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**THE CURSE OF THE  
WERE-RABBIT**  
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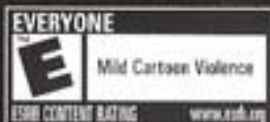


PlayStation 2

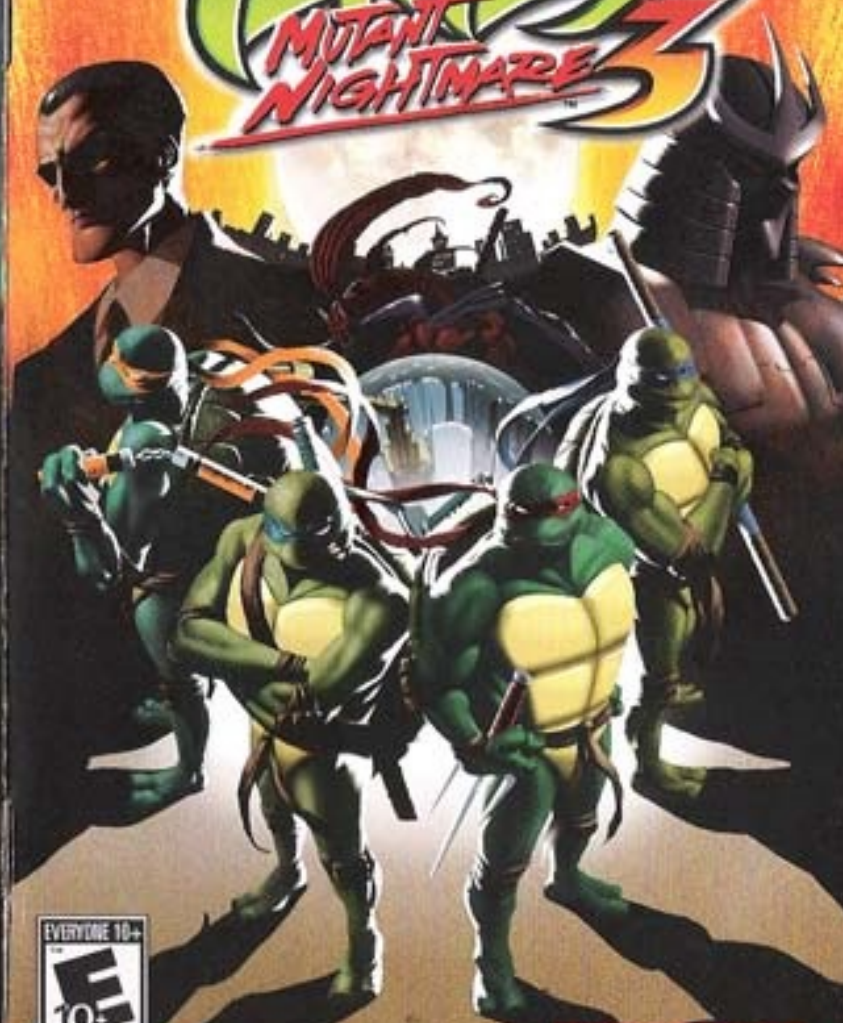
EmuMovies

Konami Digital Entertainment - America, 1465 Bridge Parkway, Redwood City, CA 94065

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TEENAGE MUTANT NINJA  
**TURTLES**  
MUTANT  
NIGHTMARE 3



KONAMI

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

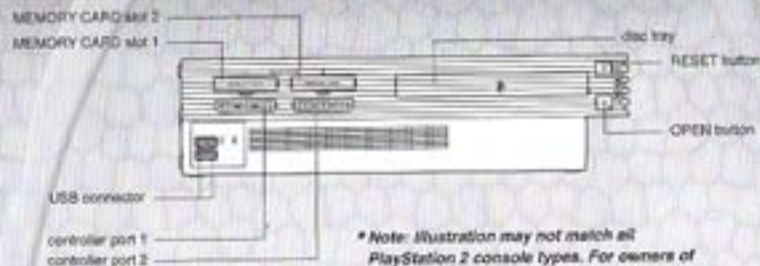
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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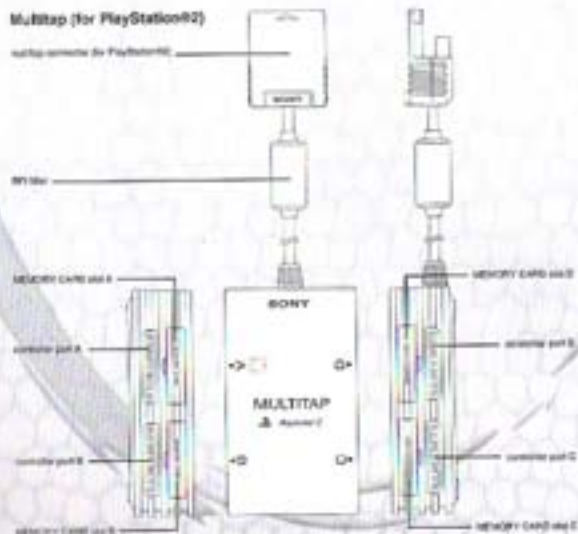
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## GETTING STARTED



