GAME BOY® ADVANCE

AGB-BT2E-USA

KONAMI

TEENAGE MUTANT NINJA® TURTLES 2 BATTLENEXUS™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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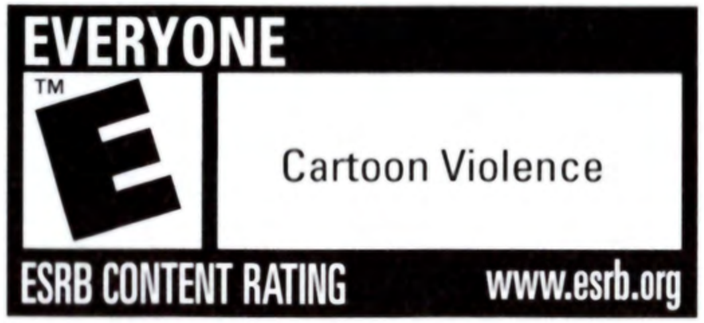
THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTI PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



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Thank you for purchasing *Teenage Mutant Ninja Turtles® 2: Battle Nexus™*. To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

AT KONAMI, WE CONTINUOUSLY STRIVE TO IMPROVE OUR PRODUCTS. AS A RESULT, YOUR PRODUCT MAY DIFFER SLIGHTLY FROM SOMEONE ELSE'S, DEPENDING ON THE DATE OF PURCHASE.

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STARTING THE GAME

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance™. Never insert or remove a Game Pak when the power is ON.
2. Insert the *Teenage Mutant Ninja Turtles® 2: Battle Nexus™* Game Pak into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo Logo and legal screens appear.
4. To begin a game, press START when you see the *Teenage Mutant Ninja Turtles® 2: Battle Nexus™* title screen.

GAME SETUP

The Turtles' return has come at an unexpected time. They now find themselves forced into exile on a strange, alien planet, the result of a new time warping technology that has fallen into the wrong hands. But hope glimmers as they soon discover a hostage, a robot named Fugitoid, whom they rescue and convert to a valuable ally. Together they must defeat the bizarre enemy infestations on the planet and get back home to Earth!

NEW GAME

Master Splinter says success is where preparation meets opportunity. Your success depends on your choices in life and those choices begin here. In starting a new game, you are presented with a series of setup screens.

File Selection Select a slot where you want to save your game. Press the Control Pad ↕ to highlight a slot. Press the **A** Button to proceed or press the **B** Button to return to the previous screen.

Difficulty Level As your skill with the game progresses, so can your difficulty level. Press the Control Pad ↕ to highlight your choice of EASY, NORMAL, or HARD. Press the **A** Button to proceed or press the **B** Button to return to the previous screen.

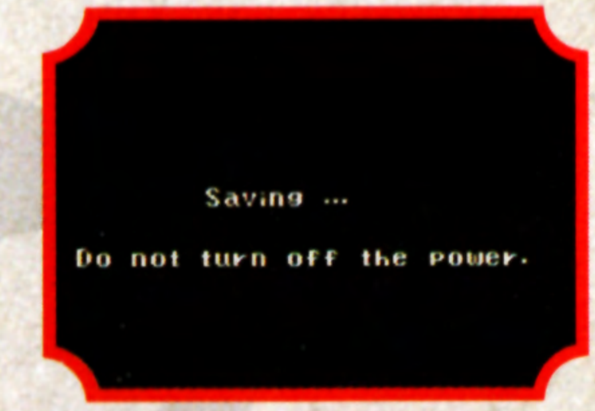
Mode Selection There are three radically different experiences in *Teenage Mutant Ninja Turtles® 2: Battle Nexus™*: Story Mode, Race Mode, and Battle Mode. For details regarding each mode, see Mode Descriptions on p. 18. Press the Control Pad to highlight a Mode. Press the **A** Button to proceed or press the **B** Button to return to the previous screen.

The final setup screens that appear depend on which Mode you select. See Mode Descriptions on p. 18 for final setup instructions.

LOAD GAME

The File Selection screen shows slots where up to three games have been saved. Each saved game is displayed with the difficulty level, as well as the score and number of crystals collected in each world.

1. Press the Control Pad ↕ to highlight a saved game and then press the **A** Button to select it. The following two options appear: CONTINUE and ERASE.
2. Press the Control Pad ↕ to highlight an option and then press the **A** Button to select it, or press the **B** Button to return to the File Selection screen. When CONTINUE is selected, you proceed to the Mode Selection screen. When ERASE is selected, a confirmation message appears: "Do you really want to erase the previously saved game?"
3. Press the Control Pad ↔ to highlight YES or NO and then press the **A** Button to proceed or press the **B** Button to go back one screen without making any changes.



