

WIN UBISOFT GAMES!

REGISTER NOW

→ <http://registrationxbox360.ubi.com>

By registering, you can also:

- Access exclusive content and special promotions
- Receive the latest information on Ubisoft games
- Take part in the Ubisoft community
- Benefit from free online technical support



UBISOFT

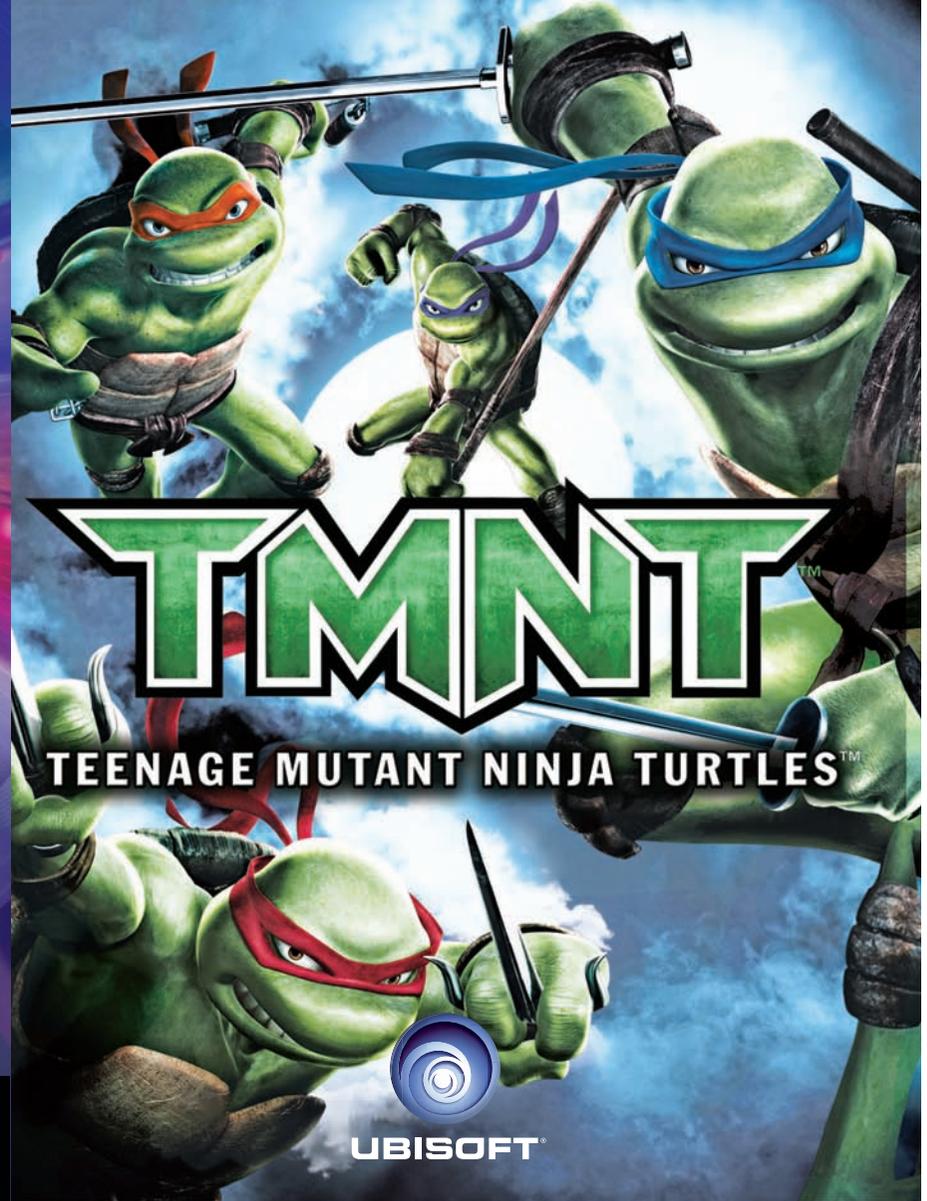
© 2006 Ubisoft Entertainment. All Rights Reserved. Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Competition free of charge; no purchase necessary. See conditions inside.