*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation<sup>®</sup>2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Teenage Mutant Ninja Turtles<sup>®</sup> 3: Mutant Nightmare™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



## STARTING UP

### DUALSHOCK<sup>™</sup>2 ANALOG CONTROLLER CONFIGURATIONS



### Memory Card

To save or load your game in progress, a memory card (8MB)(for PlayStation<sup>®</sup>2) is required. Insert the memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation<sup>®</sup>2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card containing previously saved *Teenage Mutant Ninja Turtles<sup>®</sup> 3: Mutant Nightmare™* games.

**Teenage Mutant Ninja Turtles<sup>®</sup> 3: Mutant Nightmare™** uses at least 42 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving or loading games or after the power has been turned ON.

## Menu Controls

directional buttons	Highlight item
X button	Select item, advance to next screen
△ button	Cancel, return to previous screen
START button	Start game

## Game Controls

left analog stick	Run/Walk
X button	Jump
△ button	Strong attack
□ button	Weak attack
○ button	Shuriken (if available)
L1 button	Target lock on/off
L2 button	Switch target
R1 button	Guard
R1 button + left analog stick	Escape
R1 button + X button	Gemba (if available)
R1 button + □ button	Initiate Group Attack "Shell Strike" (when enemy is locked on)
R1 button + △ button	Initiate Group Attack "Super Shell Pulse" (when enemy is locked on)
R1 button + ○ button	Ougi attack
directional button up	Charge (joint attack by all CPU-controlled Turtles against a locked-on target)
directional button down	Gather (regroup all CPU-controlled Turtles)
START button	Pause game

Note: You can move the camera using the right analog stick. Move the right analog stick up/down to zoom in/out and left/right to rotate.

Note: These are the default controls for the game. Controls can be adjusted from the Options menu (see Options, Controller Setting on p. 20).

## INTRODUCTION

*It is all peace and quiet...*

*The Turtles have been training and playing everyday, not realizing the troubles they are about to encounter.*

*A giant object approaches Earth. It is the Triceraton's home world with its awesome powers and advanced technology. Their goal is to find the inventor of the Teleportal technology, who happens to be the Fugitoid, also known as Professor Honeycutt and a friend of the Turtles. Little do the Triceratons know that the professor is no longer on Earth and has moved to the Utrom home world to pursue experiments for peaceful means.*

*When the Triceratons first hear this, they do not believe it and begin an invasion of Earth!*

*It is only the Teenage Mutant Ninja Turtles® who can save us now!*



## MAIN MENU

The Main Menu is the first screen you see after you press the START button from the title screen. From here you have six options:

**New Game** – Start a new game in Story Mode with the Turtles (see Story Mode on p. 8).



**WARNING:** Every time you select NEW GAME, all existing game data is erased.

**Continue** – Load a saved Story Mode game from data saved on the memory card (8MB)(for PlayStation®2).

**Challenge** – This mode must be earned by completing the first few missions in Story Mode. There are two types of games in Challenge Mode, Score Attack and Time Attack. Time Attack must be earned by scoring high in Score Attack (see Challenge Mode on p. 14).

**Arcade** – Once you clear Episode 1, you can play Teenage Mutant Ninja Turtles®: Turtles in Time, a classic arcade version of the game (see Arcade Mode on p. 29).

**Movie Viewer** – DVD movies can be found in hiding places while on certain missions. Go to the Movie Viewer to watch them (see Movie Viewer on p. 29).

**Options** – Change the game settings (see Options on p. 20).

## SELECT A TURTLE

All of the Turtles get in on the action even in a single player game, but you control just one. The others are CPU-controlled. If more than one controller is attached to the system, then a Turtle must be selected for each controller. Each Turtle is uniquely equipped with different skills, combos, and, of course, his own specialty weapon, so consider your choice wisely.



