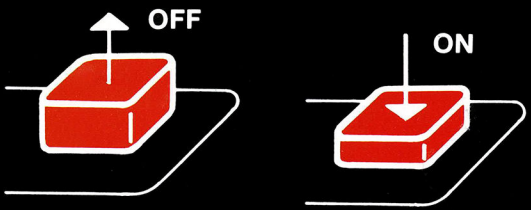
VOICE ENHANCED!!
TURTLES!
All the action and excitement of the superhit arcade game!
OFFICIAL RULES
ODYSSEY 2

IMPORTANT!

Always be sure that the power to your Odyssey² console is turned off before inserting a game cartridge. This protects the electronic components and extends the life of the unit.



TO BEGIN:

1. Insert the cartridge into the slot of the Odyssey² console or into The Voice of Odyssey² with the label side facing the alpha-numeric keyboard.
2. Turn on the power by pressing the power button of the console. The TURTLES game title will appear on your TV screen. If it does not, press the RESET key on the alpha-numeric keyboard.

The Voice enhances this game with authentic arcade music.

On-screen colors may vary according to individual TV's color adjustments.

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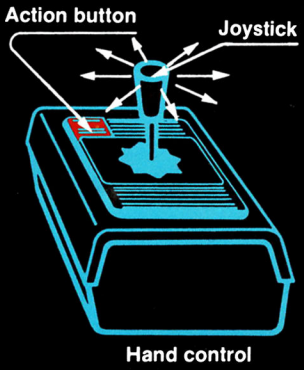
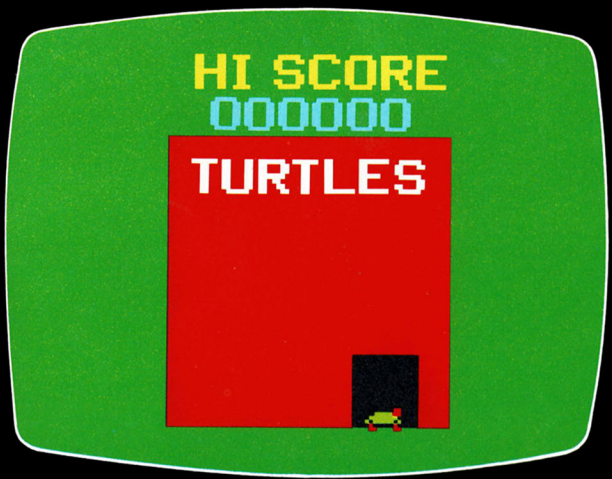
TURTLES!

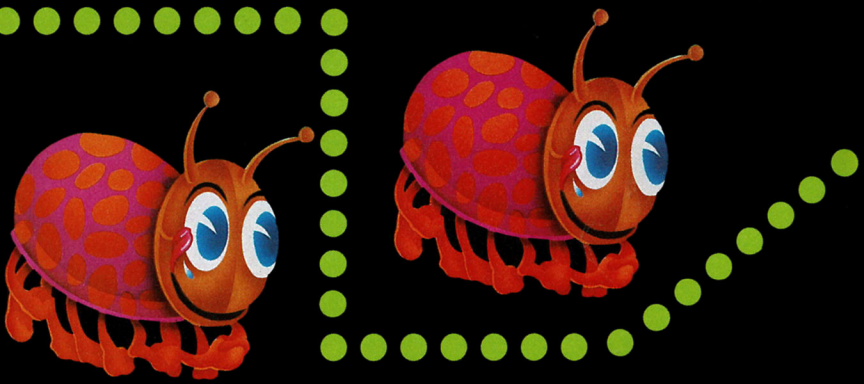
(1 or more players)

1. To start the game, move the joystick of either hand control.
2. The screen will display the first floor of the "Turtle Towers Hotel." Use the same joystick to control your turtle who you will always find in the lower right corner of the screen. It will move in the same direction that you move the joystick.

