

TEENAGE MUTANT NINJA TURTLES II

THE ARCADE GAME™

COWABUNGA!

Arcade
Action On
The NES!!



GAME PAK · DATA BOX		
T.M.N.T. II		
ULTRA SOFT		
MEMORY	2M × 2M	
	MMC3	--
POWER METER		
Graphics & Sound		3.9
Play Control		4.1
Challenge & Excitement		4.3
Theme & Fun		4.0

THE TURTLES COME HOME

Konami's Teenage Mutant Ninja Turtles for the arcade just took a Mutant Module to your NES. All those righteous scenes are here, plus two "excellent" new stages. The Foot Clan foes you love to hate are back too, not to mention the evil masterminds who would like nothing more than to snack on Turtle Pizza. So grab your Bro for the two-player game or challenge the Shredder alone for some mega kicks.



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BO-DA-CIOUS BROS

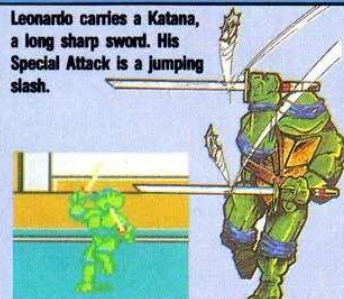
The battling bros have more in common than a love of pepperoni pizza with no (repeat no) anchovies, dude. Their attacking strength is identical, except Don has a slight advantage with the longer reach of his Bo. Each has a Special Attack he uses

for extra punch, but the effects of those Special Attacks are the same for each Turtle.



LEONARDO

Leonardo carries a Katana, a long sharp sword. His Special Attack is a jumping slash.



DONATELLO

Don carries a big stick—a Bo. Leaping up and swinging the Bo is Don's specialty.



RAPHAEL

Armed with Sai—two short swords with wicked prongs—Raph's Special Attack is to jump up and rake the Sai at his foe.



MICHAELANGELO

Mike does his thing with the Nunchukus, jumping high and swinging the blocks and chain like a whip.



THE TURTLES HAVE THE MOVES

No matter what weapons the Turtles use, their moves are all pretty much the same, so it's just as easy to use Raph as it is to use Don. Master all four of these moves and you'll be unstoppable.

SLASH

The Slash is the most basic ninja attack technique. When the enemy is in range, push the B Button and your Turtle will swing his weapon in a powerful slashing motion. The Slash inflicts two Damage Points. It's also good for blocking boomerangs and knives.



BREAK-THE-HOLD

In close combat, a Foot Soldier might grab your Turtle in a mean Turtle-hug. Break free by quickly pushing Left and Right on your controller. When your Turtle is held, he's liable to take damage, so it's best to free him as soon as possible.



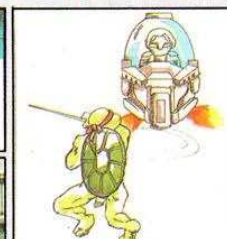
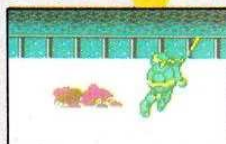
FLYING KICK

The Flying Kick is your main attack against bruisers like Bebop who shoot at you as well as kick or punch. After jumping, push the B Button to kick out and through the enemy. It's worth three Damage Points.



SPECIAL ATTACK

One Special Attack move will defeat most enemies, making it your most radical technique. Hit the A Button slightly before hitting the B Button. The attack—a combination of slash and jump—is worth four Damage Points. Using this move against the Foot Clan ninjas will take you far.



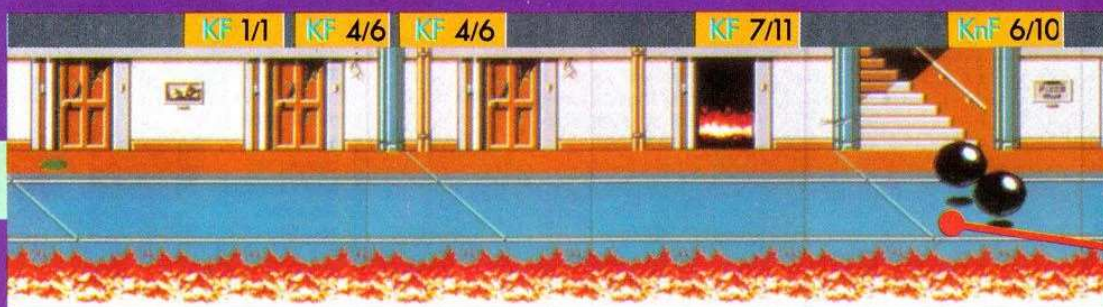
Dr. Stockman can't compete with a Turtle who knows his moves.

SCENE 1 FIRE! LET'S SAVE APRIL!