The Turtle Selection screen appears during setup in Story and Challenge Mode. You can also call it up by pressing the **RT** button during Episode/Mission selection in Story Mode, and then selecting CHARACTER SELECT from the menu (see Menu on p. 8).

To select your Turtle:

1. Press the START button to select the Turtle that you will control.
2. Press the directional buttons to highlight a Turtle. It's HP and AT values (see note that follows) are displayed.
3. Press the **X** button to confirm your selection.
4. Press the START button to proceed to the Episode/Mission Selection screen

**Note:** HP is Health Point. This represents the life of your Turtle, so the higher this number, the more life your Turtle has. AT is the Turtles' Attack rating. The higher this is, the more damage that is rendered with a single hit.

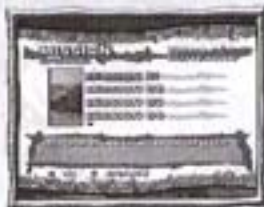
## STORY MODE

This is where the journey begins. Prepare for an adventure that will take you through the streets of New York City, out to a space borne Triceraton base, and even into another dimension. Raging epic battles and skill-based mini-games will test the Turtles every step of the way.

There are three Episodes and more than 60 Missions. You begin with Episode 1, Mission 1 and the others become available as you defeat enemies and progress.

### Episode and Mission Selection

The path toward victory is littered with danger and destruction. Only a clear vision of your ultimate goal will ensure success. This screen is where you track your progress toward this success.



Episodes and Missions must be played in sequential order. Once you complete a Mission, the next one becomes available.

To select an Episode and Mission:

1. Press the directional buttons up/down to highlight an Episode, and then press the **X** button.
2. Press the directional buttons up/down to highlight a Mission, and then press the **X** button to proceed to the Mission's start screen.

After clearing a Mission, you can to replay that Mission at any time. Complete specific Missions to open the Challenge Mode (see Challenge Mode on p. 14). Complete Episode 1 to open Arcade Mode (see Arcade Mode on p. 29).

### Menu

This menu is accessed from within a Story Mode by pressing the **RT** button during Episode and Mission selection or the Free Battle select screen. The options are:



**Upgrade Turtles** – The initial settings screen shows each Turtle's Health, Attack, Shuriken, Slots, and Ninja Scrolls status. This is also where you acquire Combos and Skills and equip Ninja Scrolls (see Upgrade Turtles on p. 9).

**Character Select** – Here's your chance to change the character you control (see Select a Turtle on p. 7). Players can join or quit a game using this screen.

**Options** – This is the same Options menu that you can access from the Title screen (see Options on p. 20).

**Save** – Select this to manually save your current game. Game data is saved either manually or automatically as you play the game. This option can be adjusted in the Options screen (see Options on p. 20).

**Load** – Continue a saved game. If this is your first time playing the game, then the Continue option is not available. Otherwise, the next screen that appears is the Episode Selection (see Episode and Mission Selection on p. 8).

**Return to Title** – This returns you all the back to the opening Title screen.

To select an option from the Menu:

1. Press the up/down directional buttons to highlight your choice.
2. Press the **X** button to confirm your selection.

### Upgrade Turtles

The status of six different components is displayed as soon as you select Upgrade Turtles from the Menu. Press the left/right directional buttons to scroll through each Turtle's stats:



**Number of Crystals** – Shows the number of crystals that have been collected. The total is actually shared among all the Turtles.

**HP** – Shows the amount of life remaining for your Turtle. This can always be improved by discovering the right power-up.

**Attack** – Shows the attack rating of your Turtle. This is adjusted by equipping Ninja Scrolls (see below).

**Shuriken** – Shows how many Shuriken your Turtle holds.

**Slots** – Each Turtle begins with one slot to hold Ninja Scrolls. Additional slots can be acquired so a Turtle can hold additional scrolls (see Equip Ninja Scrolls on p. 11).

**Ninja Scrolls** – These are found in secret spots throughout the Missions and they can be equipped here for special power-ups.

With any of the Turtle's stats displayed in the Upgrade Turtles screen, press the **X** button to open a sub-menu and customize that Turtle's abilities. There are three ways to customize:

## Acquire Combos

Add new Combo skills to your Turtle's already immense talents. You need to collect enough Crystals during a Mission and Free Battle in Story Mode (see Free Battle on p. 13) in order to make an acquisition. The number of Combos that can be acquired increases as you progress through the Missions.



**Note:** Even if you have the required number of crystals, you may not yet have completed the required Mission in order to acquire a certain Combo.

