

AGES 6+
For 2 to 4 Players



Deep within the sewers of New York City...

Four Teenage Mutant Ninja Turtles™ are training for the ultimate battle. They know where they must go and what they must do...

High atop a towering skyscraper, the Turtles' arch enemy "The Shredder™" finalizes plans to take over the world.

The Turtles must make their way through the sewers and streets of the city, dodging Shredder's henchmen. Then they must find a way into the skyscraper and do battle with the vicious Shredder...

This dangerous mission is not for just any hero on a half shell. This is a whole new shell game!

CONTENTS

- Gameboard • 4 Turtle pawns with stands • 1 Shredder pawn with stand
- 5 Black Dice • 3 Red Dice • 1 Yellow Die • 1 White Die • 1 Six-sided Die
- 15 Health Tokens • 24 Sewer Tiles • 31 Street Tiles • 5 Baxter Stockman's Lab Tiles
- 3 Subway Tiles • 1 Label Sheet

OBJECT

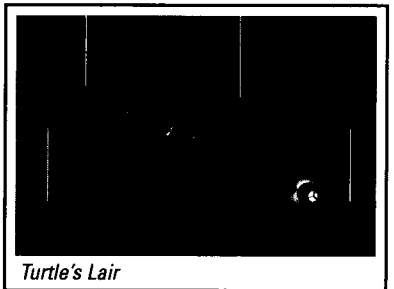
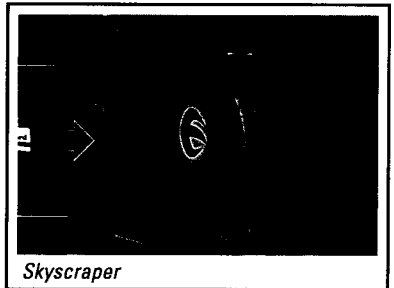
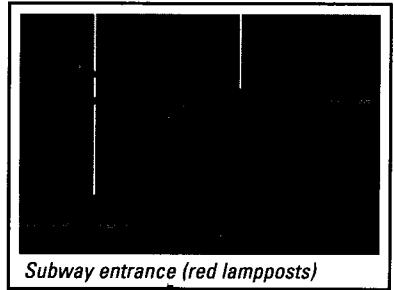
Be the first player (Turtle) to defeat Shredder.

ASSEMBLY

- Remove all of the pieces from the plastic bags. Discard the bags.
- Carefully punch out the cardboard pieces from the parts sheet. Discard the cardboard waste.
- Following the instructions on the label sheet, apply the labels to the 10 blank dice.

SETUP

- Place the gameboard between the players.
- Place all 24 Sewer tiles (yellow back) in a pile facedown and mix them up. Then place one tile on each of the sewer spaces marked with a yellow X.
- Place all 31 Street tiles (red back) in a pile facedown and mix them up. Then place one tile on each of the street spaces marked with a red X.
- Place all 5 Baxter's Lab tiles (orange back) in a pile facedown and mix them up. Then place one tile on each of the Baxter's Lab spaces marked with an orange dotted X.
- Place the 3 Subway tiles destination-side down. Then mix them up and place one on each of the subway entrances (these have red lampposts).
- Insert the Shredder pawn into the black pawn stand and place him at the skyscraper.
- Each player chooses a Turtle pawn, inserts it into a pawn stand and places it at the Turtle's Lair. Place any extra Turtle pawns and stands back in the box out of play. **NOTE:** Each Turtle has a different colored pawn stand. This will help you keep track of which Turtle pawn is yours.



BASIC GAME

Set all of the labeled dice and health tokens aside. These are only used in the Advanced Game.

Gameplay

The person wearing green goes first. If no one is wearing green or more than one person has green on, roll the red die (the one with white dots). The person with the highest roll goes first. Play then passes to the left.

On Your Turn

Move Your Pawn

Roll the die and move your Turtle pawn in any direction up to the number rolled.

- You may move through the sewers, the streets or a combination of the two. To move onto the street from the sewer, just climb one of the stairways leading to a manhole. To climb into the sewer, find a manhole and follow the stairway down.

- You may move less than the number rolled or you may choose not to move at all.
- You may move through the other Turtles but you cannot end your move on the same space as another Turtle. **EXCEPTION:** More than one Turtle may be at the Turtle's Lair and at the skyscraper.
- If you move onto a space with a facedown tile, you must STOP immediately.

