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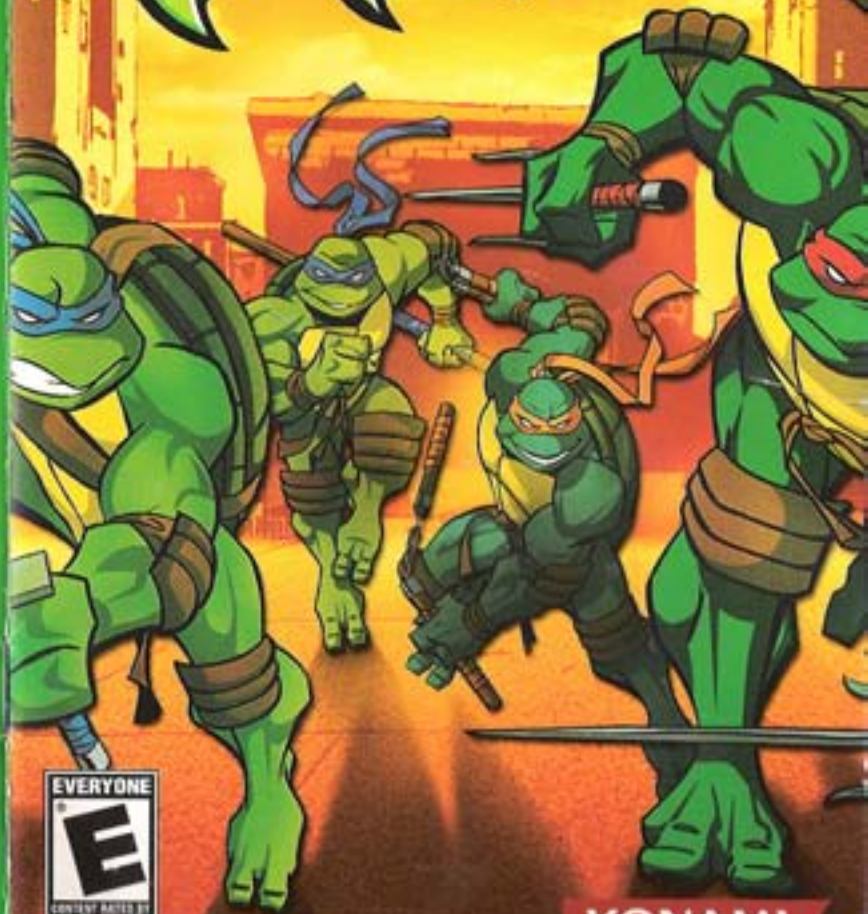


TEENAGE MUTANT NINJA
TURTLES

For a limited time, **YOU** can get **SECRET GAME CODES** on specially marked packages of Teenage Mutant Ninja Turtles action figures from Playmates Toys! These codes can unlock special features in this videogame including special game powers, toy photos, toy commercials or "behind-the-scenes" pictures! Look for them at your local store - while supplies last!

Playmates®

TEENAGE MUTANT NINJA
TURTLES



EVERYONE
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CONTENT RATED BY
ESRB

KONAMI

Konami of America, Inc. 1400 Bridge Parkway, Redwood City, CA 94061

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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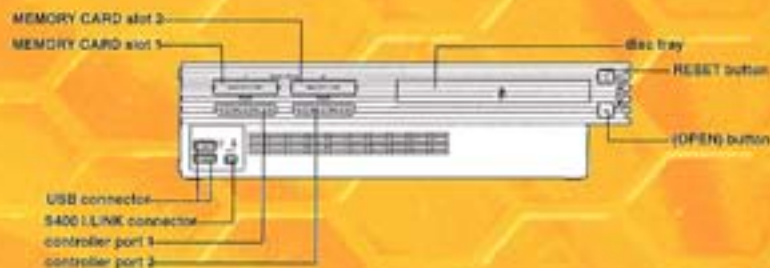
- This disc is intended for use only with PlayStation® 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Teenage Mutant Ninja Turtles™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD

To save or load your game in progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into memory card slot 1 (memory card slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card containing previously saved Teenage Mutant Ninja Turtles™ games.