Press the directional buttons to highlight an Attack icon. The description and cost of each one is displayed. If you cannot afford a specific Combo, or if it doesn't become available until later in the game, then it appears ghosted. Press the **X** button to make an acquisition. The cost is deducted from your total.

The position of an icon, and what other icons appear to the left of it, tell you how to summon that attack in battle. Strong and Weak Attack icons correspond to the Strong (**A** button) and Weak (**B** button) attack commands.

For example, Leonardo has a Spin Slash A attack whose icon appears in the Combo A top row. It is a Strong attack that has two other Strong Attack icons to the left of it (the big icon counts). This means that in order to summon the attack, you need to press the **A** button three times.



## Acquire Skills

This screen displays a list of skills and associated costs that can be acquired for each Turtle. One of the "skills" listed is SCROLL SLOT #, which allows your Turtle to carry additional Ninja Scrolls. You must be able to afford a skill, otherwise it appears ghosted. Press the **R1** button to sort this list. Press the directional buttons up/down to highlight a skill and then press the **X** button to acquire it.

## Equip Ninja Scroll

Ninja Scrolls add special powers to the Turtle who finds them. They are hidden throughout the Mission and Free Battle in Story Mode. They must be equipped here in order to be useful. Press the up/down directional buttons to highlight a Scroll in the list. Press the **R1** button to see details about the highlighted scroll. Press the **R2** button to sort the list. Press the **X** button to equip the highlighted Scroll. There is no cost associated with equipping Scrolls.



**Note:** Perform well enough against a certain boss and you could find yourself equipped with a freebie scroll.

## Ultimate Turtle

The Ultimate Turtle is the most powerful ninja scroll that provides great powers to the Turtles. These scrolls are hidden somewhere in the game.

**Hint:** The greatest power lies inside the Nightmare.



## STORY MODE GAME SCREEN

Get familiar with the features of the on-screen display during Story Mode game play. It could save a Turtle's life.



**HP Gauge** – Displays your Turtle's life. If this gauge reaches zero, it's "Mission Failed" time, dude. Keep an eye on it and if it starts to run down, search for some power ups.

**Ougi Gauge** – This gauge is filled as you land hits on the enemies and collect certain items (see Items on p. 22). When it's full, as indicated by its turning blue, you can unleash special attacks.

**Number of Shuriken** – Displays the number of those sharp pointy thingies you have in your possession.

**Player Number/Name** – If a human controls the character, then the Player number and name are displayed here. If the CPU controls the character, then COM is displayed along with the character's name.

**Radar** – Shows what's going on around you. Colored dots represent the Turtles. Black dots represent enemies. Blinking circles represent your destination. Destinations that lie beyond the range of the radar are indicated with arrows to lead the way.



**Player Tag** – Let's you know which one is your character.

**Lock-On Indicator** – Four color bars can appear around this icon because all four players can lock onto the same enemy. Each color bar represents a Turtle. The colors correspond to the Turtle colors that are part of the player number/name. (Note: lock on to an enemy by pressing the **L3** button.)

## Game Screen during Boss Missions

A few elements are added during Missions against a boss character. The boss character's name, HP Gauge and Stun Gauge are all displayed. The Stun Gauge increases as the Boss takes hits. Once it's full, the Boss character is stunned and is very vulnerable to damage. This is indicated by an arrow-shaped icon. Don't delay...attack today!



On the radar, the boss's location is represented by a black dot surrounded by a white circle. Arrows point toward him when he's off screen.

## FREE BATTLE

This is a special mode that is available only after you have completed the first two Missions in Episode 1. Free Battle can only be accessed by pressing the **L3** button while on the Episode or Mission Selection screens.

Free Battle is essentially the same as Story Mode, but only the Missions that have been cleared in Story Mode are available. Any Crystals or items that you find in Free Battle are yours to keep as long as you safely return to the starting point of the mission. The enemies tend to be stronger here and you'll find things in different places than in Story Mode. Also, only Free Battle offers hidden rare Ninja Scrolls.

## Saving a Game

Games can be manually saved from the Menu that is accessible from the Episode or Mission Selection screens. While in either of these screens, press the **RT** button to display the menu, and then:

1. Press the up/down directional buttons to highlight SAVE.
2. Press the **X** button to confirm your selection.

Note: Never insert or remove a PlayStation®2 memory card (8MB)(for PlayStation®2) when saving files. A memory card (8MB)(for PlayStation®2) with sufficient available memory must be inserted in MEMORY CARD slot 1 of the PlayStation®2 console in order to save games. When attempting to save, the system will check to see if a memory card (8MB)(for PlayStation®2) is inserted.

