

Printed in Japan

Nintendo

GAME BOY™

ULTRA GAMES

DMG—NT—USA

TEENAGE MUTANT NINJA TURTLES®

FALL OF THE FOOT CLAN™

INSTRUCTION BOOKLET

ULTRA SOFTWARE CORPORATION LIMITED WARRANTY

Ultra Software Corporation warrants to the original purchaser of this Ultra 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 Ultra software program is sold "as is" without express or implied warranty of any kind, and Ultra is not liable for any losses or damages of any kind resulting from use of this program. Ultra agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Ultra 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 Ultra 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 ULTRA. 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 ULTRA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ULTRA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitation 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

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1990 NINTENDO OF AMERICA INC.

Ultra Software Corporation
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111

Official Nintendo Seal of Quality

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.

WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's Cowabunga version of Teenage Mutant Ninja Turtles®: Fall of the Foot Clan™ for Game Boy. We suggest you read the following instructions thoroughly before beginning your Sewer Wars.

TABLE OF CONTENTS

HOW TO BEGIN YOUR REPTILIAN RESCUE 4
CONTROLLING THE ACTION 6
MEET YOUR RENAISSANCE TURTLES AND THEIR FRIENDS 7
GUIDE TO NEW YORK SEWERS 8
THE FIVE FIGHTING FIELDS 10
HOW THE PIZZAS DELIVER 12
LEADERS OF THE THUG PACK 13
MEMBERS OF THE FOOT CLAN ARMY 14



PUT YOURSELF IN THEIR SHELLS—CHOP! CHOP!

To rescue April O'Neil, your all-time favorite newsperson, you must risk life, limb and shell by thrashing, bashing and smashing Shredder and his fiendish Foot Clan army. To accomplish this "Turtlean" Task, insert the game cartridge correctly into the Game Boy and turn the power switch ON. Nintendo will appear, followed by an ULTRA-cool logo, then the Turtles' Seal of Approval and finally a message from your favorite foursome.

After checking out the Tortoise Rap, press the Start Button and the Configuration Screen will appear. Here you'll pick your beginning stage by pressing the Control Pad Left or Right. All told, there are five fearsome stages to choose from (see page 10 for the diabolical details of each stage). Next, press the Control Pad Up or Down to assign the A and B Buttons either an Attack Function or a Jump Function.

HOW TO SELECT A HARDTOP

Next, press the Start Button and the Player Select Screen will appear. Press the Control Pad Up or Down to choose a turtle from a cast of four—Leonardo, Raphael, Michaelangelo and Donatello. Once you've chosen a Hero in a Halfshell, press the Start Button to begin your adventure. (NOTE: You can change your turtle identity only after you clear a stage or if your current turtle is captured. In other words, don't try to pull the ol' "Switcheroonie" in the middle of a stage!)

Now you're primed to take on the Kung Fu dictator Shredder and his newest recruit Krang, an arch alien warlord. This ultimate Sewer War consists of five never before seen stages of destruction, including the Waste Dump Ravine and Technodrome Tower. At the end of each stage a super-powered High Karate Dude will do his/its best to pummel you. In order to advance to the next stage you must counter this maven of mayhem's pounding with your own brand of pulverizing. Remember, you

can begin your reptilian rescue from any stage. However, to experience the GRAND TORTOISIAN FINALE you must begin at stage 1 and make it nonstop through all five stages.

TURTLE SOUP AND OTHER JUNK FOOD



Each time a turtle is nicked by an enemy, his Life Meter will shrink. When his meter reaches zero, he'll become an official P.O.F. (Prisoner of the Foot Clan). When all four turtles are captured, the game will end and there will be an extra helping of turtle soup at tomorrow's dinner table.

Fortunately, throughout the battle, you'll find pizza pies that will restore a waxy shine to your scratched and dented turtle. A slice of pizza will restore two points to your turtle's Life Meter, while a whole "za" will restore four life sustaining points. Plus increase your score.

HINT: There are also different Bonus (not to be confused with Bogus) Stages hidden in the New York Sewers. If you're skillful (and lucky) enough to "do the right thing" in a Bonus Stage, your turtle's life will be completely restored. The only helpful advice in Bonus Stage 1 we're offering is this: "BIGGER" and "SMALLER" refers to the number you guessed, i.e. your number is bigger than the actual number so make your next guess lower. Get it? Got it? Good!

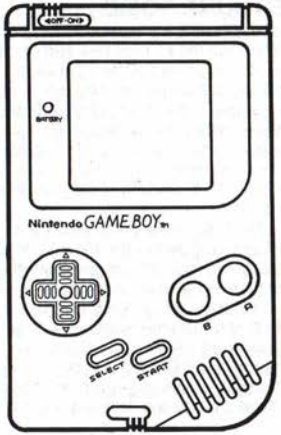
So, with all that in mind, get your taco shell amigos ready for battle, then stick it to Shredder, Krang and the rest of the Foot Clan fools. After all, it's the only way you'll save April for a rainy day!

HOW TO PLAY THIS NEW SHELL GAME

Control Pad
Press Left and Right to advance your Heroes in a Halfshell through the streets and sewers of New York. Press Down to make them "get down and get funky."

START BUTTON
Press to begin the game. Also press to pause and unpause the adventure.

SELECT BUTTON
This button is out of commission during your mission.



A BUTTON (THE ATTACK BUTTON)
Press to attack with your favorite Foot Clan dicing weapons. Press in the middle of a jump to kick the life out of an enemy. Press when you're in a "down and funky" crouched position to toss your super-severing Shurikens. NOTE: Although your supply of Shurikens is endless, their sheer numbers will prove of little value against a High Karate Dude at the end of each stage.

