
TEENAGE MUTANT NINJA
TURTLES
RESCUE-PALOOZA!
INSTRUCTION BOOKLET
MERSOX
GAMES

DISCLAIMER

TEENAGE MUTANT NINJA TURTLES: RESCUE-PALOOZA! is a non-profit fan game, and is in no way affiliated with Viacom, Nickelodeon, Mirage Studios, Konami, Ultra Games, Lionsgate, Fred Wolf Films, Stan Sakai, or Playmates Toys.

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SPECIAL NOTE CONCERNING THE OPENBOR ENGINE

This game has been developed using the OpenBOR engine.

I don't recommend removing the PAK file from the bundle that I provide in the official download (visit merso-x.com or gamejolt.com to get the official release of this game). Using the PAK file with other versions of OpenBOR will affect gameplay.

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THE ADVENTURE BEGINS

The Turtles are at the lair, watching their favorite B-flick: “Bugman versus Gorgonzola” - until the TV fuzzes out and Shredder appears, with an absolutely ridiculous pile of characters tied up in the background.

Raph: "Aaaww, not this again!!"

Shredder: "YES! This again! Only this time, to commemorate the 30th anniversary of our rivalry, I've kidnapped - EVERYONE!"

Don: "Er...everyone? As in everyone in the city? That's a little vague."

Shredder: "*Do you see all the people behind me*? I've captured all your friends! Just assume it's anyone you care about!"

Leo: "Looks like it's time for action! Master Splinter, will you join---"

Shredder: "You think I didn't grab him too? Second on the list, after Ms. O'Neil. It's a long list! He was flattered. Now why don't the four of you join me for some *soup*? Sayonara, genetic accidents! HAHAHAHA!"

(The TV fuzzes and shuts off)

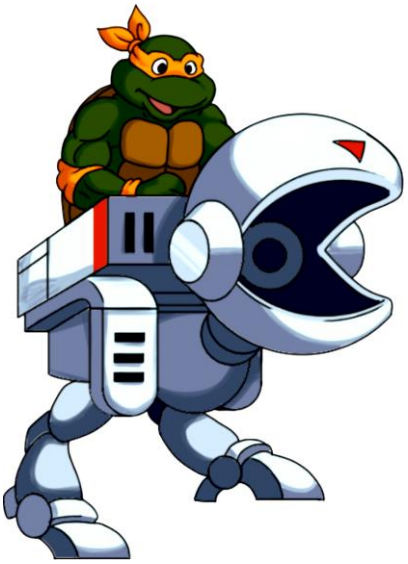
Mike: "Oh man...this is gonna take forever! But...we *are* out of pizza."

Don: "And it sounds like a good reason to try out my new Cloneulator! It'll make robot doubles of anyone we come across using a complex series of-----"

Raph: "Yeah yeah, delivering beatings is enough for me. Wait – I meant wisecracks. Delivering wisecracks! I got my continuities mixed up for a sec."

Leo: "Alright guys, it’s time to teach Old Shredhead a thing or two about honor!”

All together: "LET'S KICK SHELL!"



LAUNCHING THE GAME

Follow these steps to run Rescue-Palooza on your computer:

- Unzip the downloaded file in your hard drive.
- If you plan on using a gamepad, make sure it's plugged in before running the game.
- Double click on the TMNT_Rescue_Palooza.exe file.
- Press the arrows and Enter keys on your keyboard to navigate through the main menu in the game.
- Note: The game starts on fullscreen by default. Press Alt+Enter on your keyboard to switch to windowed screen.

OPTIONS MENU

Enter the Options menu to customize settings such as display, control, and sound.





DEFAULT KEYBOARD COMMANDS

The default controls for player 1 are:

↑, ↓, ←, →:	Walk around
A:	Attack
D:	Jump
S:	Special attack (drains Power Meter)
Enter:	Start game / Pause
Alt + Enter:	Toggle fullscreen on/off

You can redefine keys in the Options menu.

GAME MODES

New Game: start a new game.

Load Game: resume a previous gameplay.

Story Mode: the main game mode in TMNT: Rescue-Palooza! Play on your own or with three friends, and defeat the evil Foot Clan!

Arcade Mode: start a new game with all characters unlocked from the get-go, including Shredder and Krang! You must first complete Story Mode to unlock this option.

Bonus Stages: hone your skills by mastering the bonus stages!



JOIN IN SCREEN

After selecting Story Mode, you'll be greeted with this screen. This is an opportunity for your buddies to join in by pressing start on their respective controllers.

Each player is assigned a turtle by default: player 1 controls Leonardo, player 2 controls Michaelangelo, player 3 gets Donatello, and player 4 controls Raphael. You'll get a chance to choose any turtle upon entering a new stage, but you'll revert back to your default turtle during the following sections of the game: training stage, overworld map, bonus stages.



OVERWORLD MAP

Here you can pick which area to explore next.

The various stages in the game are represented by a floating name tag. Stand over the name of the stage you want to visit and press the attack button.

After completing each stage, you'll return to this map, at which point your progress in the game is saved automatically.



GAME SCREEN

What is up with all this stuff on the screen? Let me tell you what's what:



UNLOCKING CHARACTERS



Progress through the game and you'll unlock playable characters for each completed stage. This includes not only the turtles' allies, but also the bosses you encounter along the way.

In total, there are 60 playable characters in the game. Collect them all!