You can choose to Autosave games from the Options menu (see Options on p. 20).



## CHALLENGE MODE

Ready for an extra jolt of intensity?! If you're not getting it with mission-based battles, then amp it up with Challenge Mode. There are two varieties:

### Score Attack

The number of enemies is unlimited in this game. See how many you can take down in the 2-minute timeframe. The opening screen shows you how many points are required in order to earn certain prizes. It may seem easy at first, until you realize you're all alone in this game. No brotherly love to get you out of a jam.

Select a character just as you would in Story Mode. The next screen that appears prompts you to equip a Ninja Scroll. This is because any Scrolls activated in Story Mode are temporarily deactivated in Challenge Mode. It's recommended that you select YES at this point.

One more screen asks if you'd like to change your character, jump into the Challenge, or exit the game. What happens next is up to you.

### Time Attack

This becomes available once you have attained a certain high score in a Score Attack game. The number of enemies is fixed at 30, but you only have a certain amount of time to defeat them all. Different prizes are awarded here versus Score Attack.

### Top 3

This displays the three high scores in either the Score Attack or Time Attack games.



## GAME CONTROLS

### Turtle Movement

#### Double Jump

Press the **X** button twice (the second time while in midair).

#### Turtle Attacks

<b>○</b> button	Weak Attack
<b>△</b> button	Strong Attack

#### Weak Jump Attack

Press the **X** button to jump and then press the **○** button to perform a Weak Jump Attack.

#### Recover

When taking an opponent attack or when blown away by a nearby explosion, press the Strong Attack (**△** button), Weak Attack (**○** button), or Jump (**X** button) to recover immediately after going down.

#### Ougi Attack

Ougi is the term used for special attacks of ninjas and samurais that are usually passed down from their masters.



**RT** button + **○** button. This attack can be triggered only when the Ougi gauge (see Story Mode Game Screen on p. 12) is full. The gauge is displayed in green immediately below your Turtle's HP gauge. It is filled as you battle enemies. When the gauge turns blue, it's full and ready for an Ougi attack.

#### Group Attack

**RT** button + **○** button (to trigger Shell Strike)

**RT** button + **△** button (to trigger Super Shell Pulse; must be equipped in order to use)

A group attack can be triggered only when the Ougi gauge is full and the enemy is locked on. When a group attack is triggered by one Turtle, the other three can participate as long as you enter the series of directional button commands indicated on screen. When your turn comes to join the group attack, the command appears above the player character.

To join a group attack, press the directional keys in the order indicated, while pressing the **RT** button. The directional buttons must be pressed within a time limit in order to participate in the attack.

The more players who participate in a group attack, the more powerful it is.

## Gembu

Gembu is the godly beast from Eastern legends that has the appearance of a Turtle. When the Turtles acquire the Gembu, they will be able to summon its power for a brief period of time.



**RT** button + **X** button. Gembu can be triggered only when the Ougi gauge is full (see Story Mode Game Screen on p. 12) and you have the proper Gembu item in your possession. When the Gembu item is picked up, you can trigger a Gembu attack. The item can also be acquired upon earning a high score in the Score Attack Mode or by purchasing it within the Acquire Skills screen in later missions.

## Charge

Directional button up. Assembles all CPU-controlled Turtles for a gang attack. The opponent must be locked on first.

## Gather

Directional button down. Assembles all Turtles for a regrouping session. Call it a quick huddle up.

## Specialized Turtle Controls

All of the specialized Turtle attacks are described in the Acquire Combos screens (see Acquire Combos on p. 10). Each Weak Attack and Strong Attack icon on these screens can be highlighted to display its name and a brief description. Only the button sequences are described here.

Some Combo skills are available at the start of a game. Others can only be acquired by completing certain Episodes and Missions. And after all that work, you still have to acquire them!

## Leonardo

The most well-balanced of the Turtles. He can do just about anything.

COMBO	AVAILABILITY
	Vertical Slash. Attack power is moderate.
	Double Slash. Attack over wide range.
	Downward Slash. Slash from top to bottom with both hands.



## Raphael

The attack-oriented type. He makes up for his short reach with furious moves and powerful attacks.

COMBO	AVAILABILITY
	Left Downward Strike. Attack power is moderate.
	Closed Sai Strike. A wide ranged and powerful attack.



## Donatello

The cautious type. His attacks utilize his long reach to keep enemies at bay.

COMBO	AVAILABILITY
	Left Strike. A wide ranged, moderate attack.
	Upper Swing. Strikes up at the enemy.