They're green, they're mean, they're mutants and their best friend April has been carried off by Shredder's hench-ninjas. So what's a Turtle to do? Kick some Foot, that's what. The building may be in flames, but hey, you've got a shell! Nothing can stop you now.



"Stay cool, dude."
MAP 1



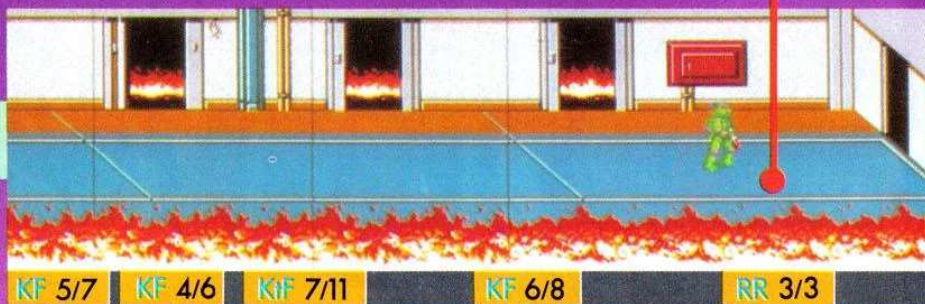
ROADKILL RODNEY: R.I.P.

These guys will do their best to run you over and zap you with a gigawatt. Ruin their day by trapping them against the wall and repeatedly using your Slash technique. Earn top marks for style by trapping two or all three of the little one-wheeled toasters and Slashing them into spare parts.



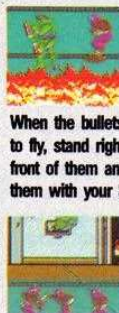
More active Turtles may enjoy deactivating the Rodneys using Flying Kicks.

"Time to rap with Rodney."
MAP 2



FIGHTING THE FOOT

Every scene is filled with Shredder's personal ninja army. Individually they are easy to defeat, especially using your Special Attack. Stay at the bottom of the screen and they'll have to come down to you. They'll reach you one at a time. Use your Special Attack, then wait for the next foolish Foot to close in.



The Foot can't resist a fight. Let them come down to you, then hit 'em hard!

When the bullets start to fly, stand right in front of them and block them with your Slash.

If the Foot try to surround you, jump to one corner so you'll face them head on.



Foot Clan Fiends And Foes

The Foot Clan is filled with mental mutants. Their brains are lame, dude. They think its fun to waste pizza, and Turtles, too.

KATANA FOOT (KF)

Hit Points: 4

They may be masters of the Katana, but you can master them easily enough using your Special Attack.



ROADKILL RODNEY (RR)

Hit Points: 16

These one-wheeled robots pack a powerful jolt of electricity, but they're a bit unbalanced.



KARATE FOOT (KF)

Hit Points: 4

You'll meet more of these brainwashed fighters than any of Shredder's other soldiers. Take them on one by one.



KNIFE FOOT (KnF)

Hit Points: 4

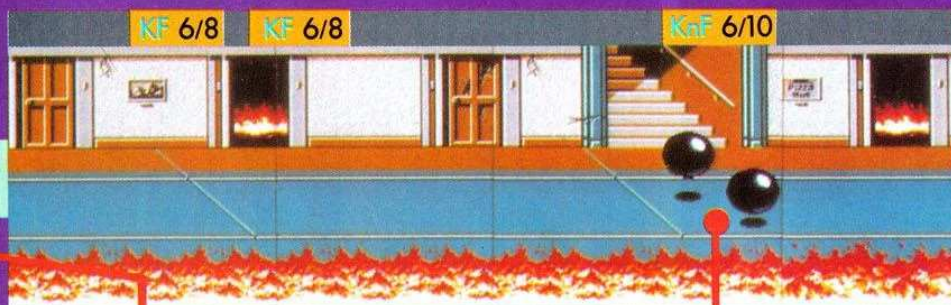
Their knives are sharp, so your wits have to be sharper. Use your Special Attack before they get too close.



MACHINE GUN FOOT (MG)

Hit Points: 4

These guys rely on short bursts of heavy firepower. Stay out of the way when they're shooting.



"Hey,
Turtles
don't
sweat."

Go To
MAP 2



BOWLING FOR TURTLES

Whenever you see a staircase, watch out for the giant bowling balls that come crashing down. Defeat the Foot on the left side first, then use the Flying Kick to avoid the balls.



ROCKSTEADY

Hit Points: 60 (1 Turtle)/88 (2 Turtles)

Rocksteady arrives at the end of Scene 1 with all the grace and goodwill of a rhinoceros in tight shorts. He's got a gun in his hand, a horn on his snout and a chip on his shoulder.