Now What, Dude?

- If you finish your move on a space with no tiles, your turn ends. Next Turtle please!
- If you finish your move on a space with a tile, turn over the tile and resolve it immediately, following the instructions below.



Blockage tiles: What the Shell? This space is blocked. From now on, no one can go through it. This tile stays in place, blocking this space, for the rest of the game. Move your Turtle back to the space he moved from and find a new route on your next turn.

It's Clear and Pizza tiles: Banzai! Discard this tile, then immediately take another turn (roll the movement die, move and resolve any tiles you move onto).



Subway tiles: Cowabunga!



Take the subway to an exit further downtown. Immediately move your pawn to the subway exit called out on the tile (these have green lampposts). Then discard the tile. Tough break if you turned over the tile that says, "You missed the train." Discard the tile but stay on this space until your next turn, then start walking.

Go to Baxter's Lab tile: How'd I get here? Discard this tile, then immediately move your pawn to Baxter's Lab. Place your pawn on the space marked with the X'd circle, then on your next turn start battling your way back to the street.



Friend tiles: Your friends are here to help! Gimme some green!

- **April O'Neal** – Discard this tile, then look under any 2 tiles of your choice.

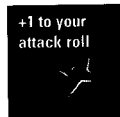


- **Casey Jones** – Discard this tile, then you may move your Turtle pawn onto any empty space next to one of the other Turtles.



- **Splinter™** – Place this tile in front of you. You can use it on a future turn to automatically win any one battle (it CANNOT be used during the Ultimate Battle with Shredder). Once you've used this tile, discard it.

- **Ninja Stars** – Place this tile in front of you. You can use it on a future turn to add 1 to one of your attack rolls. Once you've used this tile, discard it.



Enemy tiles (Mousers, Purple Dragon Gang Members, Foot Soldiers, and Hun):



It's time to apply some Turtle Whacks! You must battle this enemy immediately. You have one chance to roll a number higher than the one shown on the Enemy tile. To defeat Hun, you must roll a 5 or a 6.

- If your attack roll is higher than the number on the Enemy tile, you defeat this enemy. Remove the tile from the board and take another turn.
- If your attack roll is equal to or lower than the number on the Enemy tile, you did not defeat the enemy. Turn the Enemy tile back over (so it is facedown again) and move your pawn back one space. This ends your turn.



Key Card and Dynamite tiles: Turtle Power! If you don't already have one of these tiles you may immediately pick up this one and place it in front of you. Don't lose it. It will help you to get into Shredder's skyscraper.



If you already have one, then you must leave this tile faceup on its space. Any of the other Turtles, on their turn, may land on and pick up this tile. Players may move through faceup Key Card and Dynamite tiles.

NOTE: If you have a Dynamite tile you can still collect a Key Card tile and vice versa. However, you cannot collect 2 or more Dynamites or 2 or more Key Cards.

Shredder – The Ultimate Battle

If you have a Key Card or Dynamite tile, you may move onto and through the matching space on the gameboard. This gets you right into Shredder's skyscraper.

If you don't have a Key Card or Dynamite tile, you can still enter the skyscraper by moving onto either the Key Card or Dynamite spaces and rolling the die. A 6 will get you in.

Once inside, you must roll a 5 or a 6 to defeat Shredder. Go on... Give 'em shell!

If Shredder defeats you (you didn't roll a 5 or a 6), stay where you are. Your turn ends, but you can try again on your next turn. Tough Break!

Winning the Game

If you roll a 5 or a 6 against Shredder, you defeat him in the ultimate battle. Not only have you saved the world from sure destruction, but you WIN the game too!

ADVANCED GAME

Follow the rules for the basic game with the following exceptions:

Setup:

- Place the white labeled die and the 3 Shredder health tokens in the skyscraper next to Shredder. Place these health tokens "I'm wounded"-side down.
- Give each player the 3 health tokens matching his/her Turtle. Place these health tokens "I'm wounded"-side down in front of you. Your Turtle's initial should be faceup.



