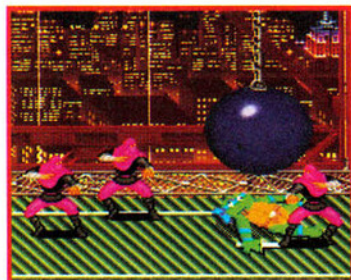


SCENE 1 BIG APPLE 3 A.M.

Like New York City needs another new building! The Turtles' first battle takes place during the wee hours of the morning in a building that is currently under construction.

WRECKING BALL

The wrecking ball operators must be really tired—they're wrecking the wrong building! Avoid becoming a Turtle pancake when the giant wrecking balls come crashing down by staying out from underneath them. When the wrecking balls are down on the floor, they will not harm you.



GIANT KRANG ROBOT

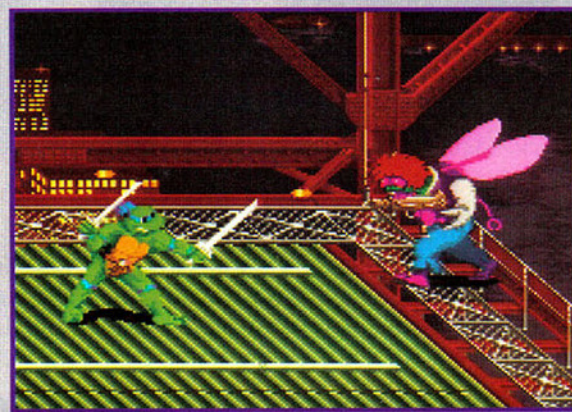
Halfway through the first stage, a giant Krang Robot will peek in on the action. He'll see the Foot Clansmen getting thrashed and decide to help out. You'd be wise to avoid the lasers shooting out from his eyes. Here's a tip: the robot's eyes will flash a bit before the lasers start blazing.



BAXTER

"TERMINATE THE TURTLES"

Baxter Stokman, once a good-natured scientist, was turned into a fly by the evil Shredder. He has two weapons at his disposal: a machine gun and a "hand" gun. Don't attack Baxter until he stops firing and lands. Since there's no time limit, just avoid his shots.



SCENE 2 ALLEYCAT BLUES

The back alleys of New York City are no place for upstanding citizens to stroll around. That's why the Turtles are here. They're on a mission to clean up the place and get rid of the Foot Clan.

WHERE DO THESE STAIRS GO?

Well... they go up, of course! Foot Clan warriors who toss Ninja Throwing Stars will use these stairs as their point of entry in an effort to put a stop to the Turtles. The path next to the large dumpster is narrow so watch out for Clan gangs when passing by it. There is a Power Pizza up ahead.



FENCED IN!

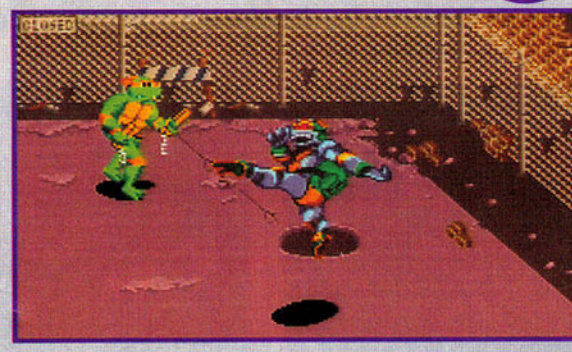
The Foot Soldiers will make their entrance via the back side of the chain link fence. You can't get at the Foot Soldiers until they have climbed over the fence. Wait until they start to climb up the back side and then move your Turtle into proper battle position.



METALHEAD

"I'M GONNA MANGLE YOU SLIMEBALLS"

Krang built this mechaturtle to resemble the members of the TMNT crew. It has a few powerful methods of attack: 1) it will kick you, 2) its limbs will quickly extend and pop you a good one right in the kisser, and 3) a laser gun will fire from its chest cavity.



SCENE 3 SEWER SURFIN'

SHOW TIME!

Travel back into the sewers for a bonus round. Pick up as many "?" boxes as possible and avoid the mines.



R. KING

**"FIRST THE SEWERS...
.. THEN THE WORLD!"**

The Rat King thinks he rules the sewers. Not likely. Everyone knows that the Turtles dominate here, too. Smash Rat King's vehicle while avoiding the missiles he fires and the mines he drops. Jump when he's dropping mines and attack afterward.