A LITTLE ROCK & ROLL

Here's a Turtle Tip that works for most of the toughest characters. First, jump up to avoid bullets, or other flying weapons. Then use the Flying Jump Attack and dodge his charge.

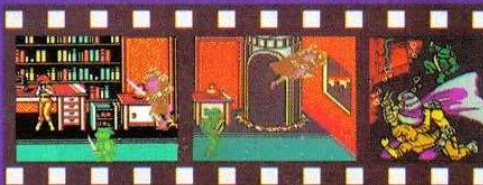


Jump kick through Rocksteady, then quickly leap away to avoid his kick. He'll shoot at you, so be ready to hop over the line of bullets. When he charges, avoid him by jumping over him.



SCENE 2 C'MON, AFTER THAT SHREDDER!

Just when you thought you'd rescued April from Rocksteady, who shows up but Shredder. Well, dude, April's still in trouble and you're the only Turtle in town. Out on the streets you'll find roving Foot bands and Bebop. In the sewers below are Mousers and Professor Baxter Stockman.



"Shredder is history!"
MAP 1



FLYING DEBRIS

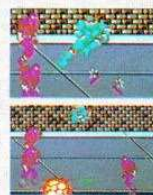
Master Splinter taught his sons to use whatever advantages they can find. For instance, Slash a parking meter and it flies off like a missile.



When a foe is in line with the parking meter, hit the meter and watch it fly.

DYNAMITE IS FOR WIMPS

No ninja would stoop to using dynamite, but Shredder's men do. Don't try to Slash the explosives. Jump away from them and use the Flying Kick.



"Hi, honey. I'm home."
MAP 2



"Bebop, you're such a pig."
Go To MAP 3



BEBOP

Hit Points: 68 (1 Turtle)/100 (2 Turtles)

Bebop would like to do a dance on your face. With your Flying Kick, though, you'll be the one with the fancy steps. Use the Flying Kick and jump away immediately.



"Someone's been sitting in my sewer."
MAP 3



TEENAGE MUTANT NINJA TURTLES II THE ARCADE GAME

More Trouble

DYNAMITE FOOT (DF)

Hit Points: 4

The fuses are lit and the dynamite is meant for you. It's a real blast if it works, but for the wrong guys.



BOOMERANG FOOT (BF)

Hit Points: 4

The boomerangs can hit you both coming and going. Jump in quickly and give the throwers a Special Attack.



HAMMER FOOT (HF)

Hit Points: 4

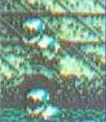
If they can, these jerks are gonna try to nail you to the wall, but they'll have to catch you first.



MOUSER (MO)

Hit Points: 3

These specially designed mechanical mice are programmed by Professor Stockman to have a taste for Turtle.



KF 6/8

KF 3/5
BF 3/5

KF 3/5
BF 3/5

BF 6/8

BEHIND THE SIGNS

Those two signs look harmless enough, but Foot Soldiers are about to pop out and attack, expecting the advantage of surprise.



PIZZA PUTS HAIR ON YOUR SHELL

You've come a long way without a slice. But stay on the street and defeat the Foot Clan bums first. Then you'll be hungry.



"Bebop must be hiding."
Go To MAP 2

THERE'S NO PLACE LIKE HOME

Mousers, missiles and maniacs are all waiting beneath the street. When Mousers chew through the wall, stand to the right and Slash them. They'll bounce to the right edge of the screen where you can turn and finish them off.

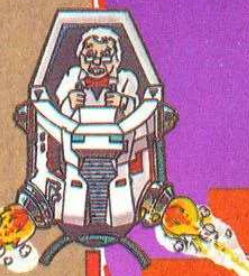


MO 5/8 KF 6/9 KF 5/8 KF 5/8 MO 5/8 BOSS

PROFESSOR STOCKMAN

Hit Points: 100 (1 & 2 Turtles)

The mad Professor flies about in his hovering chair and drops Mousers on you. Use the Flying Kick to inflict damage on the brainy bad guy. As for the Mousers, don't let them chew you up. Slash them!



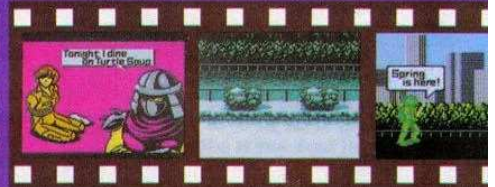
If a Mouser gloms onto your arm, shake it off with the B Button.