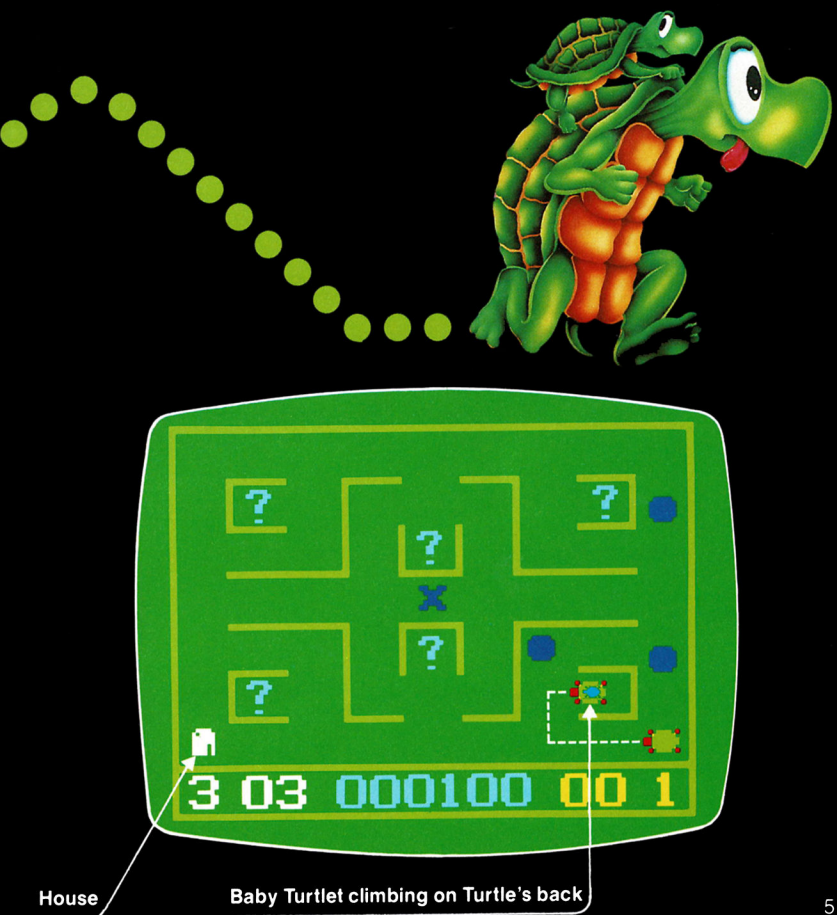




3 Each room in the "Turtle Towers Hotel" contains a question mark. When your turtle touches a question mark, it will turn into a baby turtlet or a beetle.

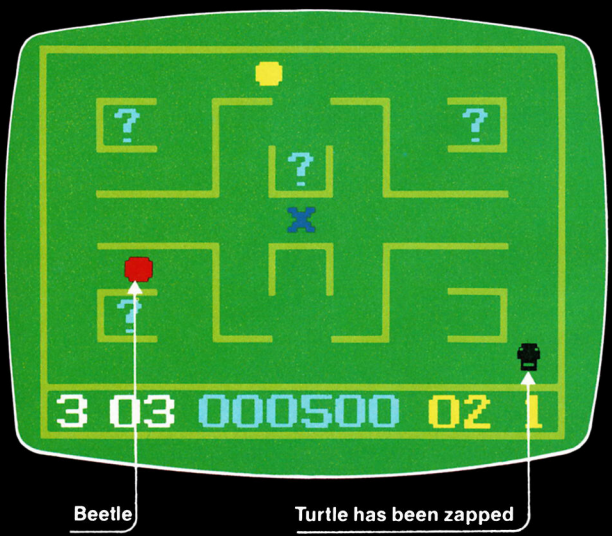


4 A baby turtlet will climb on your turtle's back and a house will appear somewhere around the edge of the screen. Your objective is to carry the baby turtlet home without being bugged by the beetles.



5 Beetles always start off blue and "blind." They move randomly on the screen. BUT—beetles grow up quick! When blue beetles turn yellow they can see your turtle along straight lines. AND—when the beetles turn red they can actually see around corners. The longer it takes you to bring all the baby turtlets home, the more dangerous the beetles become.