Microsoft, Xbox, Xbox 360, Xbox Live, and the Xbox, Xbox 360, and Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

MADE IN EUROPE 1001285



XBOX 360



 **WARNING**

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

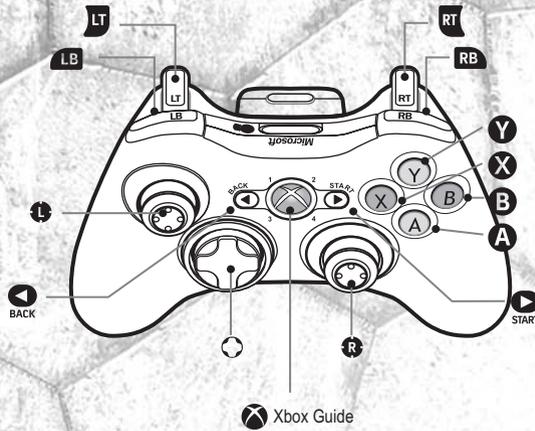
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing



CONTENTS

CONTROLLER	2
CONNECT TO XBOX LIVE	2
INTRODUCTION	4
PLAY THE GAME	4
THE CHARACTERS	6
ENEMIES	8
PLAYING THE TURTLES	10
SPECIAL MOVES	12
EXTRAS	16
TECHNICAL SUPPORT	17
WARRANTY	18

CONTROLLER



Basic Menu Controls

- Use the or to browse or cycle through the different options.
- Press the button to select an option, go to the next screen, or change the current option.
- Within the submenu, press the button to return to the previous screen.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

Gameplay Controls

These are the basic commands for the default controller configuration.

MOVEMENT	BUTTON
Move/Run	Move 
Spin Kick	 button
Kicking Flurry	 button (hold)
Weapon Charge/Attack	 button (repeat for combinations)
Warp Slash	 button (hold)
Jump/Double-Jump	 button (press twice for double-jump)
Dodge (Combat Only)	 ,  ,  or  button
Leo's Shadow Warp	 ,  ,  or  button
Mike's Nunchuck Helicopter	 ,  ,  or  button (in-air)
Raph's Power Climb	 ,  ,  or  (against wall)
Don's Bo Vault	 ,  ,  or  button
Ground Punch	 button (in air)
Turtle Swap	 button
Brother Throw	 button (in air)
Super Family Attacks	 button (hold)
Walling	 (in air against wall)
Safety Roll	 button +  (when landing)
Evasive Roll (Combat Only)	Dodge + 
Ledge Grab and Run	
Ledge Drop	 button
Pause Game	 button

INTRODUCTION

Family is a bond that cannot be broken...

All four turtles have strayed...and gone their separate ways. Splinter, Leonardo's surrogate rat father and Ninjitsu master, sends him to South America to complete his training and to retrieve a medallion known to possess mystical powers. Back in New York, Raphael has secretly taken on the Nightwatcher persona. Roaming the streets at night, showing extreme prejudice toward his enemies, the dark vigilante quickly becomes a target for the law and is not welcomed by some citizens.

Donatello and Michelangelo have their own business, Cowabunga Carl's parties for kids. Michelangelo, humourous as ever, dresses in a turtle costume and tries to entertain hyperactive kids for a few bucks, while his geeky brother Donatello attempts to keep the family finances balanced.

When the turtles reunite, tension builds between Leo and Raph. Meanwhile, the family must struggle to find answers to the latest monster appearances and the implications of a mysterious billionaire who appears to be linked to the Foot Clan.

The Teenage Mutant Ninja Turtles – Leonardo, Raphael, Donatello, and Michelangelo –are forced to fight through adversity to keep their family unified, and must battle against evil in an action-packed, ninja-fighting adventure.

The fate of the family is in your hands!

PLAY THE GAME

Start Menu

Press the  button to begin.



Main Menu

Use the  or the  to navigate this menu. Press the  button to choose an option and the  button to go back.



- **Play:** Select Map menu to start playing or continue your game.
- **Extras:** Artwork, Videos, Challenges, and Goodies.
- **Stats:** View your current statistics.
- **Options:** Adjust your sound and video settings.
- **Credits:** Learn about the ninjas behind the game.