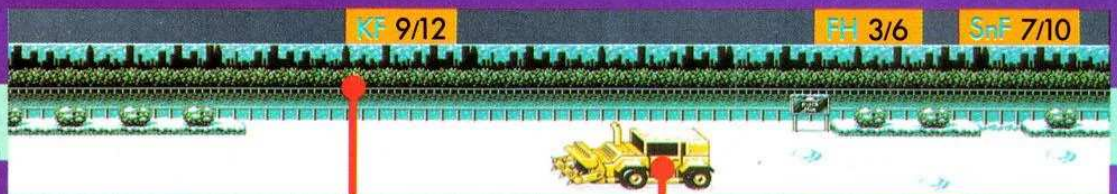
**NEW
STAGE!**

SCENE 3 LET'S MELT SNOW AND REBULLD N.Y. CITY.

April's trail has turned cold, but for hot-blooded Turtles that's no problem. The problem will come from Tora—a polar bear with an attitude—who is waiting at the end of this new stage. He's guarding a weather satellite that's chilled out the whole town. Your mission is to put the heat on Tora and trash the satellite.

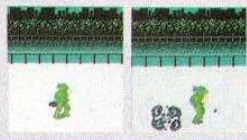


"This sure isn't Miami beach."
MAP1



THE SKY IS FALLING

Watch for shadows to tell you when to clear out!

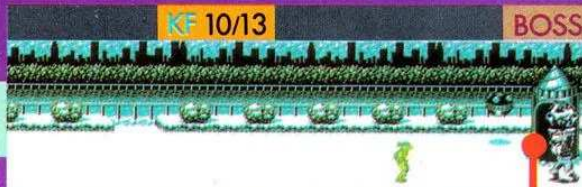


SNOWPLOW

The Snowplow appears when the scrolling stops. Watch out!



"Grin and bear it, Dude."
MAP2



"O.K. Who's next?"
Go To
MAP3

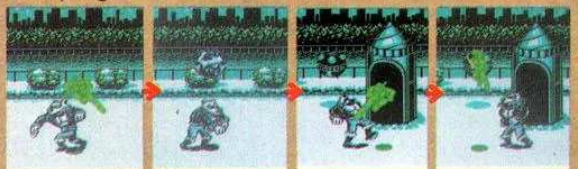


TORA

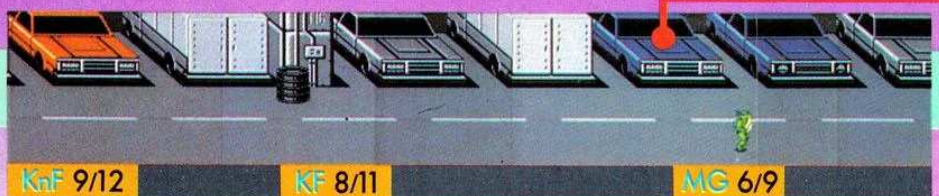
Hit Points: 112 (1 Turtle)/144 (2 Turtles)
Giant boulders of ice tumble from the sky and Tora volleys them at you. If that's not enough, he'll try to punch you, too.

DUDE, BE NIMBLE

Quick moves are what you need to defeat Tora. As soon as you land from a Flying Kick, jump away again.



"Hmm. Turtle wax."
MAP4



TEENAGE MUTANT NINJA TURTLES II THE ARCADE GAME

Winter Wonderland

FROSTY THE HIT MAN (FH)

Hit Points: 10

Frosty the Hit Man is a very scary soul, with homing missiles and a pogo stick and a carrot for his nose.



SNOWBALL FOOT (SnF)

Hit Points: 4

The Snowball throwing Foot Soldiers have packed rocks inside their Snowballs. Ouch!



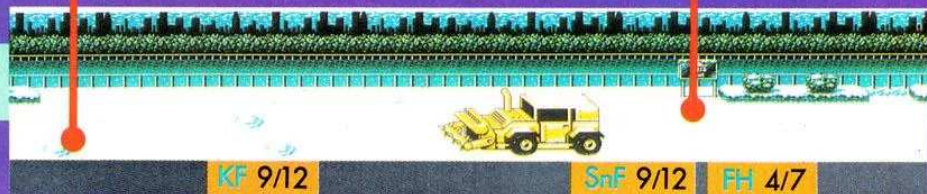
A HOLE IN THE SNOW

Watch out for the manholes buried in snow. One wrong step and it's light out.



A FROSTY RECEPTION

Flying Kick him to the left edge of the screen, then use your Slash Attack.



KF 9/12

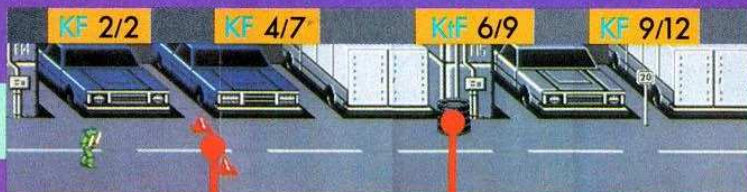
SnF 9/12

FH 4/7

"Chill out,
Bros."
Go To
MAP2

"Cherry
cars!"