NOTE: Teenage Mutant Ninja Turtles™ uses at least 58 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving or loading games or after the power has been turned ON.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

- directional buttons ⇄ Highlight Item
- × button Select Item, Advance to Next Screen
- △ button Cancel, Return to Previous Screen
- ▶ button Start Game

GAME CONTROLS

- × button Small Attack
- button Large Attack
- button Jump Move
- △ button Throw Shuriken (if equipped)
- L1 button Gambu Turtle Power
- L2 button Dash
- R1 button Switch Shuriken
- R2 button Upper Cut
- +× Tag Attack (only for 2P cooperative mode)
- left analog stick Move Turtle
- ▶ button Pause Game

Note: These are the default controls for the game. Controls can be adjusted from the Options menu (see Options, Controller Settings on p. 8).

INTRODUCTION

Are you ready for a shell of a ride? It's Turtle time and Leonardo™, Michelangelo™, Donatello™, and Raphael™ can't wait for their next round of adventure! Whether it's taking down a row of Purple Dragon Gang members or fending off a pack of Mousers, the Teenage Mutant Ninja Turtles™ somehow always find some action. With all of their radically dangerous exploits, it's a good thing the guys still live under the watchful eye of their wise sensei, Splinter™.

Come along with the teenage brothers as they clean up the streets and "Turtle-ize" the town. And those Purple Dragon punks had better watch out! Turtles count it off!

To get started:

1. Press the **START** button after you see the Teenage Mutant Ninja Turtles™ Title Screen. The Main Menu appears (see Main Menu on p. 5).



MAIN MENU

The Main Menu is the first screen you see after you press the **START** button on the Title Screen. This is where you prep for upcoming action. From here, you start new games, load saved games, and change the game options.




STORY MODE

Select Story Mode from the Main Menu to begin a full-length game as one of the four brothers. Story Mode covers six different stages with over 35 levels throughout the story. You must complete all levels in every stage as each of the four Turtles to unlock a special challenge. Story Mode can be played by one player in isolation, or by two players in cooperation.



To begin a game in Story Mode:

1. Press the directional buttons \uparrow to highlight **STORY MODE**, and then press the **X** button to move to the next screen.
2. Press the directional buttons to select **1 PLAYER** or **2 PLAYERS**, and then press the **X** button to move to the next screen.
3. Press the directional buttons to select one of the four Turtles, and then press the **X** button to move to the next screen.
4. A confirmation screen asks if you are ready to proceed. Press the **X** button to start the game, or press the **△** button to cancel and return to the Turtle selection screen.

 **NOTE:** Two **DUALSHOCK®2** analog controllers must be connected in order to play a two-person game.

VS MODE

There's no such thing as a Turtle with no ego and they're all willing to prove it! VS Mode is where your Turtle stakes his best moves against one of his brothers, or against a character that you've unlocked during Story Mode.

NOTE: Two DUALSHOCK®2 analog controllers must be connected in order to play a two-person game.

To start a VS game:

1. Press the directional buttons \uparrow to highlight VS MODE, and then press the \times button to move to the next screen.
2. Choose to play against a Human or CPU opponent. Press the directional buttons \uparrow to highlight VS HUMAN or VS CPU, and then press the \times button to move to the next screen. Additional characters are available after you defeat them in Story Mode.
3. Select a stage where the challenge takes place. There are more than 10 stages to be unlocked, as well as a random option. Press the directional buttons \uparrow to highlight a stage, and then press the \times button to select it and start the game. Highlight the random option, and then press the \times button for a surprise stage selection.



CHALLENGE MODE

Challenge Mode pits Turtle against enemies in quick head-to-head battles. You only have one life to give in this mode, so choose your attacks carefully. After you defeat an opponent, a series of boxes appears. You have just a few seconds to take advantage of what's inside the boxes (health power-ups and Shuriken supplies) before your next opponent takes the ring. You must complete Challenge Mode to unlock a special surprise.

1. From the Main Menu, press the directional buttons \uparrow to highlight CHALLENGE MODE, and then press the \times button to proceed.
2. Press the directional buttons \uparrow to highlight your favorite Turtle, and then press the \times button to begin Challenge Mode.

DATABASE

The Database is a library of information on each Turtle and other characters that are stored in the archives. As the Turtles collect Makimono throughout Story Mode, they unlock special surprises that are added to this database. This is information that might be useful during their adventures.