Pause Menu



- **Options:** Adjust your sound and video settings.
- **Restart**
- **Quit to Main Menu**

THE CHARACTERS

Michelangelo

- The youngest – a fun-loving, partying character
- Acrobatic move: Nunchuck Helicopter
- Combat strength: Flurry of attacks
- Weapon: Nunchucks



Donatello

- The most introverted and intelligent of the turtles.
- Acrobatic move: Bo Vault
- Combat strength: Long range
- Weapon: Bo Staff



Raphael

- The reckless rebel – strongest, usually angry and looking for a fight.
- Acrobatic move: Power climb
- Combat strength: Powerful
- Weapon: Sai



Leonardo

- The oldest, the leader – disciplined, serious, and deadly.
- Acrobatic move: Shadow Warp
- Combat strength: Balanced
- Weapon: Duel Katana



Nightwatcher

- Raphael's vigilante, crime-fighting persona
- Acrobatic move: Power climb
- Combat strength: Rage attacks
- Weapon: Sai



ENEMIES

Militia

These guys are no match for your ninja abilities. Be cautious and you should defeat them easily.



Purple Dragons

Punks like this are ruining the neighbourhood. Show them what it's like to fight with honour.



Black Gators

A group of tech junkies who own the sewers. Nothing to worry about for students of Ninjitsu.



The Foot Clan

This group of enemy ninjas will never learn. Remind them why they went into hiding after the last time you defeated them.



Bosses

Throughout your adventures you'll run into a few extra-tough villains. Be alert!



PLAYING THE TURTLES

Solo HUD



Health Indicator

Displays your turtle's health status.



Star Meter

Filled by defeating enemies. When filled, you can unleash a mega attack. (See Special Moves section for more details.)



Family HUD

Family Bond Meter

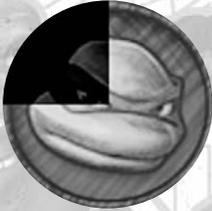
This meter is an indicator of how impressive your moves are to the other turtles. Experiment by combining moves during acrobatics and combat to defeat your enemies!

But remember, if you call upon your brothers' aid unwisely, you may lose their respect and have to work harder to get them to help you again.



Cooldown Meter

Once a turtle has done a co-op manoeuvre, he needs a few moments to recuperate. This meter shows how long he will be unable to do another co-op move.



Playing Nightwatcher

Health Indicator

Displays the Nightwatcher's health status.



Rage Meter

The Rage meter is filled by causing damage to enemies.



SPECIAL MOVES

Acrobatics

Jump/Double-Jump

Hold the **A** button to jump – the longer you hold it, the higher you'll jump. Press the **A** button again while in the air to cause the turtle to double-jump and gain even more height.



Walling (Vertical and Horizontal)

Pressing against a wall while in the air will cause the turtle to run against it. Depending on the angle you choose, the turtle can run along the wall or straight up it!



Bird Flip

Press the **A** button while the turtle is in the air and against a wall to allow him to jump off the wall. Keep doing this from wall to wall to climb tricky areas.



Pole Swing

Jump onto any pole to grab it. Press the **A** button to jump off.



Ledge (Grab and Run)

Many ledges can be grabbed by the turtles if they touch them. If the ledge is long enough, use the **Left Stick** to make the turtle run along it.

To drop off a ledge, press the **B** button. To leap away from a ledge use the **Left Stick** and press the **A** button.

Try leaping from ledge to ledge!



Safety Roll

When falling far, press the  in the direction you are moving and press and hold the  button to do a safety roll.



Leo's Shadow Warp

Leo is able to use deep meditation to pass through certain objects like gates and iron bars. To use this move, walk up to the object and press the , ,  or  button.



Don's Bo Vault

Don can use his Bo Staff to leap between low ceilings and deep pits. To perform this move, press the , ,  or  button while Don is standing on the ground.



Mike's Nunchuck Helicopter

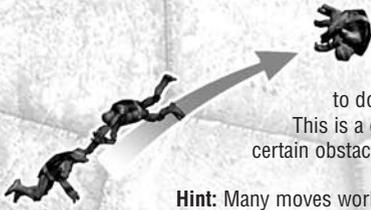
While Michelangelo is in the air, press and hold the , ,  or  button to do the Nunchuck Helicopter. This will allow him to fly about for a short period of time.