MAP5



KF 2/2

KF 4/7

Kf 6/9

KF 9/12

"Start your
engines,
Dudes."
Go To
MAP4

THE GARAGE GANG

They come swarming out of the vans and cars. Use the Speed Cones and Oil Barrels as weapons.



MOVING OUT

Two of the parked cars are revved up and ready to peel out. Stay near the bottom of the screen. When the car moves, leap backwards.



BAXTER

Hit Points: 80 (1 & 2 Turtles)

Professor Baxter Stockman is bound to bug you in his reincarnation as Gnat Man. Time for a raid.



BRING ON THE SWAT TEAM

When he hovers above you, jump up to the right and kick.



BAXTER CORNERED

Keep jumping out to the right then back at Baxter.



KF 6/9

MG 6/9

KF 7/10

KF 8/11

BOSS

SCENE 4 LET'S GET TO THAT SECRET FACTORY!

Well, April's out of trouble, but the Shredder is still at large and spoiling for a fight. Although you're on the highway, don't expect a joyride. The Foot Clan Soldiers are here, too. Some of them are on motorcycles, others carry massive bombs or spears. The rule of the road is kick or be kicked.



"Look where you're going!"
MAP1



POLE VAULTERS THEY AREN'T

Jump behind these Turtle hunters and whack them with your Special Attack. They'll never know what hit them.

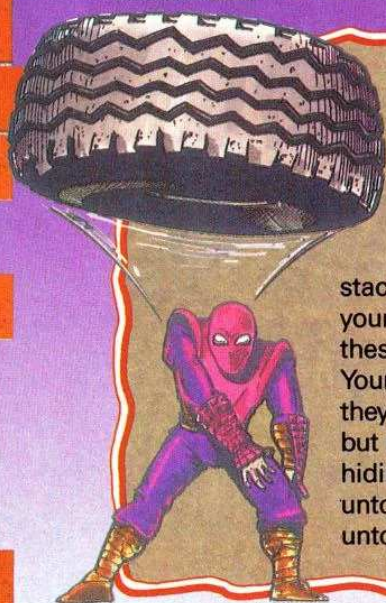


LEAD FOOTED FOOT CLAN

Why did the Turtle cross the street? Probably so he wouldn't get hit by the nut in the car. Keep to the bottom of the screen.

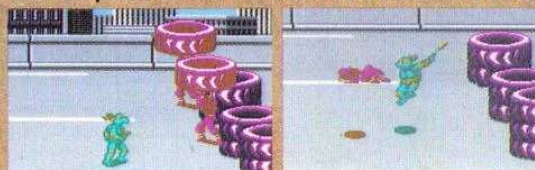


"Tired? Who? Me?"
MAP2



TIRED FIGHTERS

They've been cleverly hiding in the middle of the road, inside a pile of tires, waiting for a Turtle to come by and not notice them. Now is their chance! They leap out of the stacked tires and hurl steelbelted, all-weather studded rubber straight in your face. What a bunch of jerks. Just jump out of the way and then treat these grease monkeys the way you treat all Foot ninjas...with no respect! Your Special Attack will make quick work of the Foot Soldiers once they've thrown their tires, but more of them are still hiding in the stacks. Do unto them as you did unto the others.



Even More Bad News

SPEAR FOOT (SF)

Hit Points: 4

The Spears look a lot worse than they are. Use your Special Attack at the bottom of the screen.



MOTORCYCLE FOOT (McF)

Hit Points: 3

If you stay at the bottom of the screen, these guys will roar on by without giving you a second glance.



BIG BOMB FOOT (BbF)

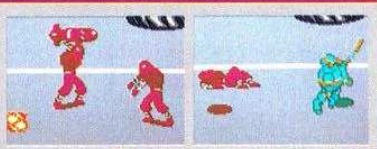
Hit Points: 4

Looks like these guys raided a B-52. Although a katana might make more sense, these bombs can give you a severe headache.



MAD BOMBERS

Keep jumping to safety until the Foot Soldiers throw the bombs, then close in and light some fuses of your own with the Special Attack.



BbF 6/10

McF 00/00

"Talk about
backseat
drivers."
Go To
MAP2

SKATE BOARD ACTION

Get ready to do some heavy thrashing from your rocket powered skate board. Blackhawk choppers will make it an interesting trip. Machine Gun Foot and Boomerang Foot add their special brands of fun.

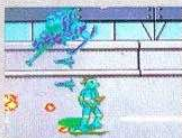


TURTLE AIR POWER

So they've got Blackhawk attack choppers, machine guns and air-to-surface missiles, what's the big deal? You've got one bad skate board and a highly trained ninjitsu reptile. Use your Flying Kick to avoid gun fire and to kick the Blackhawks. Keep kicking until the chopper billows into flame.