During gameplay, game data will automatically save as necessary. The screen above is displayed during the saving process. While saving is taking place, do not turn off the power or remove the Game Pak, as it may damage the save data.

SAVING GAMES

You establish where a game is saved on the File Selection screen at the very beginning of a game (see New Game on p. 5). After that, games are automatically saved as you progress through each stage with your Turtle. If your Turtle happens to expire during a stage, he is positioned at the last automatic save point in the game. Progress is also saved at the completion of each Act.

PASSWORDS

When you complete the first three worlds at the Easy level of difficulty you will be presented with a password. Write it down or memorize it for access to a hidden surprise. Passwords are entered at the Input Password screen.

To enter your password:

1. Press the Control Pad ↕ to highlight INPUT PASSWORD.
2. Press the **A** Button to proceed to the Input Password screen.
3. Press the Control Pad ↕ to change letters.
4. Press the Control Pad ↔ to move to the next letter.
5. Press the **A** Button to highlight OK. Press it again to enter the game, or press the **B** Button to continue entering your password.

DISPLAY PASSWORD

The last option on the Mode Selection screen is DISPLAY PASSWORD. This outputs a password for use with the Nintendo GameCube™ version of *Teenage Mutant Ninja Turtles® 2: Battle Nexus™*.

1. Press the Control Pad ↕ to highlight DISPLAY PASSWORD.
2. Press the **A** Button to proceed to the Display Password screen.

A password is taken from Story Mode in the selected data file and displayed on this screen. The password displayed on this screen cannot be used with the GBA version of *Teenage Mutant Ninja Turtles® 2: Battle Nexus™*.

GAME CONTROLS

MENU CONTROLS

Control Pad ↔ and ↕	Highlight Items
A Button	Select Items/Move to Next Screen
B Button	Cancel/Return to Previous Screen

TURTLE MOVEMENT

Normal

Control Pad ↔	Move (tap twice or hold down to run)
Control Pad ↓	Crouch (↓ + ↔ to crouch-walk)
Control Pad ↑	Climb/Enter doors (for pipes or doors)
	Hide in a back lane (when back lanes are present)
	Access consoles (when consoles are present)

Back Lane Actions

Control Pad ↕	Climb (move up/down, hang from ledge)
Control Pad ↔	Flatten and move (move left/right)
A Button	Return to the front lane
B Button	Drop (drop straight down when climbing)

Scout

L Button	Scout (shift camera using Control Pad)

* You are unable to scout in some situations.
* Release the L Button to return to normal screen.

Jump

A Button	Lightly tap for small jump
	Press for medium jump
	Run and hold for big jump
Control Pad ↓ + **A** Button	Slide

TURTLE ATTACKS

When the Turtles are without their main weapons (Katana Swords, Sais, Bo Staff, Nunchakus), they only possess Shurikens, which have a low attack power and make it extremely dangerous when confronting enemies. Therefore, skillfully elude enemies and proceed carefully to find your Turtle's main weapon as quickly as possible!

With Shuriken, but without a main weapon

A + **B** Button	Spin Attack (lowers Life Gauge)
R Button	Spin Attack (lowers Life Gauge)
B Button	Shuriken Attack Press the Control Pad ↑ to throw upward.

With a main weapon

A + **B** Button	Secret Art Attack (lowers Life Gauge)
R Button	Secret Art Attack (lowers Life Gauge)
B Button	Weapon Attack

JUMP ATTACK

Press the **B** Button while jumping to perform the Jump Attack.

DASH ATTACK

Press the **B** Button while running to perform the Dash Attack. This technique confuses enemies.

POWER ATTACK

Hold down the **B** Button to charge the Power Attack. Release the **B** Button after charging to execute a Power Attack. Perform several variations of this attack by pressing the Control Pad ↕.

SECRET ART ATTACK

Press the **A** and **B** Buttons simultaneously, or the **R** Button, to perform the powerful Secret Art Attack. This strong attack wipes out nearby enemies, but slightly lowers your Life Gauge each time it is executed successfully.

TURTLE SPECIALIZED CONTROLS

Leonardo™

The well-balanced Turtle with a wide range of abilities.