Raph's Power Climb

Using his incredible power and unique weapons, Raph can climb walls other turtles can't. Get close to one of the specially identified walls, and hold the , ,  or  to begin climbing it.





Brother Throw

Press the **X** button while one turtle is in the air to do a co-op throw with the help of another turtle. This is a great way to make very long jumps and overcome certain obstacles.

Hint: Many moves work well together, so be sure to experiment.

Combat

Weapon Charge/Attack

Hold the **B** button to charge up a lightning-fast weapon dash. When unleashed, the turtle will charge at all surrounding enemies.



Kicking Flurry

Press and hold the **Y** button to perform a powerful spinning kick.

Ground Punch

While in the air, press the **B** button to ground punch. This move knocks enemies back to give you time to plan your next assault, but does little damage. The higher you are when you start this move, the longer its range.



Dodging

When in a combat situation, hold the **LB**, **RB**, **LT** or **RT** button and the turtle will avoid an enemy attack.

To move away from your current location safely, dodge and move **⬆** in any direction to make the turtle do an evasive roll.

Super Family Attacks

Hold the **X** button when a family member is available to perform a devastating co-operative move. Experiment with each turtle and learn how to use each of them effectively.



Mega Attack

You can charge your turtle to unleash a devastating mega attack. With every enemy eliminated you will fill the Star Meter. Once the Star Meter is full, the mega attack allows you to get rid of enemies with one hit only. However, if you take a hit, you lose your mega attack abilities and you will have to refill the Star Meter.



Nightwatcher Rage Attacks

Nightwatcher Bloodlust

Using this ability causes Nightwatcher to focus purely on harming his enemies. He will deliver increased damage while it is active.



Nightwatcher Righteous Fury

This move releases Nightwatcher's built-up rage! Every enemy on-screen will be hit for massive damage.

Meditation

Holding your turtle still for a short period of time allows him to meditate on the situation. While doing this, he will gradually gain his health back.

EXTRAS

Artwork and Videos

Use the coins collected in the game to purchase cool TMNT videos and artwork.

Challenges

Unlock special challenges by completing levels in the game. Race to complete each challenge as quickly as possible – by beating each, you can earn up to three coins to use toward goodies.

Goodies

Purchasing goodies allows you to play the game with fun new features enabled.

ACHIEVEMENTS

Achievements are recognition of feats you have accomplished while playing TMNT™, the video game. There are 23 Achievements in total, for feats such as completing a co-op move combination attack, doing a clean sweep in a level, or completing a level in the game. You can access your current Achievement list through the Xbox Dashboard.

Teenage Mutant Ninja Turtles™

©2007 Mirage Studios, Inc. Teenage Mutant Ninja Turtles™ and TMNT are trademarks of Mirage Studios, Inc. All rights reserved. Software ©2007 Ubisoft Entertainment. All Rights Reserved. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

WIN UBISOFT GAMES

Register on the competition site now: <http://registrationcontest.ubi.com>

Competition is free of charge. No purchase necessary.

- Closing date for registrations: 10/27/2005 to 30/06/2007.

- Full regulations available free of charge by writing to UBISOFT EMEA, Grand jeu/concours E-Registration – 28, rue Armand Carrel, 93108 Montreuil-sous-Bois Cedex, France; or available at the following address:
<http://registrationcontest.ubi.com>.

- Awards: 10 video games to be won every week. 520 games in all, with a total retail value of 31 200 euros (10 games to be won every week for a year) and unit retail value of 60 euros (inc.VAT) (art L 121-37 Ccons.).

TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on **Telephone:** 0905 – 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline
1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 – 646 – 8477. Calls cost £1.00 per minute.

Please ask permission from the person who pays the phone bill before making the call.

NOTES

Shell shockin' action with awesome TMNT books! Must-haves for all ninja fans!

Available now from all butt-kickin' booksellers!

© 2007 Mirage Studios, Inc. TMNT is a trademark of Mirage Studios, Inc. All rights reserved.