1. From the Main Menu, press the directional buttons \uparrow to highlight Database. The Database screen appears.
2. Press the directional buttons \uparrow again to highlight a Turtle or other character name. Press the \times button to enter the database.



OPTIONS

Change the settings to make it easier for Turtle-type thrashing.

From the Main Menu, press the directional buttons \uparrow to highlight Options. Press the \times button to continue. You can also select DEFAULT SETTING from the main Options Menu to reset all options to their original settings.



Sound Settings

BGM Volume

This is the background music volume. Crank it up for jammin' Turtle tune-age.

SE Volume

This controls the volume of sound effects in the game.

Voice Volume

While there's definitely less talk and more walk in this game, you can still control the voice volume.

Audio Mode

Set the audio mode to either stereo or mono depending on what your hardware capability is.

Default

Resets any changes to the original settings. The defaults for the volume controls are set to maximum and the audio mode is set to stereo.

To change sound settings:

1. Press the directional buttons \updownarrow to highlight an option.
2. Press the directional buttons $\leftarrow\rightarrow$ to adjust the slider bar. To set Audio Mode, simply press the directional buttons $\leftarrow\rightarrow$ to change between the two modes.
3. To reset everything to the Default, highlight DEFAULT and press the \times button. At the confirmation message, press the \times button again to accept the default settings, or press the \triangle button to cancel.
4. When all settings are complete, press the directional buttons to highlight OK, and then press the \times button to return to the Options screen.

CONTROLLER SETTINGS

If you would like to make the controls more comfortable for your personal use, you can change them here.

To change controller settings:

1. Press the directional buttons \updownarrow to highlight an action.
2. Press the desired button that you want to use to control that action. To change the Vibration feature, simply press the directional buttons $\leftarrow\rightarrow$ to switch between ON or OFF.
3. To reset everything to the Default, highlight DEFAULT and press the \times button. At the confirmation message, press the \times button again to accept the default settings, or press the \triangle button to cancel.
4. When all settings are complete, press the directional buttons to highlight OK, and then press the \times button to return to the Options screen.

You can press the \triangle button at any time to return to the Options Menu without making any changes.

OTHER SETTINGS

You can customize the game three more ways from this menu.

Degree of Difficulty

As your reflexes improve and you need to increase the challenge, you can increase the level of difficulty from EASY to NORMAL to HARD. Opponents appear more rapidly, appear in greater numbers, and respond more quickly as the difficulty increases.

Auto Save

Turn this option ON to automatically save games after each Stage completion. Otherwise, games must be saved manually.

Hit Effect

Turn off the visual effects like "Thok" that appear when the hits connect.

Default

Resets any changes to the original settings. The defaults are NORMAL for difficulty, OFF for Auto Save, and ON for Hit Effect.

To change settings:

1. Press the directional buttons \updownarrow to highlight an option.
2. Press the directional buttons $\leftarrow\rightarrow$ to change the highlighted setting.
3. To reset everything to Default, highlight DEFAULT and press the \times button. At the confirmation message, press the \times button again to accept the default settings, or press the \triangle button to cancel.
4. When all settings are complete, press the directional buttons \updownarrow to highlight OK, and then press the \times button to return to the Options Screen.

You can press the \triangle button at any time to return to the Options Menu without making any changes.

PASSWORD



You are rewarded various passwords when you perform beyond Splinter's expectations. The password is a pattern of the five initials of Leonardo, Michelangelo, Donatello, Raphael, and the Shredder™. Complete the designated patterns in the bottom row and something special will be added to the game!



PLAYING THE GAME

Are you ready to raise some shell? As Splinter likes to say, "Plan your moves very slowly, to execute them with great speed."

The Game Screen



1 **Stamina Gauge**

Shows the amount of stamina remaining in this life. This can be restored with certain power-ups (see Power-Ups on p. 22).

2 **Shuriken**

Your Turtle has three types of Shuriken (Ninja Stars) available: normal, electrical, and explosive. This symbol indicates which Shuriken are equipped and in what quantity.

3 **Score**

Score points with every successful combination attack, defeated opponent, and stage advancement.

4 **Lives Remaining**

Shows the number of lives your Turtle has remaining.