Attack choppers? No sweat. Give 'em a taste of Turtle Air Power.



The missiles fall straight down, so you shouldn't be there.



16 Hit Points will incinerate this chopper.

MORE BOOMERANGS

A well-timed Slash move can destroy a boomerang in mid-air. Special Attacks will take out the ninjas. The trick is not getting caught between two of them when the boomerangs fly. If you do you'll suffer mass hits. Stay near a corner of the screen.



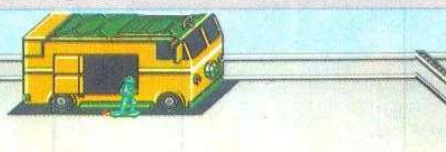
RAPID FIRE RAPID TRANSIT

They're on the move and filling the air with lead. Jumping out of the way is easy, though, and teaching them some manners with your Special Attack would be a good idea.



HITCH A RIDE

Where to? You're about to take a dive off an elevated highway. Bummer, Dude.



SCENE 5 C'MON, LET'S BUST THIS JOINT

Crash and burn! No sooner do you find out that you've survived the metal-crunching tumble off the highway than you see Master Splinter being carried off by a troop of maniacal Mousers. The Shredder must really have it in for you guys. On this stage you'll battle the Tubular Transport, Flippers, Lasers and lots of ninja fighters.



"Splinter, I'm on my way!"
MAPI



LASER BEAMS

See the light? The Lasers can cut through solid steel or shell.



Avoid the Lasers by hopping onto the ledge. You'll have to fight in a narrow space, but there are ways to prepare for that.

Move to the right end of the platform, using your Special Attack on any ninjas who jump up.



In typically foolish Foot fashion, the fighters attack one at a time. Your Special Attack will make short work of them.

FLIPPERS

Flippers drop down from above in closed metal shells, like little robo-turtles. There's no family relation, though. In a second or two they'll pop open and become three-legged, ray gun blasting mechanoids. Jump to avoid the ray gun zaps, then use your Special Attack.



These glorified toasters are a real pain unless you use the Special Attack, which will permanently reprogram them with a single hit. Like most enemies, they'll try to surround you. When they close in, jump away. Also jump behind them to avoid the ray gun.

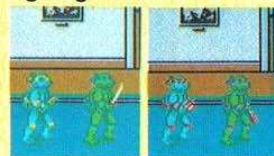
TWO PLAYER STRATEGIES

Some simple strategies will go a long way in helping you and your bro battle through Shredder's army.



PICKING TURTLES

In order to tell your Turtles apart, use one light green Turtle and one dark green Turtle. Don and Leo are dark. Mike and Raph are light green.



WHO GETS THE PEPPERONI?

So what do you do when there are two hungry Turtles and only one slice of pizza? Simple, make sure it goes to the bro with the lowest energy level. He should munch out when his energy meter is down to one.



The Bad News Never Ends

FLIPPERS (F)

Hit Points: 4

Flippers are tripod robots with a screw loose. Instead of looking for a good time, say in an autoparts store, they look for Turtles to zap.



TUBULAR TRANSPORT (TT)

Hit Points: 6

Half helicopter and half obnoxious bug, these mindless machines hover in formation and fire power beams at innocent Turtles.



LASER POLES (LP)

Hit Points: 10

More mechanical mayhem comes from the Laser Poles, which shoot megajolts of juice and dance around while they're doing it.



Pole Vaulting

Jump between the two Laser Poles and use your Slash Attack against them. Eventually they'll turn gold and freeze up.



"I smell a rat."
Go To
MAP2

TOTALLY TUBULAR

Two waves of attacking Tubular Transports will swarm out of the Mutant Module. Stand about two thirds of the way up the screen—above the level of their firing beams—and use your Flying Kick.



"Father!"
MAP2



BOSS

THE STONE WARRIOR

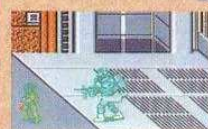
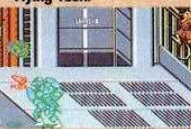
Hit Points: 160 (1 & 2 Turtles)

He's a nightmare from Dimension X, a cruel dude in a suit of steel, and he's got Master Splinter tied to the wall. As a dutiful son, you can't bear to see Splinter captive. Dust the Stone Warrior!



You should be able to jump back and forth, giving old Stoney a Flying Kick each pass while avoiding his flame thrower.

The strategy is pretty much the same as with the other masterminds of mutant crime. Dodge the flame thrower and use the Flying Kick.