## Michelangelo

The individualistic type. He uses his Nunchuks and acrobatic body to pull off a variety of moves.

COMBO	AVAILABILITY
	Left Swing. A wide ranged moderate attack.
	Right Swing Up. Swing Nunchuks upward.
	Right Upward Slash. Slight angled upward slash. A wide ranged attack.



## Mini Games

In some of the missions during Story Mode, there are various mini games including hover board and shuriken shooting. Pay attention to the opening descriptions for control information.



Note: Equipped Ninja Scrolls are not in during Mini Games.

## PAUSE MENU

Press the START button any time during the game action to take a break. The Pause Menu appears with a choice to RESUME and a choice to QUIT.



**Clear Objectives** – Displays the objectives of the current Mission.

**Status** – Shows the status of each Turtle. Press the left/right directional buttons to scroll through each Turtle.

**Return to Mission Select** – Ends the game and returns you to the Mission Select screen. Items gained during a Mission or Free Battle will be lost.

**Return to Title** – Ends the game and returns you to the Title screen (as if you couldn't figure that out!). Items gained during a Mission or Free Battle will be lost.

1. Press the up/down directional buttons to highlight your choice, and then press the **X** button to proceed.

## MISSION END

There are two different sequences of screens that display at the end of a Mission depending on how you fared.

### Mission Failed

Yes, it happens to the best of Turtles...a time when he realizes that he has met his match. At least for now. When your Turtle goes down for the last time, you're presented with three options.



**Retry** – Get back up, dust yourself off, and jump right back into the same mission.

**Return to Mission Select** – You're feeling rusty. Go back to an earlier Mission and work the kinks out.

**Return to Title** – We understand. You're down...temporarily defeated. This option returns you to the title screen. But you'll be back.

## Mission Complete

You've done it. Mission accomplished! But there are many others, so don't get cocky! There are three screens that are displayed after a successful Mission. You'll see what Crystals were collected by each Turtle, everyone's Combat Rating, and the number of points earned for that Mission.



After these screens are displayed, you are returned to the Mission selection screen.

## MULTIPLAYER SETUP

All modes can be played with more than one player. The setup procedures are explained below for all modes.

Two players can connect to the existing ports on your PlayStation®2 computer entertainment system. In order for three or more players to play, a multi-tap (for PlayStation®2) is required. The multi-tap (for PlayStation®2) must be inserted into controller port 1.

When using the multi-tap (for PlayStation®2), insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot A of the multi-tap (for PlayStation®2).

The only setup screen that varies from the single player version is the Character Selection.

### Multiplayer Character Selection

A banner entitled PRESS START BUTTON is displayed for each port where a controller is detected by your PlayStation®2 computer entertainment system. The display is blank for ports with no controller inserted. Player 1, Player 2, Player 3, and Player 4 are selected in the order each START button is pressed. The first player to press the START button is Player 1, and so on.



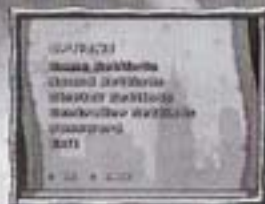
#### To select a character:

1. Press the directional buttons to highlight a Turtle.
2. Press the **X** button to confirm your selection.

## OPTIONS

Playing late at night and need the sound turned down? No problem. Need more visual cues on screen. You got 'em. This is where you customize the game.

From the Main Menu or from the Menu that you access by pressing the **ESC** button, press the directional buttons up/down to highlight Options. The Options screen appears. Press the directional buttons up/down again to highlight GAME SETTINGS, SOUND SETTINGS, DISPLAY SETTINGS, CONTROLLER SETTINGS, or PASSWORD. Press the **X** button to continue.



### Game Settings

You can customize the game a couple of ways from this menu.

**Difficulty** – As your reflexes improve and you need to increase the challenge, you can increase the level of difficulty from EASY to NORMAL to HARD. Opponents appear more rapidly, appear in greater numbers, and respond more quickly as the difficulty increases.

**Auto Save** – Turn this option ON to automatically save games after each Stage completion. Otherwise, games must be saved manually.

**Default Settings** – Reset everything to the game's defaults.

#### To change game settings:

Highlight an option using the directional buttons (up/down) and then change the highlighted setting using the directional buttons (left/right).

Press the **△** button to return to the Options menu with the changed settings.