5 **Combo Strikes**


This pops up during a fight to show how many consecutive combination moves your Turtle has made.

6 **Gemba (Turtle Power)**



The power of the brothers is awesome to behold. When you find yourself cornered and outnumbered, with no way out, summon the combined power of the Turtles. This counter shows how many summons you have remaining. The Turtles will learn this most secret and powerful art of Ninja after Master Splinter regards the Turtles as eligible. Gemba is the mythic guardian Turtle that accompanies a snake with its origin in Feng Sui, the most important philosophy among Japanese Ninjas from the 11th century.

7 **Opponent Counter**

The Turtles stay busy when they're cleaning up the streets. To stay focused on the fight, use this visual cue to see how many bad guys are approaching.

 **NOTE: Two DUALSHOCK®2 analog controllers must be connected in order to play a two-person game.**

PAUSE MENU

Press **START** at any time during a fight to pause the game. The two options on the pause menu are **RESUME** and **GO BACK TO TITLE**. Press the directional buttons  to highlight your choice, and then press the  button to proceed.



ADVANCED GAME CONTROLS

Dude, what's the point of kickin' some Purple Dragon butt if you don't look good doing it? Plus, without the right moves, your Turtle will get knocked flat on his shell! Pay attention as we show you some of the finer points of Ninjitsu.

JUMPING

Certain stages have elevated platforms that your Turtle can jump to. Turtles can also jump on top of crates, balconies, and stairways. Jumping is useful for avoiding incoming ballistics fired from robotic-type opponents.



To perform a jump:

1. Press the **○** button once while moving in the desired direction. Give it a double tap to execute an extra high jump.

Note: When your Turtle gets thrown down or juggled you can get back on your feet by pressing the jump button. This technique will help you in the fight with some of the stronger boss characters and in the VS mode.

ATTACK

Each Turtle has his own unique set of moves because they train differently and they carry different weapons. But there are similarities in the way you control them. But remember, the Turtle dudes react by instinct. These are just their standard moves. When the situation calls for it, it's pretty awesome what combination moves these guys will come up with.



Two-Player Tag Attack

A special move exists for two-player mode, called the Tag Attack. If two Turtles are in a proper position, facing each other, one Turtle throws the other to the opponents. The thrown Turtle can control the direction in which he is thrown with the left analog stick. The Turtle who initiates the Tag Attack is the one thrown.



Note: The same button performs different attacks depending on whether your Turtle is moving or not (using the left analog stick). Even when your Turtle is standing still (left analog stick not in use), your Turtle still advances on his opponent if he is employing an attack move.

GEMBU TURTLE POWER

When you're a Turtle living life on the edge, you might find yourself between a shell and a hard place from time to time. But you don't always have to do it alone. Turtle spirit thrives and you can summon the power of all four brothers to wipe out every enemy in sight.

When you're outnumbered and you really need to put the hurt on, simply press the **L1** button and watch your opponents experience the power of four! Be careful... you can only use this power three times during any area.

DASH

There's fast...and then there's FAST!!! The Turtles know some pretty slick moves, but this one leaves enemies with that deer-in-the-headlight look. Press the **L2** button when you need to get out of the way in a hurry or when you need to take an opponent by surprise.

Note: While you are using the dash, your Turtle will not be damaged, even by shuriken or bullets. Dash will be very useful as you battle the Mystic Wind Foot Ninjas!

All

- button
 - button
 - button
 - R2** button
- Jump
- Double Jump
- Tag Attack (2-player)
- Uppercut

Leonardo™



- button
 - button
 - or button
- Right-handed Slash
- Spinning Two-handed Slash (while moving)
- Two-handed Slash (standing still)
- Jump Split Kick

Raphael™



- button
 - button
 - or button
- Left-hand Slash
- Twin Sai Plunge (while moving)
- Head Spin Kick (standing still)
- Twin Sai Spike

Donatello™



- button
 - button
 - or button
- Back Swipe
- Jab (while moving)
- Spin Swipe (standing still)
- Two-handed Overhead Bash

Michelangelo™



- button
 - button
 - or button
- Right-handed Swipe
- Sliding Kick (while moving or standing still)
- Helicopter Kick



COMBINATION ATTACKS

Extra points are earned when two or more attacks are combined in a sequence. This is pretty easy to do when there are multiple targets within reach, something the Turtles have no trouble finding. Combination attacks are counted off on screen and you'll hear your Turtle's reaction to some of the more radical combinations.