Power Attack	Sprint Slash	Perform quick movement to the side while slashing with both Katana Swords.
Power Attack + Control Pad ↑	Upper Slash	Send the enemy flying high with an upward slash.
Power Attack + Control Pad ↓	Ground Slash	Pierce the ground.
Secret Art Attack	Whirlwind Slash	Vertical sword spin that slices and dices surrounding enemies.

Raphael™

The maniacal Turtle. His crazy and aggressive style makes up for his short reach.

A Button while facing wall	Wall Cling	Use Sais to climb.
A Button while clinging to wall	Triangle Leap	Face the opposite wall and perform a triangle jump.
A Button + **B** Button repeatedly while in the air	Crushing Jump	Shower down attacks from above.
Control Pad ↓ while in the air + **B** Button	Crushing Drill	Thrust Sais downward for a drill attack.
Power Attack	Drill Attack	Stick out Sais to the side for a drill attack.
Power Attack + Control Pad ↑	Upper Swing	Swing Sais upward to send enemies flying high.
Power Attack + Control Pad ↓	Tornado Attack	Spin Sais around to pound enemies on the right and left.
Secret Art Attack	Sai Dive	Attack enemies

Donatello™

The careful Turtle. He makes good use of his long reach and contains enemies without much wild movement.

Control Pad ↑ + **A** Button	Bo Vault	Jump higher than normal.
Power Attack + Control Pad ↑	Kabuki Twirl	Swing Bo Staff overhead from crouch position.
Power Attack	Power Prod	Poke enemy continuously with Bo Staff.
Power Attack + Control Pad ↓	Ground Slam	Pound ground forcefully with Bo Staff.
Secret Art Attack	Top Spin	Tornado-like spin attack.

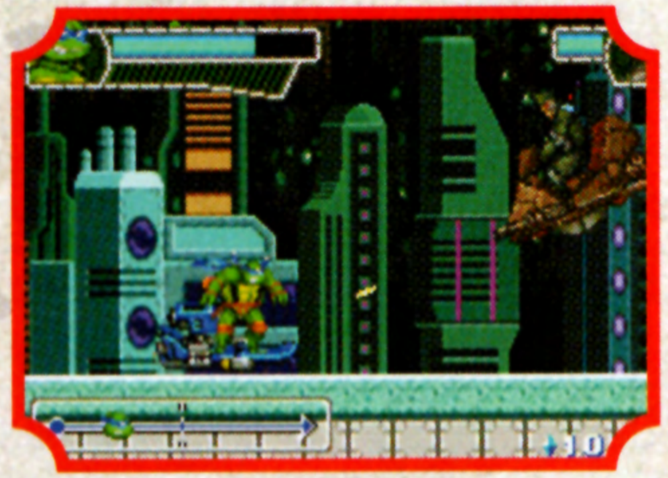
Note: Donatello is the only Turtle with Sensor Goggles that allow him to detect sensor traps.

Michelangelo™

The eccentric Turtle. He skillfully swings his Nunchakus around to perform a variety of flashy attacks.

Hold down **A** Button while mid-air	Nunchaku Propeller	Jump farther than normal.
Press **B** Button repeatedly while mid-air	Hovering Rush	Wallop enemies with Nunchakus while hovering above.
Control Pad ↓ + **B** Button while mid-air	Nunchaku Throwdown	Throw Nunchakus downward.
Power Attack + Control Pad ↑	Nunchaku Boomerang	Throw Nunchakus at an upward angle.
Power Attack	Nunchaku Boomerang	Throw Nunchakus horizontally.
Power Attack + Control Pad ↓	Breakdance	Wipeout enemies to the right and left with a dance attack.
Secret Art Attack	Spin Dance	Cut down surrounding enemies.

VEHICLE CONTROLS



The Turtles must commandeer one of three different vehicles during Story and Race Modes. Each vehicle is controlled differently and each Turtle has unique abilities while riding.

Muta-Board

Control Pad ↔	Move
Control Pad ↓	Zone Access (see Zone Power on p. 21 for more details)
B Button	Attack in Story and Battle Modes Accelerate in Race Mode
A Button	Jump
A + **B** Buttons or **R** Button	Trick Attack

Hold down the B Button to charge your power and release a more powerful attack.

The Trick Attack deflects enemy attacks back onto them. Though powerful, it slightly lowers your Life Gauge each time it is executed successfully.