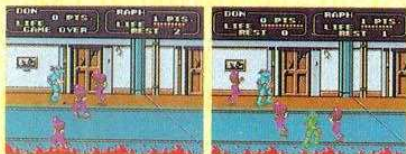


If you wind up in the line of fire, your Turtle will turn his singed face toward you. Jump quickly to avoid the flames.



STAYING ALIVE!

If one bro runs out of lives, his brother won't have to carry on alone. If the surviving Turtle has extra lives, his partner can push the A Button, steal a life, and get back into the action. Gnarly!



**NEW
STAGE!**

SCENE 6 LET'S DEFEAT THE ENEMY'S NINJA MAGIC!!

Now that Master Splinter is a free rat once again, you are more determined than ever to see that justice is done. So it's into Shredder's secret ninja training school, which is filled with the weirdest and wildest enemies yet: painted tigers that come to life, Venom, Blades and the Shogun Warrior at the end.



"I'm not
impressed
by this
place."
MAP1



"Awesome
cat."
MAP2



BLADE

Avoid their knives and attacks by using the Flying Kick. If you're behind one, hit it with your Special Attack!



EXTRA TURTLE CODE!!

How would you like to start with 10 Turtle lives? On the Title Select screen use the following sequence: UP, LEFT, LEFT, DOWN, DOWN, DOWN, RIGHT, RIGHT, RIGHT, RIGHT, B, A, START.



PUSH ↑←←↓↓↓
→ → → → BA START

VINCENT VAN GROWL

When the Shogun Warrior was shopping around for a home security system, he came upon these unusual paintings signed by Vincent Van Growl. It's up to you to judge his investment. When the tiger rushes, hit him on the nose and he'll rebound. Move in and hit him on the nose again, but beware of the pounce.



You're Not Done Yet!

BLADE (B)

Hit Points: 8

Huge and powerful, the Blade fighters are armed with knives. Don't let them jump on top of your Turtle.



VENOM SCORPIONS (VS)

Hit Points: 12

These insects have been bred to giant proportions by the Shogun Warrior, and their sting is dangerous.



VINCENT VAN GROWL (VV)

Hit Points: 24

Tastes in fine art differ with every person but when fine art has a taste for Turtles, that's unusual.



BAMBOO BARRICADE

Sharpened spikes of bamboo suddenly thrust up out of the floor. Step forward then quickly jump back to test the floor.



KF 9/13

KF 8/12

KF 9/13



"Sorry about the mess."
Go To
MAP2

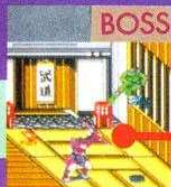


WATCH YOUR STEP

Don't fall into the holes where the ninjas burst out.



BOSS



SHOGUN WARRIOR

Hit Points: 80 (1 & 2 Turtles)

The end of Scene 6 is a real shocker. The Shogun Warrior is just as tough and merciless as his partners, but he loses his head when it comes to Turtles in his house; and make no mistake, he is the "head" of the house.

●WHEN THE HEAD IS ON●

Use your Flying Kick in the normal fashion. Just be sure to dodge the Shogun's long sword. Jump away quickly when you land.



●WHEN THE HEAD IS OFF●

Wait until the Shogun's head is low before you jump. The head can damage your Turtle. The head follows a figure eight pattern and is easy to predict. Don't get anxious and jump too soon.



VENOM SCORPIONS

The Venom Scorpions not only sting with their tails, they fire venom as well. Your best bet is to stand about a third of the way up the screen and face the Scorpions head on. Use your Slash Attack repeatedly on their heads. Jump attacks will be met with vicious tail assaults by the Scorpions.

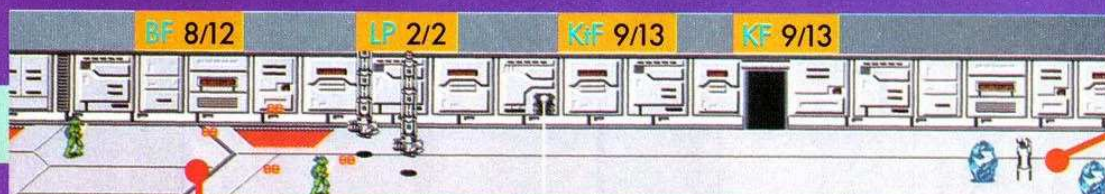


SCENE 7 WE GOTTA FIND THE TECHNODROME

You've come a long way, bro, but it's not over yet. The final and toughest stage lies ahead and it's filled with the baddest of the bad: Foot Soldiers everywhere, platoons of Roadkill Rodney, patrols of Flippers, and bowling balls crashing onto an elevator. And if you survive all that, you'll meet an old friend.



"Time to crack some creeps!"
MAP1



NO TIME TO LOSE

More than 10 foes inhabit every section and if two Turtles are on the warpath expect to meet even more enemies.