To execute combination attacks:

1. Press the **X** button multiple times while advancing on an opponent.



2. Press the **□** button to finish off the combination attack with a critical blow. The attacking move differs according to the number of times you tap the **X** button before pressing the **□** button.

Don't worry... your Turtle's reflexes will kick in as soon as the pressure is on. The combination attack breaks off whenever your Turtle takes a hit or if there is a significant pause between attacks.

The longer combination attack is cool, but the shorter combination attack is a better choice when you need to attack accurately. Choose the most suitable combo according to the circumstances.

Press the **R2** button (uppercut) to juggle the opponents into the air for the start of a long aerial combo. You can also make additional attacks on the knocked-out opponents with the **R2** button.

Press the **X** button and then the **□** button to stun your opponents.

END OF STAGE SCREEN

After successfully completing a stage, you are presented with your statistics.

Score

This is your Turtle's score for the most recent stage completed. The longer your combination attacks are the higher the score will be. Try to make a chain of accurate combination attacks rather than scattering numerous useless attacks.



Max Combo

Shows the highest number of combination attacks your Turtle executed during the stage.

Clear Time

Shows how quickly your Turtle got the job done. The single area figures are shown at the top of the screen, followed by the high-score records for the stage. This gives you a comparison for future motivation.



TURTLES AND WEAPONS

Splinter named his protégés after he discovered a book on Renaissance art that was washed down a storm drain.

Leonardo™

Finally, a somewhat stable Turtle in the bunch. Leo is considered the big brother of the group and he takes his role seriously, acting as Splinter's right-hand Turtle. Leo is an expert with his thin, steel Twin Katana swords, and his discipline and selflessness make him a strong contributor to the team.



Donatello™

Don is a natural-born mechanical wizard. If anything breaks, he's Mr. Fix-It. Which is a good thing with this reckless bunch. Don is also a master of the Bo Staff, a long hardwood pole. Underneath that computer geek shell of his, Don handles his weapon with great skill. The Bo Staff may be a little slower to maneuver, but it delivers a sincere blow.



Raphael™

Raph is the somewhat more maniacal Turtle of the group, bordering on the edge of obsessive. Fortunately, Splinter is always there to remind him that "Obsession is dedication out of control," but that doesn't keep Raph from constantly training. His flashing three pronged steel forks or Sais, and berserker fury have earned him the nickname of "Secret Weapon."

Michelangelo™

Whoa, dude! Don't turn your back on this Turtle or you'll end up a victim of one of his practical jokes. Mikey likes his pranks, and it keeps a good level of humor in the group. Mikey also likes his Nunchaku, his flashy twirling batons that match his spirit. He is easily the quickest fighter of the bunch.



Shuriken



You may know these as Ninja Stars. All four Turtles can carry them. They come in three styles. There's your standard razor-sharp, six-pointed Shuriken; your electrical, shock-jolting, short-circuiting Shuriken; and your blast-radius, explosive Shuriken. Have fun with them! Remember, the number of Shuriken you can carry is limited. You can carry a maximum of 30 standard stars, 20 electrical stars, and 10 explosive stars. In the Challenge Mode you can carry up to 99 Shuriken.



Note: Shuriken will stun your opponents for a brief moment. Use your shuriken carefully - after you have stunned your opponents you can finish them off with a combo attack. This technique will be particularly useful against the stronger boss characters.

CHARACTERS

There are plenty of bad guys to be put away. Just to be sure your Turtle knows who he's dealing with, we've compiled a quick lineup here.

Mousers

Watch out for these pesky little robots created by Baxter Stockman. If left alone for too long, they can have rather explosive personalities.



Purple Dragon Gang Members

Common, club-toting hoodlums. They come in a few different shapes and sizes, but their goal is always the same—beat up on anything that's green and wearing a shell.



Foot Ninjas

They're dressed in all black and they're pretty bad. They have a mean attack, but they also have an evasive maneuver, so they get you coming and going.



Nanobots

The failed invention of super-high technology. Harmless in its nature, but unfortunately guided by Harry, the tiny pilferer. And these hard-wired punks launch projectiles, so stay light on your feet. They also like to kick.



