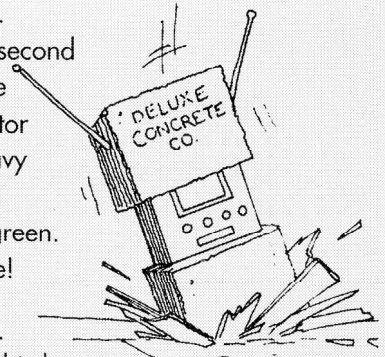


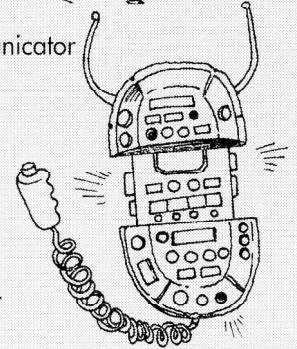
### DESIGN #2.

Donatello's second Talkin' Turtle Communicator was too heavy and clashed with Turtle green. How gauche!

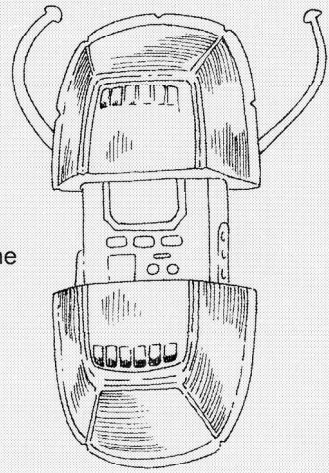


### DESIGN #3.

Donatello's third Talkin' Turtle Communicator was too hard to use because of all the buttons. Everybody just kept pressing the knobs and dials for fun — and no communicating ever went on.



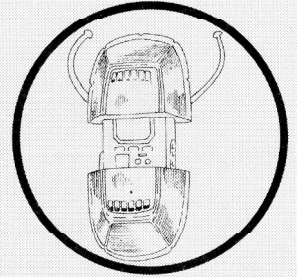
By combining all of his successful experiments together with all of his unsuccessful experiments, Donatello finally created the ultimate Talkin' Turtle Communicator. The very same one you now proudly own. Notice that Donatello has solved all the problems of the earlier prototypes.



Donatello owes much of his success to a man named Guglielmo Marconi (1874-1937). He was one of the early pioneers of radios, way back in 1896! Donatello keeps a picture of him over his work bench for inspiration. The strange thing about Marconi-- he came up with radio sets that were not tomato sauce powered! Nor did he have to eat pizza to come up with ideas. He did, however, have a funny first name — and kids used to tease him by calling him Macaroni. They'd heckle at him: "Hey, Macaroni, when are you gonna come up with a radio, eh? Hey, Macaroni, use your noodle!" Despite the teasing and taunting, Macaroni, that is, Marconi, persevered and perfected radio technology.



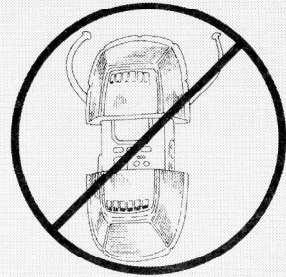
### RADIO COMMUNICATIONS PROTOCOL



Use your Talkin' Turtle Communicator when . . .

1. You're out on patrol.
2. You're on a super secret mission.
3. You find three extra pizza pieces.
4. You're under attack.
5. You have nothin' better to do than talk to the Turtles.

Do NOT use your Talkin' Turtle Communicator when . . .



1. You're takin' a bath.
2. You're doin' your homework.
3. You don't have any pizza to share.
4. You're supposed to be asleep.
5. You have nothin' better to do than talk to the Turtles.

In order for the Turtles to be able to identify you, but still keep your identity secret from the Foot, you must never use your real name. Instead, you must use a "handle" — no, not the kind of handle you pull, but a nickname, a code name, if you will. It's a good idea to make up a handle that's easy to remember for you, but difficult to crack for someone else. For example: if you like sardines on your pizza, your handle could be "Fish Breath;" or if you like ice cream and pickles on your pizza, your handle could be "Upset Stomach." Or your can say your name backwards, unless, of course, your name is Bob.

When establishing contact with the Turtle Teens, you must be ready to give them the information they need right away — the longer you're on the air, the easier it is for Shredder to track you down. So be brief and to the point.

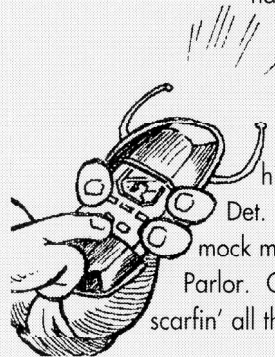
Here's what the Turtles need to know.

- Who are you calling?
- Who are you?
- Where are you?
- What do you want?

Here's an example. You press the Turtle Talk Button and hear, "It's Pizza Time, Dudes!"

A typical response may be:

This is Billy Blabbermouth. (Not his real name — his real name is Ted Blabbermouth — his secret "handle" is Billy. He could've used his real name backwards, but Ted was always taught by his parents to stay outta Det. Anyway, back to our mock message!) I'm at the Pizza Parlor. Come quick! Shredder is scarfin' all the pizzas!



Now all you do is press the Turtle Talk Button and listen for a reply. The Turtles may report back with, "We're on our way!" That means you've done your job and a pizza treat is in order.