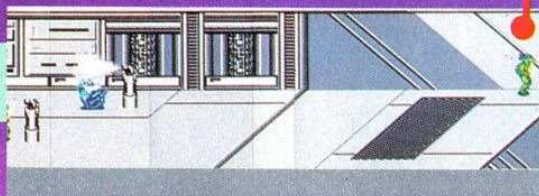


GOING DOWN

Step onto the elevator and stand at the outer edge and jump out of the way of the balls.

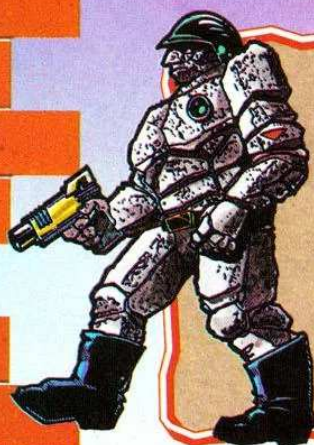
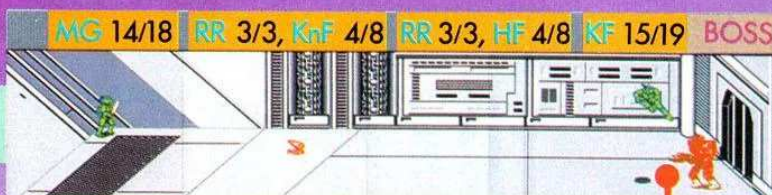


"Here we go again."
MAP2



"Has this thing got an airbag?"
Down To
MAP3

"Déjà vu!"
MAP3



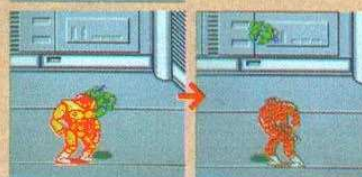
STONE WARRIOR

Hit Points: 150 (1 & 2 Turtles)

The Stone Warrior doesn't look too pleased to see you—maybe because you've already humbled him once, which is one too many times for a freak like this. Fast jumping and Flying Kicks will defeat him again. Laser beams keep the door blocked and dangerous. One careless step could cost you a victory. You'll need all your strength for the next battle.



The Stone Warrior has a quick punch. Jump immediately after landing, then use the Flying Kick in his face.



TEENAGE MUTANT NINJA TURTLES II THE ARCADE GAME

BLIZZARD BLOWERS

Talk about cold-blooded—one blast of the liquid nitrogen will freeze an entire Turtle as solid as his shell. Keep jumping!



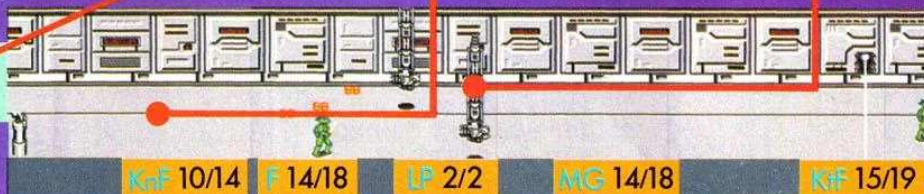
FLIPPERS REVISITED

You've met them before. You learned how to whack their metal pod heads with your Special Attack as soon as they unfolded. You know they fall from above, and they never fall alone, but in huge Flipper Flocks. Can you cope? Easily.



A LASER SHOW

To bring down the curtain on this performance, jump between the two Laser Poles and use your Slash Attack until they change color and stop moving.



KoF 10/14

F 14/18

LP 2/2

MG 14/18

KF 15/19

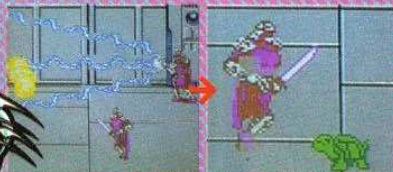
"Are we having fun yet?"
Go To
MAP2

SHREDDER IS NOT AMUSED

Thumbs don't fail me now! At last you've reached the ultimate challenge, the pinnacle of power, the final test. Krang, a brutal warlord from an alien world, kicks like a cow, fires beams from his eyes and fireballs from his fists. If you manage to put him on the mat using Flying Kicks, Shredder shows up. But hey, he suddenly splits in two! Once you unmask the fake Shredder, follow and attack the real Shredder. Otherwise you waste attacks (and lives) on the fake Shredder.



The real Shredder has 176 Hit Points. The fake has only 16.



Shredder fires a lightning beam that will shrink your Turtle and cause you to lose a life if you stay in it too long.



Dodge Krang's eye beams and keep leaping in close.



Krang is totally tough. We're talking 220 Hit Points!