### Sound Settings

**Sound Mode** – Set the audio mode to Stereo, Dolby® Pro Logic® II, or Mono depending on your hardware capability.

**BGM Volume** – This is the background music volume. The Turtles like their rock-n-roll.

**SE Volume** – This controls the volume of sound effects in the game.

**Voice Volume** – While there's definitely less talk and more walk in this game, you can still control the voice volume.

**Default Settings** – Reset everything to the game's defaults.

#### To change sound settings:

Highlight an option using the directional buttons (up/down) and then change the highlighted setting using the directional buttons (left/right).

Press the **△** button to return to the Options menu with the changed settings.

### Display Settings

Refine the visual environment around the turtles with these two options:

**Mini Map** – Toggle the Radar on or off.

**Player Marker** – This is the tag that appears over each Turtle's head to identify the player number.

**Default Settings** – Reset everything to the game's defaults.

#### To change display settings:

Highlight an option using the directional buttons (up/down) and then change the highlighted setting using the directional buttons (left/right).

Press the **△** button to return to the Options menu with the changed settings.

### Controller Settings

If you need to make the controls more comfortable for your personal use, you can change them here.

#### To change controller settings:

1. Press the directional buttons up/down to highlight an action.
2. Press the desired button that you want to use to control that action. To change the Vibration feature, simply press the directional buttons left/right to switch between ON or OFF.
3. To reset everything to the Default, highlight DEFAULT and press the **X** button. At the confirmation message, press the **X** button again to accept the default settings, or press the **△** button to cancel.
4. When all settings are complete, press the directional buttons to highlight OK, and then press the **X** button to return to the Options screen.

Press the **△** button to return to the Options Menu with the changed settings. To cancel changes made, select "Reset" first and then press the **X** button.

## Password

When you complete certain Missions, you are presented with passwords. They are only displayed once. Write them down or memorize them (yeah, right!). What happens when you enter a password? Try it and see.



### To enter your password:

1. Press the up/down directional buttons to change letters.
2. Press the left/right directional buttons to move to the next character entry.
3. When you are ready, press the button to see the result, or press the button to cancel and continue entering password characters.

## ITEMS

Items can be found inside dumpsters, wooden crate, storage bins. Smash a few things around and see what you find. One Turtle's trash is another one's treasure.

Category	NAME	EFFECTS
Healing items	Sports Drink	Heals 25% of health
	Energy Bar	Heals 50% of health
	Pizza	Heals full health
	Chimaki	Refills the entire Ougi gauge
	Temaki Sashi	Full health + Refills the entire Ougi gauge
	Time Scepter	All dead characters resurrected + Full health
	Projectile weapon	Shuriken
Power-up items	Strong	Temporarily increases attack power
	Tough	Temporarily increases defense power
	Sniper	Unlimited shurikens for a limited time
	Goldenshield	No damage for a limited time
Help items	Doppelganger	Resurrects on the spot after HP turns 0. Each Turtle can only carry one at a time.
	Gemba	Gemba attack unleashed when Ougi gauge is full. Each Turtle can only carry one at a time.
Equip item	Ninja Scroll	Different effects depending on the scroll
Rare items	DVD	Watch bonus movies on the Movie Viewer

Crystals can be obtained when defeating enemies or can be found while out on Missions. Collect crystals to acquire new skills and combos.

NAME	POINTS	HOW TO OBTAIN
White Crystal	5	Defeated enemies leave behind these types of crystals. Tougher enemies drop crystals with higher points.
Green Crystal	10	
Blue Crystal	20	
Red Crystal	50	
Yellow Crystal	100	
Big White Crystal	200	These are hidden in field maps during each Mission or Free Battle. Check out boxes and other destructible objects during the game.
Big Green Crystal	300	
Big Blue Crystal	500	
Big Red Crystal	800	
Big Yellow Crystal	1200	

**Goal** – This is the mission's goal point.



**Help Gimmicks** – Hit these objects to display a help message with hints and tips during the game's progression.



**Barrels** – Depending on how you use them, these can work for or against you. These can be highly explosive and have a good-sized blast radius, so steer clear of them. Or they can be extremely cold, locking the target in a block of ice. Barrels explode when an opponent is knocked into them. Press the **□** or **△** button to toss a barrel.



**Fire Hydrant** – Hit fire hydrants to use them as water cannons against your enemies.



**Vehicles** – Smash vehicles to have them catch fire and explode. Good special effects and an even better support weapon.



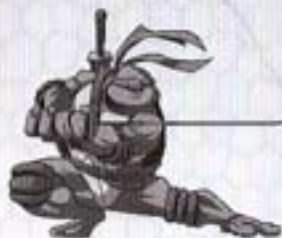
**Pipes** – The steam from these pipes is dangerous. Attack pipes to shut them off.



