

TEENAGE MUTANT NINJA™
TURTLES
TOWER
OF
DOOM™

**ACTION RACE
 & RESCUE GAME**

INSTRUCTIONS

AGES: 5 and up

PLAYERS: 1 to 4

OBJECT OF THE GAME:

Be the first player to complete your Scoring Pizza by rescuing enough Teenage Mutant Ninja Turtles™, and you will win the game.

THE STORY IN A "TURTLESHELL":

Our Ninja heroes must escape from the "Tower of Doom™" and the Giant Samurai Swords penetrating it. When friendly forces (that's you) pull out the swords that trap them, they plummet through the dark depths beneath the city in a race for sewer-vival. Your task: Rescue them as they race from the sewer openings. You get a slice of "Pizza" as a reward for every Teenage Mutant Ninja Turtle™ that you catch in your "Rescue Scoop." Warning! Beware of the Shredder™ or you won't get any "Pizza!"

EQUIPMENT: "TURTLE CITY" unit including:

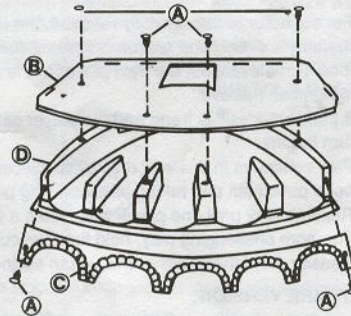
- Tower of Doom™
- Full colour folding city scene (three pieces)
- Plastic sewer tunnel base
- The Four Teenage Mutant Ninja Turtles™ action game pieces: Michaelangelo™, Leonardo™, Raphael™ and Donatello™
- Their friend, Splinter™ action game piece
- Their enemy, Shredder™ action game piece
- 2 "Rescue Scoops"
- 12 Giant Ninja Samurai Swords
- 4 Colour Coded Scoring "Pizzas" each consisting of 6 slices of "Pizza."
- 6 Fasteners

FIRST TIME PLAYERS:

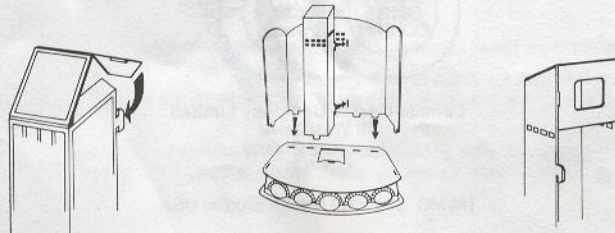
We suggest reading all the instructions before playing.

HOW TO START:

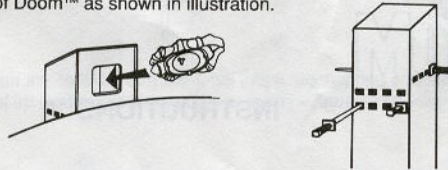
1. **BASE ASSEMBLY:** Complete this section first. As shown in illustration below. Insert four fasteners (A) into the street scene (B). Insert two fasteners into the sewer openings (C). Starting with the back two fasteners in (B), line them up with the back two holes in the tray (D). Push through the holes and snap all four fasteners into (D). Attach (C) in the same fashion.



2. Assemble "Turtle City" by inserting "Tower of Doom™" unit into play field and attaching to city background as shown in illustration. Play on table or other hard smooth surface.



- To choose who goes first: Each player picks a "Sewer" opening. One "Action Figure" is loaded into the opening in the back of the Tower of Doom™ as shown in the next illustration. If the "Figure" comes out of your "Sewer," you are first!
- Each player chooses one of the coloured pizzas to be their Scoring "Pizza." Use the six pieces, as outlined in the instructions below, to complete your pizza and win the game.
- Insert all 12 swords into Tower of Doom™ as shown in illustration.



- Load all six game pieces including Shredder™ and Splinter™ into opening in back of "Tower of Doom™" as shown in illustration.
- The first player gets two "Rescue Scoops."



Splinter™



Shredder™

PLAY SUMMARY:

Get your "Rescue Scoops" ready to catch the Dudes as they leave the five sewer openings when the swords are pulled from the "Tower of Doom™." Catch a Teenage Mutant Ninja Turtle™ or Splinter™, and get a slice of "Pizza." Catch the Shredder™ by mistake, and he will "take" a piece of "Pizza" away from you! Be first to complete your Scoring "Pizza," and you win!

TO PLAY:

- The first player gets ready to catch the Teenage Mutant Ninja Turtles™ using the two "Rescue Scoops" holding them three to six inches from the sewer openings. The next player to the left of the first player pulls out a sword from the tower.
If a Turtle is freed, the player must catch it in his/her "Rescue Scoop" as it leaves one of the five "sewer" openings but before the Action game piece stops moving. Be alert - more than one Figure can escape at one time.
For each Turtle successfully rescued, the player gets one slice of "Pizza" of the player's colour as a score and the turn is over. *If the rescue is missed, the Turtle is set aside until all six playing pieces are reloaded.*
- If no Turtle escapes, the next player to the left of the first player gets the "Rescue Scoops" and play continues as in number 1 above.
- If the Shredder™ is freed and the player catches him, then the player loses one slice of pizza. The next player's turn begins.
- Play continues in this way until all six pieces have come out. When this happens, replace all swords that have been pulled out and reload all six playing pieces into the back of the tower.
- Resume play until one player completes a six piece pizza *to win*.
- For more challenging play, hold the "Rescue Scoops" closer than three inches to the "Sewer Openings." To make it easier, hold them farther away than six inches.

SOLITAIRE VERSION:

This game can be played by one player. (You have to pull the swords out by yourself.) See how many turns it takes you to complete your six piece pizza. Try and break your record.



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