Spaceship

Control Pad ↔ or ↕	Move target cursor
B Button	Attack
A + **B** Buttons or **R** Button	Space Bomb

Air Car

Control Pad ↔ or ↕	Move
A Button	Smart Bomb
B Button	Attack
A + **B** Buttons or **R** Button	Lightning Bomb

Press and hold the B Button to charge power and release a stronger attack.
Lightning bombs create a barrier around the Air Car and damage surrounding enemies.

Muta-Board (in Race Mode)

Control Pad ←	Dash Attack
Control Pad ↓	Zone Access (see Race Mode on p. 20 for details)
A Button	Jump
B Button	Press and hold to accelerate

Press and hold the Control Pad to charge power. Release to execute a Dash Attack.

MODE DESCRIPTIONS

Go your own way in one of three play modes that cover all kinds of action on this mysterious alien planet where the Turtles find themselves. For details on actual gameplay in each mode, see Playing the Game on p. 26.

STORY MODE

This is a single player mode that represents the main part of the game. The story unfolds as you progress through stages and worlds and shell out a whole lotta hurtin' with the Turtles!

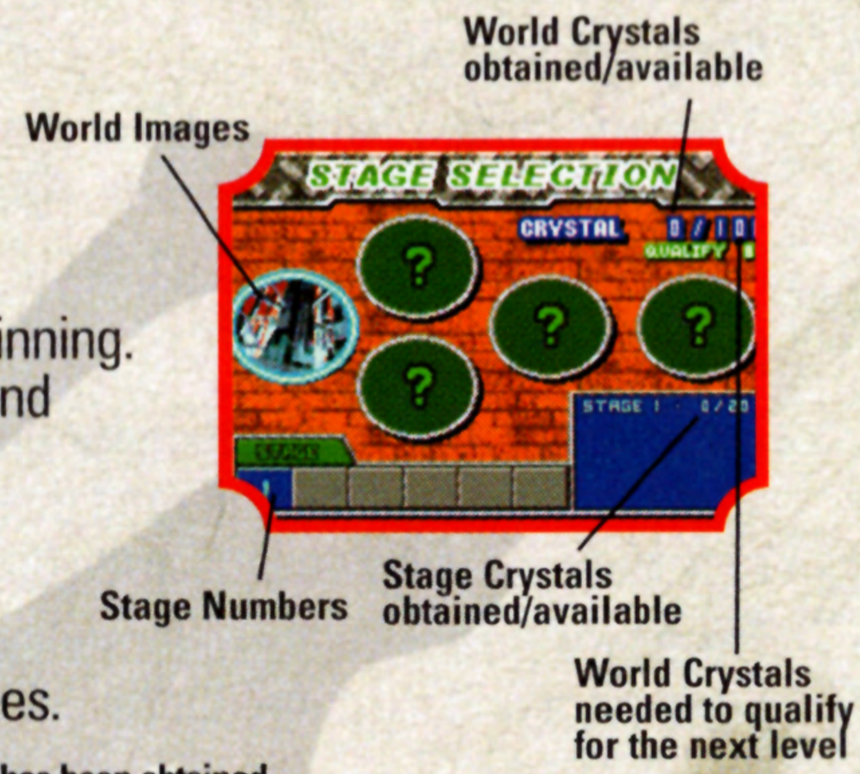
Each world consists of six stages that must be cleared by getting the Turtles past all of the obstacles and opponents. When one stage is cleared, you are able to advance to the next. When a world is cleared, you advance to the next world. To clear a stage, you must gather all of the crystals. However, a single Turtle cannot gather the crystals by himself. This usually requires the combined talents of all four Turtles, one at a time. Whether or not a crystal is accessible may depend on which Turtle is being used. Think carefully, and change Turtles depending on the situation.

The number of crystals needed to advance differs depending on the level of difficulty.
The Easy level consists of only three worlds. To experience all the worlds and stages, you must play at the Normal or Hard levels.

After shell-shocking the enemies, overcoming various obstacles, snatching up the required crystals, and getting back to Earth, a surprise awaits the Turtles. What could it be...?

TO PLAY

After selecting this mode during setup, you are delivered to the Stage Selection screen, which also serves as the Turtle Selection screen.



Stage and Turtle Selection

The worlds are displayed first and only one world is available in the beginning. As you move the Turtles through this strange landscape, more stages, and ultimately more worlds, become available.

1. Press the Control Pad ↔ to highlight a world. In the upper right of the screen, the number of crystals obtained in the highlighted world is displayed. When you have obtained the set number of crystals needed to qualify for the next level, the crystal's color changes.

A turtle icon appears on the world image when the number of crystals needed to qualify for the next level has been obtained.