B BUTTON (THE JUMP BUTTON)
The longer you hold down the B Button, the higher your turtle will jump. If he leaps high enough in a single bound, he'll do a midair somersault that would have made the Flying Frisbeeno Brothers proud. During flight, you can also press the Control Pad Left and Right to avoid enemy attacks.

NOTE: Remember, during the Configuration Screen you can switch your A and B Button functions by pressing the Control Pad Up and Down.

THE GOOD AND THE BEAUTIFUL



LEONARDO
Leonardo is the acknowledged leader of the Teenage Mutant Ninja Turtles. A regular touché turtle, he is a master of the deadly Katana Blade, and a hot-blooded leader who's always willing to lead his buddies into battle.



MICHAELANGELO
This carefree slave to pizza is the spokesman for your favorite foursome. He's a disciple of the infamous martial artist Vincent Van Vanquish, and a genius with the head-banging Nunchakus.



SPLINTER
Splinter is the adoptive father and mental guardian for the turtles. Once a strong and mighty Ninja Warrior, he was turned into a rat by the loathsome Shredder.



DONATELLO
Donatello is the real creative of the bunch who designs all of the turtle vehicles. With the swing of his trusty Bo he can disable a foe quicker than you can say OUCH!



RAPHAEL
Raphael is a very resourceful and cool cat (excuse me, turtle). He's a 21st Century wizard warrior and a sharp dude when it comes to wielding his razor sharp Sai.



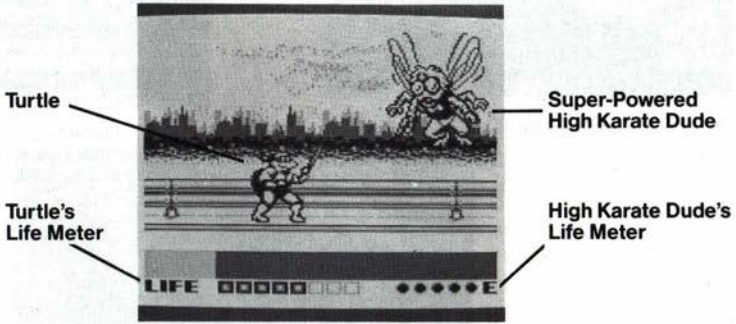
APRIL
April is a ravishing TV reporter who befriended the turtles after they rescued her from the anything-but-friendly Foot Clan. Presently, she is being held captive by Shredder and his radical band of punk rumblers.

UP CLOSE AND PERSONAL WITH THE GROSSEST PLACE ON EARTH

The Usual War Zone



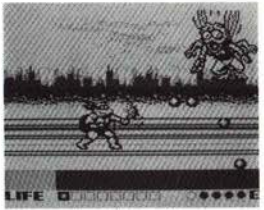
The Killer War Zone



FIVE OF NEW YORK'S TOUGHEST NEIGHBORHOODS



The Traffic Jam



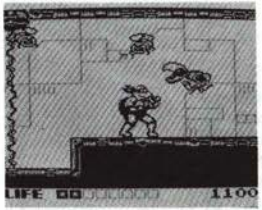
Queens
(Home of that Queen Bee,
Baxter Stockman)



The Sewer of Your Dreams



The Waste Dump Ravine



Technodrome Tower

PIZZA THAT WILL DELIVER YOU FROM EVIL



The First Ever Edible Pizza Box
Value 10 points



Slice of the Pie
Value 50 points



The Extra Large "ZA" with Double Cheese
Value 100 points

BIG, MEAN AND UGLY (THE SUPER-POWERED HIGH KARATE DUDES)



SHREDDER
Shredder drove his arch rival Splinter out of the Ninja School for the Ruthless and then transformed the academy into an evil organized grime syndicate. Now, as head of the Foot Clan army, Shredder has joined forces with Krang, and together they plan to have more of an impact on society than Napolean, Alexander and Caesar combined.



KRANG
Krang was a top-ranking warlord on an alien planet light years away until he went berserk and was banished by the Galaxy Cops. During the struggle to depose Krang, his body was blasted into a million bits. Unluckily, his head survived. After "heading" to Earth, he agreed to share his sophisticated fighting techniques with Shredder in exchange for a healthy body to match his warped mind.



BAXTER STOCKMAN
This frightful flying fool, with a wingspan greater than the long extinct Terrordactil, has been looking forward to buzz bombing the turtles ever since their mutated beginnings. Now, with the sewers abuzz in the stench of battle, he may finally get his chance to crack a few shells.



ROCKSTEADY
Part beast and part criminal, this is Shredder's numero uno enforcer.



BEBOP
Part beast and part scum of the earth, this is Shredder's numero dos enforcer.

EVIL COMES IN ALL SIZES



Filet O' Filth
Value 20 points



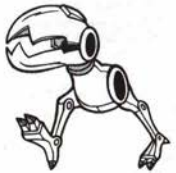
Torpedo Timmy
Value 10 points



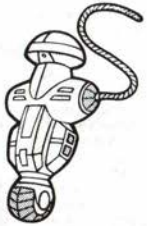
Nitro-Burning Doughnut–
The Frosting is Murder
Value 10 points



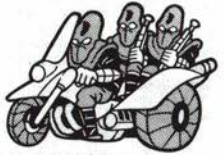
Pink Eyesore
Value 10 points



Mouser
Value 20 points



Roadkill Rodney
Value 50 points



Brawling Bikers
These guys are of absolutely no value to society



Winged Rabid Bat
Value 10 points



Not-So-Great
Ball of Fire
Value 10 points



Shell Shocker
Its value will shock you!



Foot Soldiers
Value 20 or 30 points depending on their ferocity!



Tubular Transport
Value 10 points



Spine Stretcher
Value? It will cost you to find out!