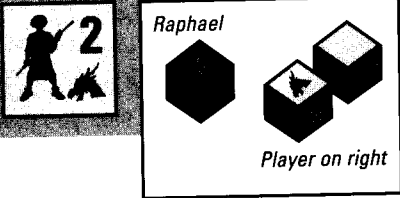
- Set the red die (the one with white spots) off to the side. Don't put it too far away though, you may need it to get into Shredder's skyscraper.
- Players will use the labeled dice to move and fight.

Movement rules: Roll the yellow labeled die to move.

Combat rules: The Turtles use the die with the green labels for combat.

When you turn over an Enemy tile, the player to your right rolls a die or dice for the enemy. Roll the number of matching colored dice as indicated by the number on the enemy's tile.

For example, Raphael™ turns over a Purple Dragon Gang™ die. The player to his right rolls 2 of the dice with purple labels. Raphael rolls the green turtle attack die.



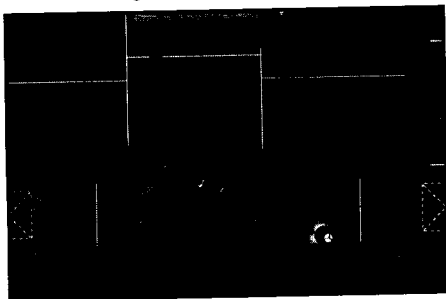
Now compare rolls:

- If it is a tie, roll again.
- If the Turtle's die roll is higher, the Turtle wins. Remove the Enemy tile from play. *Important: Your turn is over after you defeat an enemy.*
- If the enemy's die roll is higher, your Turtle is wounded! Subtract the Turtle's roll from the enemy's roll and turn over ("I'm wounded"-side up) that many of your Turtle's health tokens. For example: If the Purple Dragon Gang rolls 2 hits and Raphael rolls a blank, Raphael would have to turn over 2 health tokens.

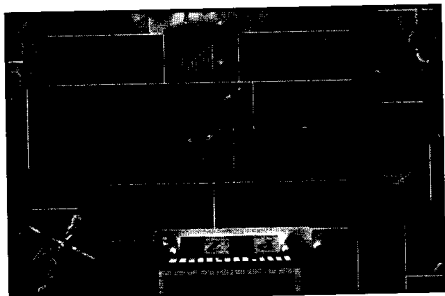
Keep rolling and fighting until EITHER the enemy is defeated or the Turtle is defeated (has turned over all 3 health tokens). Whichever health tokens have been turned over during battle remain turned over until your Turtle is defeated. See **Defeated Turtles** below.

Hun: When in battle, Hun rolls the Shredder die.

Defeated Turtles: If a Turtle turns over his third and last health token, he must go back to the Turtle Lair if he is on the first half of the board; or to one of the yellow outlined spaces if he is on the second half of the board. See the spaces below. Once there, you may turn over your Turtle's health tokens so that you are at full strength.



Defeated Turtle returns to the Turtle Lair.



Defeated Turtle returns to one of the yellow outlined spaces.

Pizza tiles: Instead of allowing you to take another turn, Pizza tiles now allow you to restore health tokens. You may save this tile and use it on any future turn to turn one of your health tokens back over so the "I'm wounded" is facedown.

Shredder – The Ultimate Ultimate Battle: Shredder has health tokens just like the Turtles. He is defeated when he has used up all 3 of his health tokens. Turtle-ized!

In a battle with Shredder: The Turtles roll the die with the green labels. The player to the battling Turtle's right rolls the white labeled die for Shredder.

Now compare rolls:

- If the rolls tie, re-roll.
- If the Turtle's die roll is higher, Shredder is wounded! Subtract Shredder's roll from the Turtle's roll and turn over ("I'm wounded"-side up) that many of Shredder's health tokens. For example: If Michelangelo™ rolls 2 hits and Shredder rolls a blank, Shredder would have to turn over 2 health tokens. This ends your turn. On your next turn you can fight him again.
- If you lose a fight with Shredder don't worry, you can still win the battle. Subtract your Turtle's roll from Shredder's roll and turn over ("I'm wounded"-side up) that many of your Turtle's health tokens. This ends your turn. On your next turn you can try again. If all of your Turtle's health tokens are "I'm wounded"-side up, your Turtle is defeated. See **Defeated Turtles** on page 5.

NOTE: More than one Turtle can be in the skyscraper fighting Shredder.

Winning

The Turtle who wounds Shredder for the third time, WINS!!!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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