2. Press the **A** Button to proceed or press the **B** Button to return to the previous screen. After selecting a world, you must select a stage.
3. Press the Control Pad ↔ to highlight a stage. In the lower right of the Stage Selection screen, the number of crystals obtained in the highlighted stage is displayed.
4. Press the **A** Button to proceed or press the **B** Button to select a different world.

Now you must select a Turtle. Remember your strategy to work with all of the Turtles in order to realize success at collecting all of the crystals.

5. After selecting a stage, press the Control Pad ↔ to highlight a Turtle.
6. Press the **A** Button to proceed or press the **B** Button to select a different stage.

A turtle icon appears in the lower right corner of the Turtle's head shot if he has already cleared a stage.

Start the Mission

After selecting a Turtle, you are presented with the stage screen. Press the **A** Button to enter the stage. After the mission message is displayed, press the **A** Button again to get crackin'!

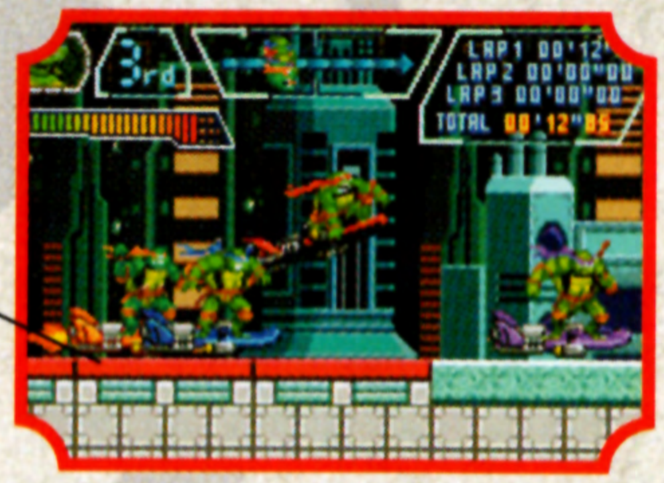
RACE MODE

This is an all out speed mode for up to four players. Experience a shell of a battle as the four Turtles race their Muta-Boards to the finish! Each race consists of three laps and you must finish in first place to advance to the next course.

The Muta-Board reacts differently depending on which Turtle is riding. Use these abilities to your advantage and try them out on each course!

Clear all 15 courses to see the ending.

Courses that have been cleared in Single Player mode can be selected in Multiplayer mode as well.
Race Mode is the same at all difficulty levels.



Zone Power color

ZONE POWER

The Muta-Board can absorb the energy from the colored Zone below it. Press the Control Pad while on top of a colored Zone to absorb its powers. The Zone's powers (ninjutsu) are activated depending on the color.

Wind Zone (blue) = Turbo. Provides a temporary boost in speed.

Forest Zone (green) = Defense. Protects the Turtle from enemy attacks.

Fire Zone (red) = Flames. Temporarily wraps the Turtle in flames that damage foes.

Mountain Zone (yellow) = Super Jump. Enables Turtle to jump higher.

Poison Zone (black) = Damage. Accidentally stepping into this Zone causes the Turtle to crash.

TO PLAY

After selecting this mode during setup, you are prompted to select either Single Play or Multi Play. See Multiplayer Setup on p. 24 for details on all multiplayer games.

Turtle Selection

Select your favorite Turtle. Since the Turtles all possess unique skills, they tend to ride the Muta-Board in their own unique way.

Each Turtle is displayed with his ratings for Speed (SPD), Control (CTL), Stamina (STM), and Power (POW). Press the Control Pad ↔ to highlight a Turtle. Press the **A** Button to proceed or press the **B** Button to return to the previous screen.

Course Selection

Only one course is available at first. More become available as you successfully complete them. Press the Control Pad ↔ to highlight a course. The course records are displayed at the bottom of the screen. Press the **A** Button to start the race or press the **B** Button to return to the previous screen.

BATTLE MODE

Battle Mode combines a series of mini-stages where you must collect as many crystals as possible in a timed event for one to four players. If you collect the specified number of crystals within the given time limit, then you advance to the next stage. A giant crystal appears when time starts to run out. Don't panic. Just get all the crystals your shell can hold! Clear all 15 mini-stages to see the ending.

Stages that have been cleared in Single Player mode can be selected in Multiplayer mode as well. Battle Mode is the same in all levels of difficulty.

TO PLAY

After selecting this mode during setup, you are prompted to select either Single Play or Multi Play. See Multiplayer Setup on p. 24 for details on all multiplayer games.