POWER-UPS

No Turtle ever minds a little assistance once in a while. It always helps when the Stamina Meter runs low.



Box

Power-Ups are hidden inside some of these.

Pizza

The best of all Power-Ups, by far. Restores full Stamina.



Hamburger

Hello!? When is a Turtle not in the mood for a burger? Restores half Stamina.

Sushi

Hey, these Turtles are multi-cultural guys! They enjoy lots of different food from around the world. As long as it's food, who's complaining? Restores one third Stamina.



Soda

Gotta have something to wash everything down with. Restores minimum Stamina.

Crystals

This mysterious substance is found where the Foot Clan has been active. Crystals continually radiate energy. Touching these crystals affects the Turtle's special power for a certain duration. The effects differ depending on the colors of crystals.



Red crystal

Turtles gain increased attacking power.



Blue crystal

Turtles gain increased quickness.



Yellow crystal

Turtles gain increased durability against attack.



Purple crystal

Turtles gain one extra Gembu (Turtle Summon).

Shuriken

Extra Shuriken are also hidden inside certain boxes.



Oil Drums

Um, these aren't exactly Power-Ups. More like Power-Downs. These are highly explosive and they have a good-sized blast radius, so steer clear of them. However, they can be used as weapons against your Turtle's opponents. Also, Oil Drums explode when an opponent is knocked back into them. Press the **C** or **R2** button to throw oil drums. You can also explode the oil drums with Shuriken.

Fire Hydrant

You can hit a fire hydrant to use it as a water cannon by pressing the **X** button or by using Shuriken.



Vehicles

Smash vehicles to have them catch fire and explode. Can this be used as a weapon against Purple Dragons?

Makimono (Scrolls)

Collect the Makimono to open the secrets of Ninja in the Database. The secrets are not released easily. Instead, they open little by little. Try to collect all Makimonos hidden throughout the levels.



Blue Makimono

Unlocks one page in Leonardo's Database.



Red Makimono

Unlocks one page in Raphael's Database.



Orange Makimono

Unlocks one page in Michelangelo's Database.



Purple Makimono

Unlocks one page in Donatello's Database.



Gray Makimono

Unlocks three pages in the Database of other characters.

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DREAMWAVE COMICS PRESENTS:

"UNDERGROUND"

HAVING WANDERED INTO THE MAZE OF NEW YORK CITY'S SEWER SYSTEM, APRIL O'NEIL FINDS HERSELF LOST AND ALL ALONE... OR SO SHE THINKS...

HELLOOOOO!!
CAN ANYONE HEAR
ME??

"NIGHT". OF COURSE NO
ONE CAN HEAR ME. I'LL BET
NOBODY ELSE HAS BEEN
DOWN IN THESE SMELLY
SEWERS FOR YEARS.

Bzzzzzzz

W...WHAT?

WHAT THE HECK ARE
THESE ROBOT THINGS?
THEY LOOK LIKE
SOMETHING OUT OF
LOST IN SPACE!

WAIT--GET
DIRTY!

NO! NO!!!

EEFY!!!

BZZZZZZZ

OH THANK YOU!
THANK YOU SO
MUCH!

I ALMOST ENDED UP
BEING A MEAL FOR
THOSE...THOSE...



YAAAAHHH!!!

HIIIIIEEE!!!!

RIYYYYA!!!!



...MONSTERS?

NO MONSTERS IN THIS GROUP, MIKE. JUST FOUR LEAN, GREEN FIGHTING MACHINES!



THESE 'MOUSERS' ARE INCREDIBLE. THE SERVO-MECHANICS... THE CIRCUITRY... THE ARTICULATION...



JEEZ, DONNIE... WHY'D YA JUST MARRY ONE ALREADY?



MIKE! DON! DRIVE 'EM THIS WAY! LEO & ME'LL SLICE 'N DICE 'EM!



CUT THE JOKES, MIKEY! THAT'S THE LAST OF THEM, EVERYONE REGROUP!

NO PROBLEM RAPI! FORTUNATELY, I HAVE A DRIVING AMBITION!

THIS IS NUTS! FIRST KILLER ROBOTS, AND NOW...KARATE TURTLES?!



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