## TURTLES AND WEAPONS

Even if they don't have good looks (not to mention their breath), the Turtles rock on street smarts and fighting talents. And each one brings something unique to the game

**Leonardo** – Leonardo is the leader of the Turtles and is the most relied upon by others. He follows the Bushido code and takes training seriously. He is often praised by Splinter, but sometimes his brothers tease him of his over-seriousness. His weapon of choice is a pair of katanas.



**Raphael** – Raphael is the most short-tempered among the Turtles and loves to fight. He is liked by Casey for those reasons. Using his pair of sais, his aggressiveness is surely an asset during tough battles.



**Donatello** – A tech-geek, Donatello always gets excited when seeing new technologies. He is responsible for making many of the ninja gadgets and vehicles of the Turtles. He is not only a genius mechanic, but also an expert in using the bo.



**Michelangelo** – Party-dude, Michelangelo, always thinks about having fun, but his great physical abilities as a hidden potential is something Master Splinter is aware of. Together with his Nunchuks, his full potential (or perhaps pure luck) was put to use at the Battle Nexus tournament which led him to become the champion.



## CHARACTERS

A day in the life of a Turtle usually encounters lots of characters, both shady and true. Try to gain a slight advantage by studying their brief bios below.

### Friends

**Fugitoid** – A robot containing the mind of Professor Honeycutt, the inventor of the Teleportal device. He is being pursued by the Triceraton who are after the knowledge behind the device. He has since moved to the Utrom home world and is conducting experiments for peace...will the Triceratons capture him again?



**Splinter** – He is the father figure to the Turtles, and their teacher as well. A true master of the martial arts.



**April** – One of the few friends of the Turtles considered to be part of the family. A smart engineer and owner of an antique shop. She has feelings toward Casey lately, but both seem to have a hard time trying to express their own feelings.



**Casey** – Also one of the few friends of the Turtles. His family was killed by the Foot and seeks revenge against them. Very ill-tempered, but has grown up gradually since meeting Raphael. He has feelings for April, but somehow never seems to get things right with her.



**Rebellions** – Formed by the great hero Traximus, they lead the resistance against Zanramon's military dictatorship. Other Triceratons, as well as warriors such as Ia, are also part of the resistance.



**Utroms** – A unique shaped alien who possess a higher form of science and civilization. When their ship crashed in Japan a long time ago, they secretly dwelled on Earth by blending in with the humans. Splinter's master, Hamato Yoshi, was a guardian of the Utroms.



## Foes

**Triceraton** – Tough, ruthless aliens with advanced technology led by Prime Leader Zanramon and Commander Mozar. Their home planet lost, they now dwell in a gigantic space colony. They are after the Fugitoid who has the knowledge behind the Teleportal device. Thinking the Fugitoid is on Earth, they have declared war and invasion on the planet.



**Bishop** – A mysterious agent that is after mutant DNA of the Turtles. He belongs to a secret organization, and even has control of the military. Not only is he smart, but he has great physical abilities.



**Shredder** – The leader of the Foot and archenemy of the Turtles. After the Triceraton invasion, disguised as Oroku Saki, he emerges as the forerunner in rebuilding the city, but what are his true intentions? The Shredder's true identity reveals him as an evil Utrom that has caused many crimes, and seeks to destroy the Utrom home world.



**Ultimate Drako** – Thought to have disappeared into the realms of another dimension, Ultimate Ninja and Drako have combined into this ruthless monster. He seeks vengeance on the Turtles for his sufferings. Not only is he powerful, but he is in possession of both the Time Scepter and the War Staff!



## ARCADE MODE

Complete Episode 1 to unlock the arcade version of Teenage Mutant Ninja Turtles®: Turtles in Time.



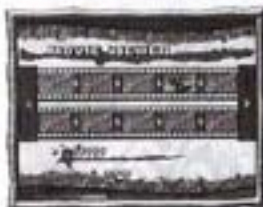
CONTROL	Action
Left analogue stick	Move
directional buttons	
⊗ button	Jump
Ⓜ button	Attack
Ⓞ button	Insert Credit
START button	Start Game/Pass

Players 2 through 4 can join Player 1 by pressing the Ⓞ button to add credits, and then pressing the START button.

## MOVIE VIEWER

You collect DVDs as rewards for completing certain Missions. They can be viewed in the Movie Viewer.

1. Press the directional buttons to highlight a particular movie, and then press the ⊗ button to roll film.





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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

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