RAID ON TECHNODROME



SCENE 4—TECHNODROME LET'S KICK SHELL!

Finally, the Turtles make it to Shredder's hideout, the fabled Technodrome. The Foot Soldiers are much better defenders here. The Shield Foot Soldier is first seen in the Technodrome.

SHATTERING CRITTERS

The mechanical Mousers that break out through the glass and into the main Technodrome hallway were initially created by Baxter to get rid of mice. Baxter hates mice, you know. However, they are such a big nuisance to the Turtles that they are now permanently employed in that menacing position.



LIQUID SOLDIERS

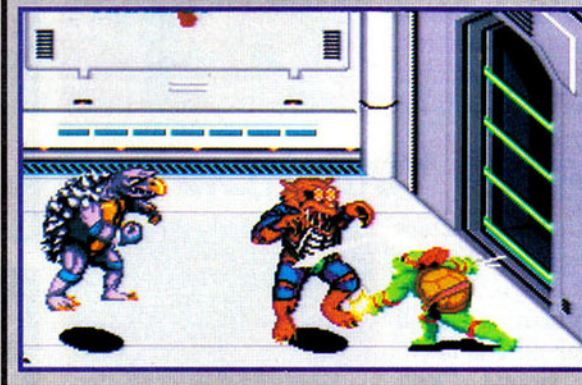
A new "breed" of Foot Soldiers has recently been created by Shredder. Liquid Soldiers can hide themselves by blending into the surface of the floor until they are ready to attack. In an instant, they can return to their normal Foot Soldier shape. Liquid Soldiers usually pop up in groups.



TOKKA & RAHZAR

**"MASTER SAY HAVE FUN..."
"FUN..."**

Take on Rahzar first. Stand in the lower right corner and just keep slashing away at him. Rahzar will bite the dust in a relatively short amount of time. Tokka is a bit harder to defeat, but you should be able to defeat him in the same manner.



After defeating Tokka and Rahzar, you will move on to the second section of the Technodrome—the elevator shaft. Shredder awaits you at the top.

ELEVATOR SHAFT

There will be a total of six stops on the way to the top of this elevator shaft. Be prepared for a battle at every stop! Watch out for Roadkill Rodneys, Sai Soldiers, Shield Soldiers, Sickles and Chain Soldiers, Mousers and the dreaded Liquid Soldiers on the way up to Shredder's lair.



SHREDDER IS FOUND!

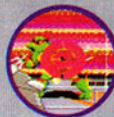
When you enter Shredder's lair, your Turtle will be between Shredder and the screen. You'll see him lurking inside of his newest fighting machine. It's equipped with radar, laser turrets and retractable pinchers. If you get caught by one of the pinchers you'll be in for a huge shock.



SHREDDER

"TONIGHT I DINE ON TURTLE SOUP"

For the Shredder battle, he'll move between the screen and your Turtle. The only way to damage Shredder is to grab and Fling the Foot Soldiers at his machine. It's difficult in the Hard Mode because only Shield Soldiers show up. It's extremely tough to Fling them.



"MY PATIENCE IS WEARING THIN, I'M BANISHING YOU TO A TIME WARP FROM WHICH YOU WILL NEVER RETURN!"



SCENE 5—B.C. 2500000000 PREHISTORIC TURTLESAURUS

The Turtles' first stop goes back about a bzillion years to a time when dinosaurs roamed the planet. The huge footprints give it away. In fact, you'll encounter some of the stampeding beasts.

DINO STAMPEDE

You'll know when a dinosaur is on its way. The ground shakes and you'll hear the rumble of dino feet. They run right to left and won't stop for anything.



WATCH YOUR HEAD

Giant stalactites hang from the top of the cavern. As you approach, they will break off and fall to the ground. Don't be standing underneath them... OK?



SLASH

"YOU'RE HISTORY, SLIMEBALLS"

Slash is also a mutant turtle, but he's not on the same wavelength as the TMNT. He's evil! An attack to Slash's front will do no good. Get him from behind.





SCENE 6—A.D. 1530 SKULL AND CROSSBONES

TEENAGE MUTANT NINJA
TURTLES IV
TURTLES IN TIME

Your Turtle will find himself warped to the deck of a 16-century pirate ship. The deck is in need of repair—so don't step on the loose boards or you'll end up getting smacked in the face.

UP FROM BELOW

There will be plenty of Foot Soldiers who will jump up from the side of the ship throughout this stage. Stay on the lower half of the deck if possible.



INCOMING!