6 A turtle touched by a beetle is zapped on contact—but you *do* have three extra turtles per game.

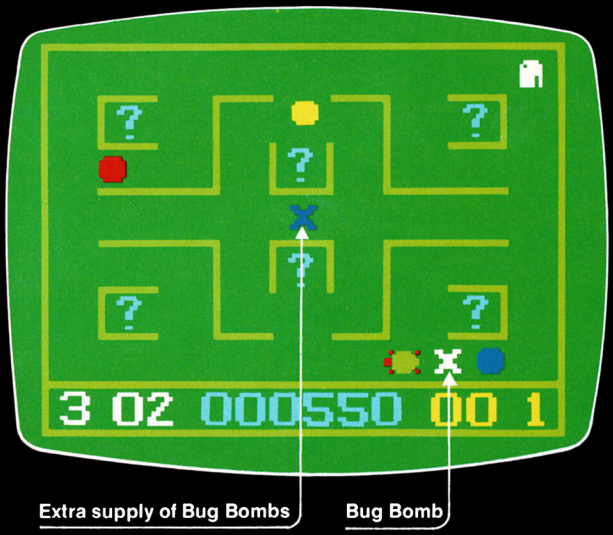


7 BUG BOMBS!!!!!! Your turtle can temporarily de-bug a beetle by putting a bug bomb in its path. Your turtle starts each game with three of them. These bug bombs are so powerful that your turtle can travel *through* a de-bugged beetle without worry. A bug bomb will also make even a dangerous red beetle turn blue and "blind" when it recovers.

8 To drop a bug bomb, press the action button of your hand control. It will momentarily halt any beetle crossing its path. Pick up additional bug bombs by sending your turtle over the "x" at the center of the screen whenever it's flashing. A turtle can carry up to 99 bug bombs at a time.

9 A bug bomb alarm will sound when your turtle has run out of them.

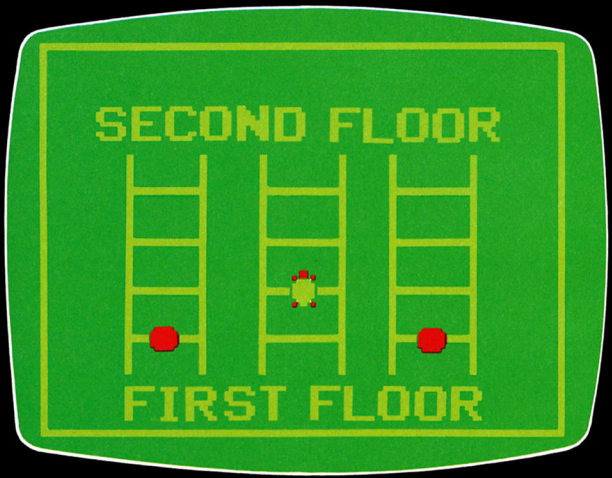
10 Only one bug bomb can be on screen at any one time.



11 When you have rescued all the baby turtlets on one floor, your turtle will climb up the next floor—where you will find more beetles and fewer bug bombs. The higher the floor, the harder the game.

12 You get three turtles per game plus a bonus turtle after scoring 5000 points.

13 A game ends when you run out of turtles. If you want to start a new game immediately, move the joystick. If you want to check the high score, wait a moment. The screen will automatically change to the outside of the "Turtle Towers Hotel." The high score in a series of games will appear on top.



14 To play again, move the joystick of either hand control.

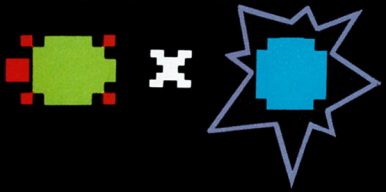
15 SCORING:

Discovering a baby turtlet . . . . . 100 points

Carrying a baby turtlet to a house . . . . . 150 points

Discovering a bug . . . . . 80 points

Stunning bug with Bug Bomb . . . . . 50 points



16 The winner is the player scoring the highest number of points over a predetermined number of games or after a predetermined length of time.

17 To start a completely new scoring cycle, press RESET and move the joystick of either hand control.