POWER-UPS



Pizza Slice
Restores part of your health



Pizza
Restores all your health



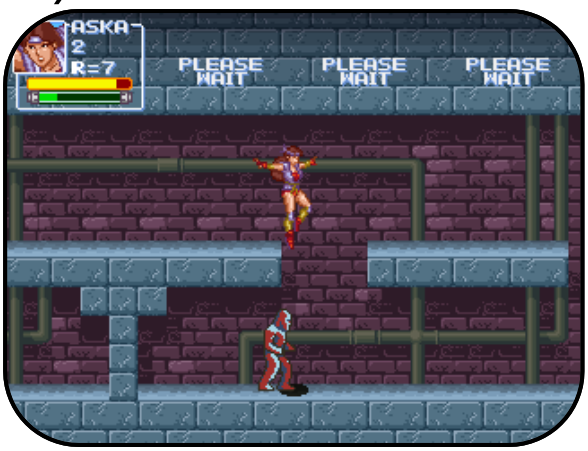
Mutagen
Provides temporal invincibility (and the ability to squash those pesky Foot Soldiers!)



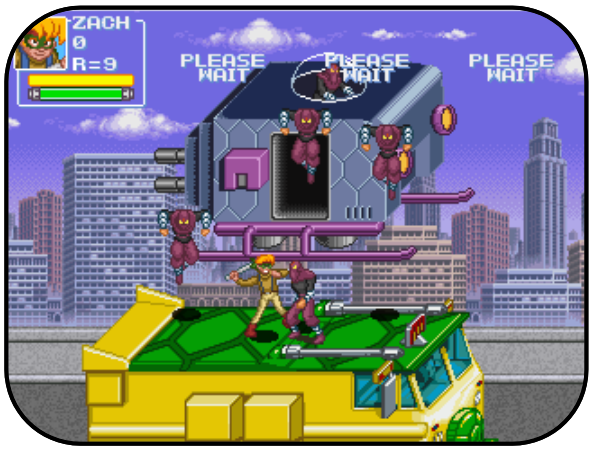
STAGES (WELL, SOME OF THEM!)



April's
"April's Midtown Loft"



Sewers
"Beneath These Streets"



Turtle Van
"Rock-A-Fella Expressway"



Beach
"Ft. Slaughterdale Beach"



Swamps
"Battle on the Bayou!"



Dimension X
"The Dimension X Story"



Dojo
"House of Shogun"



Channel 6
"Happy Hour News"



Ship
"Tinhead's Battleship"



Park
"Let's Melt Snow!"



Streets
"Welcome to the Jungle"



Rooftops
"Rooftop Run"

BONUS STAGES

Every now and then, Cudley the Cowlick will appear on the map to take you to a bonus screen, giving you an opportunity to score additional lives.



Sewer Party Tube
Hop on your Sewer Party Tube and blast every Foot Soldier in sight!



Retrocatapult
Wait 'till the meter is full and toss slime bombs at the evil Foot Soldiers!



Turtle Trooper
It's raining pizzas! Grab them by pressing the ATTACK button at the right moment!



Cheapskate
The evil Foot Clan is throwing away perfectly good pizzas! The nerve! Save as many as you can!

TROUBLESHOOTING

Screen is cut off on the top and bottom: right click on the EXE file, go to Properties, Compatibility tab, click the "Change high DPI settings", check "Override high DPI scaling behavior", and pick "Application" from the drop down menu.

Gamepad not recognized: make sure your gamepad(s) are plugged into the USB port(s) and recognized by Windows *before* launching Rescue-Palooza.

If you're using wireless controllers, you may need to install additional software like DS4Windows (tip provided by Jon Courtney)

Game crashes: send me a message at merso_x@yahoo.com explaining the issue, including the last sentence found in the OpenBorLog.txt file (located in the "Logs" folder)

CREDITS

- Developed by Merso X
- OpenBOR scripts and support: Bloodbane and O Ilusionista
- Music: "Construction Stage" and "Technodrome Boss" by Powder AKA Casey Jones, "Channel 6 Stage" by Cosmic Gem, "Sewer Surfin'" by Coatlesscarl, "Star Base" by ChiptunedRaijin
- Sprites ripped by: Merso X, Tom Guycott, chiasm, Mario Gamer, Mepheal, redblueyellow, nsw25, retrogamezone.net, GaBoTiCo, Enscripture, belial, WernerWarhead14, Dolphman, Cabanaman, A.J. Nitro
- Mouser and Venom base sprites and programming from the mod "TMNT 8 BIT RECOLORED AND EXTENDED" by GaBoTiCo
- Prologue written by Merso X and Alexx (toysandtomfoolery.blogspot.com)
- Epilogue written by The Sewer Den
- PATRONS: Skip Wescott, Oldmanwinters , Paul Brown, Aaron Meredith, James Hollie, NintenJoe, The Geek Critique, Nielzabub, Natsu x Ken, Alex Galarza, David Reeder, Toben Alexander, Jelly, Bobby MacGibbon, Bryan Sime, Kenny Benjamin, Trevor, Joe Hamilton

SPECIAL THANKS

- To Mirage Studios, Fred Wolf Films, Playmates Toys, Konami, and everyone involved in 80's and 90's Turtlemania
- The awesome and helpful OpenBOR community
- All Merso X followers on social media
- Oldmanwinters, for providing numerous resources for this project
- To my dear wife, for her patience!