A passing hostile pirate ship may fire off a volley of gigantic cannon balls. The cannon balls will land on the deck of your ship. Watch for them!



ROCK STEADY & BEBOP

"YOU'RE WALKING THE PLANK, SHELL BRAINS"

Rock Steady and Bebop can be considered one boss. If you defeat one, the other is defeated, too! Stay clear of Rock Steady's pointy lance and Bebop's whip.



SCENE 7—A.D. 1885 BURY MY SHELL AT WOUNDED KNEE

The Turtles are getting closer to the present time, but they're still over a hundred years away. The entire battle in this stage takes place on a speeding train in the wild, wild West.

UNDERCOVER CLAN

Don't be fooled by the motionless mannequins — they're really Foot Soldiers in disguise. They throw off their overcoats and attack when you get close.



STONE WARRIORS

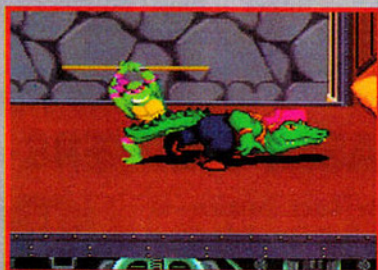
These former Krang rockers are tough! Don't let them gang up on you. Keep them all on one side or the other, if possible. They blow up when defeated.



LEATHERHEAD

"OH GOODIE, FRESH TURTLES FOR LUNCH"

This lobster-chuckin' croc loves boxing. He'll punch you, but his best attack is with his tail. The spikes on his tail are sharp and can do a lot of damage.



SUPER NES

SCENE 8—A.D. 2020 NEON NIGHT-RIDERS

SHOW TIME!

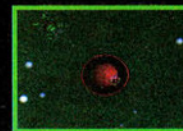
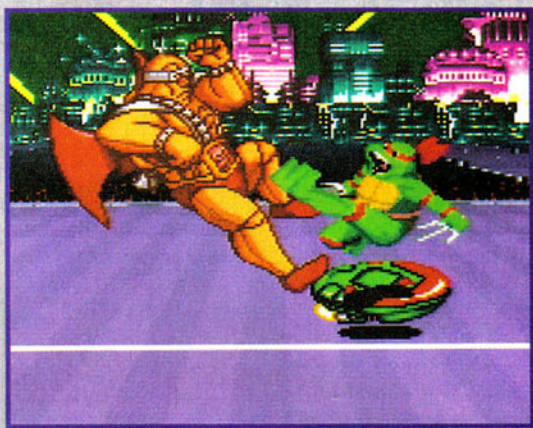
This is the second bonus round. Pick up the "?" orbs, smack the Foot Soldiers and avoid the Mousers.



KRANG ROBOT

"FACE THE WRATH OF SUPER KRANG"

A Krang Robot appears in the distance and then turns to come swooping down for the final battle in this stage. Jump right in and start wailing on the Krang Robot. He will punch you, but keep working on him—he'll go down!

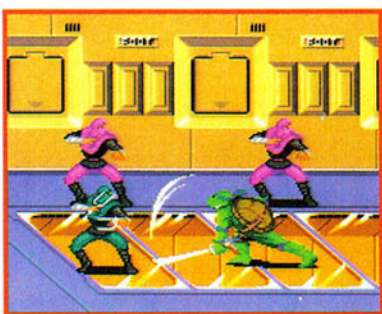


SCENE 9—A.D. 2100-STARBASE WHERE NO TURTLE HAS GONE BEFORE

Krang has constructed a new hideout. This time, it's in outer space. The Turtles have been to just about everywhere, so why not outer space? It makes sense... sort of.

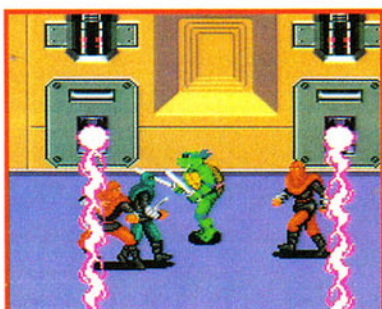
KRANG'S STARBASE

You will face almost every type of enemy in the Starbase. Krang has guarded his new lair extremely well. You'll need to call upon all of your Turtles' ninja fighting techniques to handle the onslaught of enemies.



LASER BARRIERS

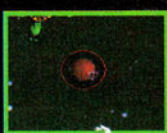
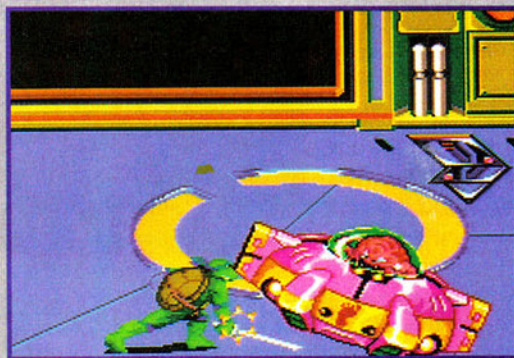
The laser barriers in the hallway of the Starbase are reminiscent of the lasers which shot out from Krang's eyes way back in the first stage. Keep in mind that it is possible to jump over them, if necessary.



KRANG

"YOU SHELL HEADS ARE DEAD"

Krang's disappearing ship won't hurt you if you touch it, get in really close and whack away at it like a crazed Turtle. Krang will drop some pesky Robot Walkers, but they can be defeated with one swat. Persistence will pay off.

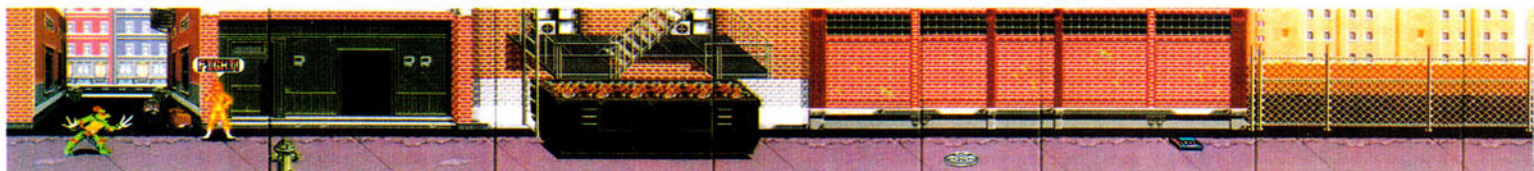


GUESS WHO'S NEXT!

SCENE 1-BIG APPLE 3 A.M.



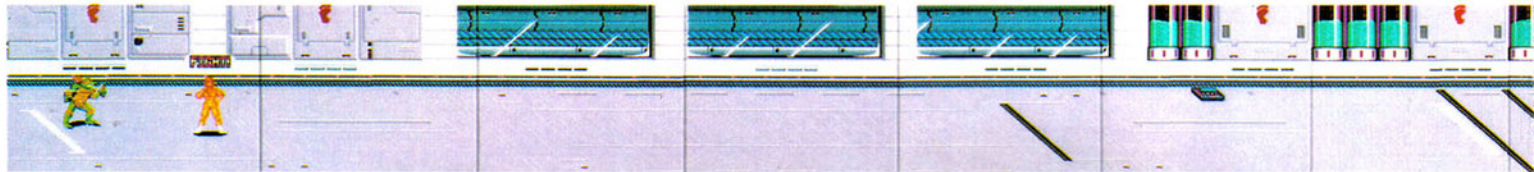
SCENE 2-ALLEYCAT BLUES



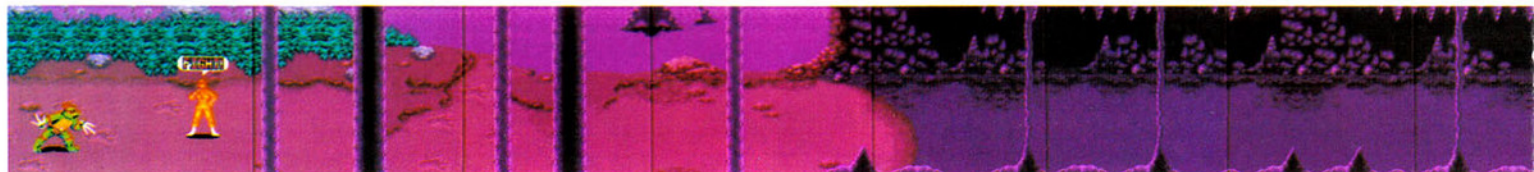
SCENE 3-SEWER SURFIN'



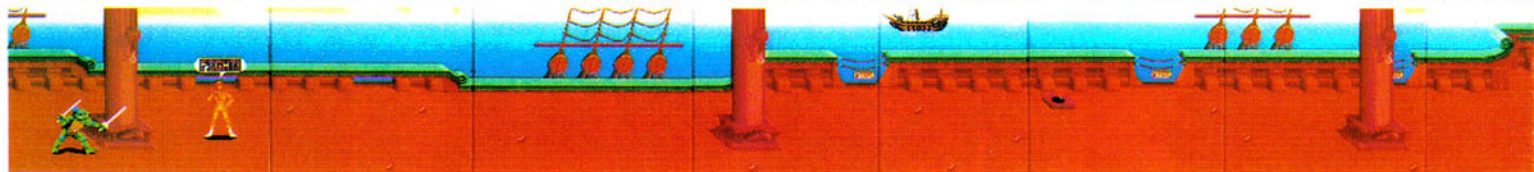
SCENE 4-TECHNODROME-LET'S KICK



SCENE 5-B.C. 25000000000-PREHISTORIC



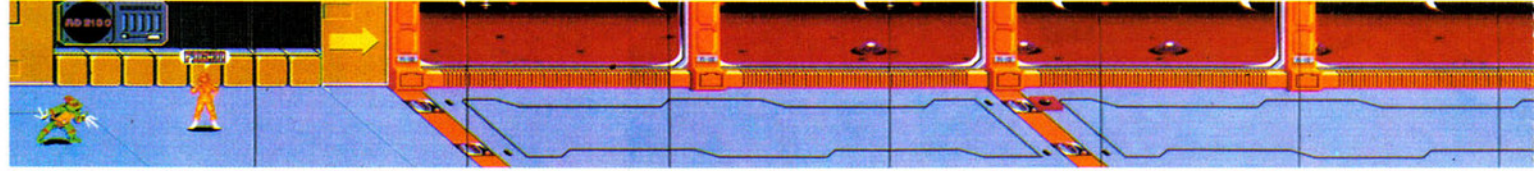
SCENE 6-A.D. 1530-SKULL AND CROSS

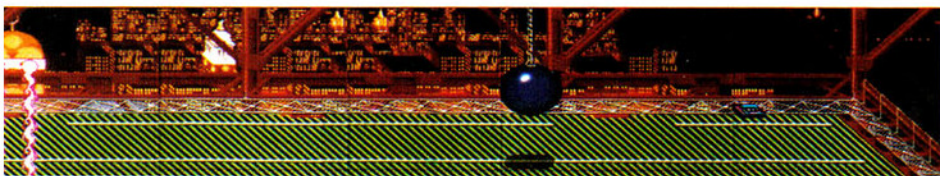


SCENE 7-A.D. 1885-BURY MY SHELL



SCENE 8-A.D. 2100-STARBASE-WHERE





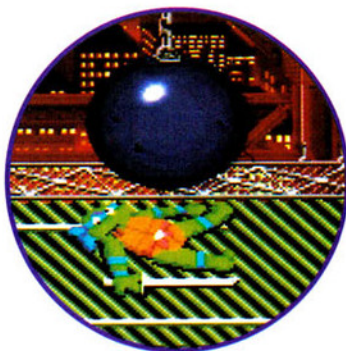
Boss:
BAXTER



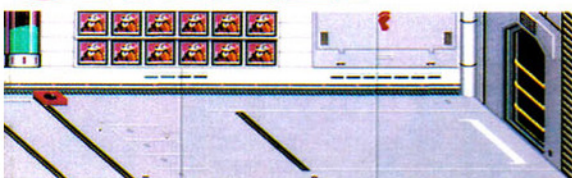
Boss:
METALHEAD



Boss:
RAT KING

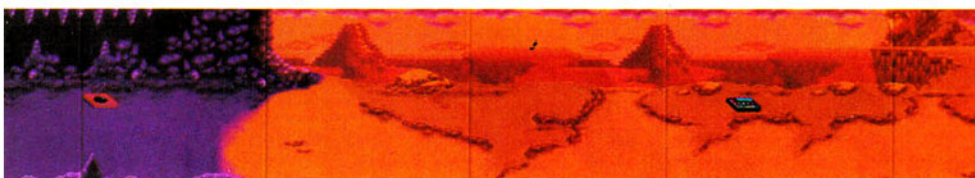


SHELL!



Bosses:
TOKKA & RAHZAR

RIC TURTLESAURUS



Boss:
SLASH

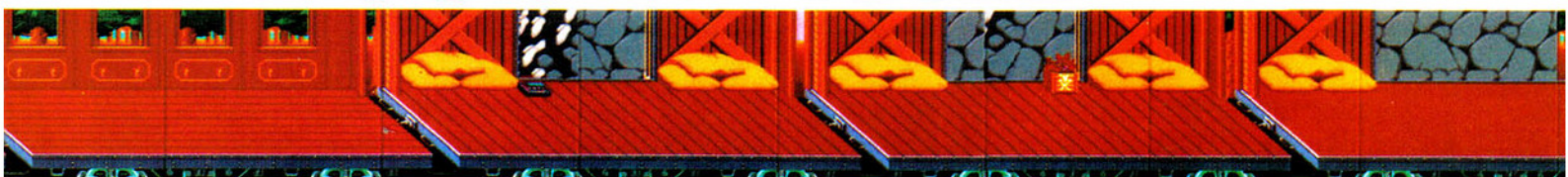
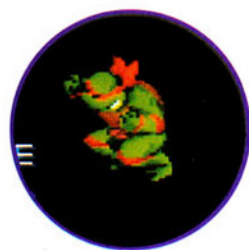
SSBONES



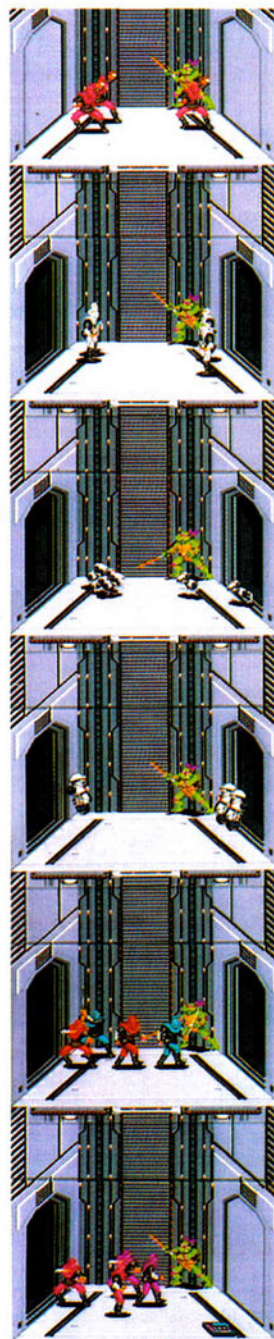
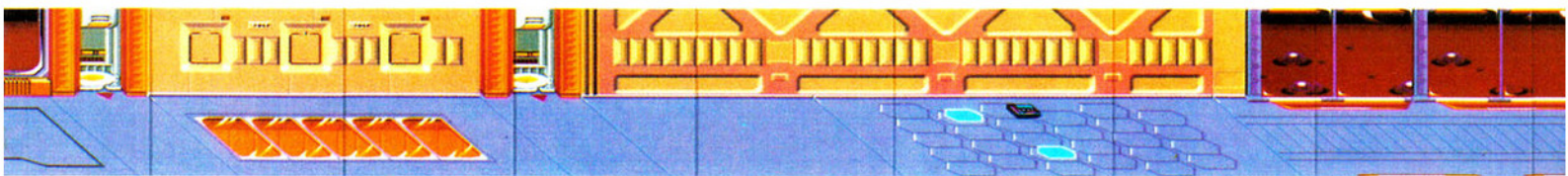
Bosses:
ROCK STEADY & BEBOP



AT WOUNDED KNEE



NO TURTLE HAS GONE BEFORE





Boss:
SHREDDER

Boss:
KRANG ROBOT

SCENE 10- A.D. 1992- THE FINAL SHELL-SHOCK

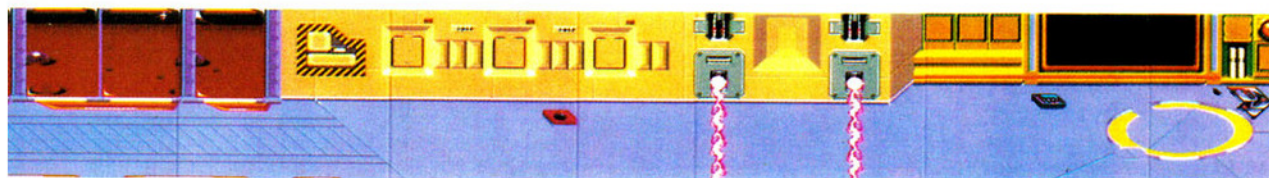


With the Statue of Liberty looking on in the background, you must go up against Shredder again. His fire and ice attacks can be deadly, but you should be able to time your attacks accordingly.



Boss:
LEATHERHEAD

SCENE 8- A.D. 2020- NEON NIGHT-RIDERS



Boss:
KRANG