Turtle Selection

Select your favorite Turtle. Since the Turtles all possess unique skills, sometimes you'll need all of them in order to reach certain areas and collect all the crystals. Press the Control Pad ↔ to highlight a Turtle.

1. Press the **A** Button to proceed or press the **B** Button to return to the previous screen.

Map Selection

Only one map is available at first. More become available as you successfully complete them. Press the Control Pad ↔ to highlight a map. The map records are displayed at the bottom of the screen along with the score required to qualify and advance.

1. Press the **A** Button to start the race or press the **B** Button to return to the previous screen.

Map Number

Recent Map Score

Qualifying Score required to advance

Overall Map Record

MULTIPLAYER SETUP

Only Race and Battle Modes can be played with more than one player. Both modes have nearly identical multiplayer setup procedures, as explained below.

REQUIRED ITEMS

- Game Boy® Advance system or Game Boy Advance SP
  2-4 systems (depending on number of players)
- *Teenage Mutant Ninja Turtles® 2: Battle Nexus™* (GBA) Game Pak
  2-4 Game Paks (corresponds to number of GBA systems)
- Game Boy® Advance Game Link® Cable
  1-3 Game Link® Cables (usually only one Game Link® Cable is necessary)

PREPARATIONS

1. Make sure the power switch is OFF on all GBA systems and that each Game Pak is inserted properly.
2. Connect the GBA Game Link® Cable to each GBA's external extension connector.
3. Turn ON the power switch for all GBA systems.

The smallest plug should be connected to Player 1's (host's) GBA.
Never disconnect the GBA Game Link® cables or turn OFF the power at any time during gameplay.

4. Select Multi Play from the Play Selection screen.

The same mode must be selected for all participating Game Boy Advance systems. All systems must select Race Mode, or all systems must select Battle Mode.

The Multiplayer verification screen appears. The Multiplayer game starts if the connection is successful.

The "Connection Succeeded" text only appears on Player 1's (host's) screen.

If fewer than three systems are connected, Player 1 (host) must press any button when the "Connection Succeeded" message appears.

An error message appears in the case of connection failure or other problems during play. Turn off power, reconnect the GBA Game Link cables, and try again.

5. Each player must choose a Turtle, but no two players can choose the same Turtle. Press the Control Pad ↔ to highlight a Turtle. Press the **A** Button to make your selection.
6. In Race Mode, choose the desired number of races or in Battle Mode, choose the desired number of battles. Press the Control Pad ↔ to highlight a number. Press the **A** Button to make your selection.
7. After this last selection, it's time to get it on!

MULTIPLAYER TROUBLESHOOTING

Connection problems or errors may be due to the following reasons:

- You may be using a Multiplayer cable that has not been approved for use with the Game Boy Advance.
- GBA Game Link® Cable is not connected securely.
- GBA Game Link® Cable is removed during gameplay.
- GBA Game Link® Cable is connected to the connection box.

PLAYING THE GAME

Four Turtles. One Mission. Return to Earth! But how successful they are depends on your strategy and skill. Which Turtle is the peak performer against the dreaded Triceraton? Who can maneuver quickest through the dank halls of the Federation Base? How will you manage to collect all of the crystals needed to re-power the warping machine that brought the Turtles to this forsaken planet?

For details on each mode, see Mode Descriptions on p. 18.

THE GAME SCREEN

STORY MODE

Life Gauge Displays the Turtle's remaining life. If this gauge reaches zero, the Turtle is knocked out. This can be restored with certain items (see items on p. 29).

Enemy Life Gauge Displays the enemy's life. If this gauge reaches zero, the enemy is knocked out.

Warning Bar Indicates the play situation.

Green: There are no major enemies close by.

Yellow: Major enemies are close by. Be careful not to be discovered. In Time Limit stages, yellow indicates that time is running out.

Red: Your Turtle has been discovered by an enemy close by who is attempting to initiate a battle. Skillfully take out the enemy or hide somewhere quickly out of harm's way. In Time Limit stages, red indicates that there is very little time left. When the Warning Bar is red, most door key locks cannot be accessed (there are a few that can be accessed).

Number of Crystals The total number of crystals available in the stage is displayed on the right. The number of crystals currently in possession is displayed on the left. If knocked out during gameplay, all crystals obtained in that stage are lost, but can be regained.

Items For more information on items, please refer to p.29.

Turtle Headshot Displays the face of the Turtle currently in action.

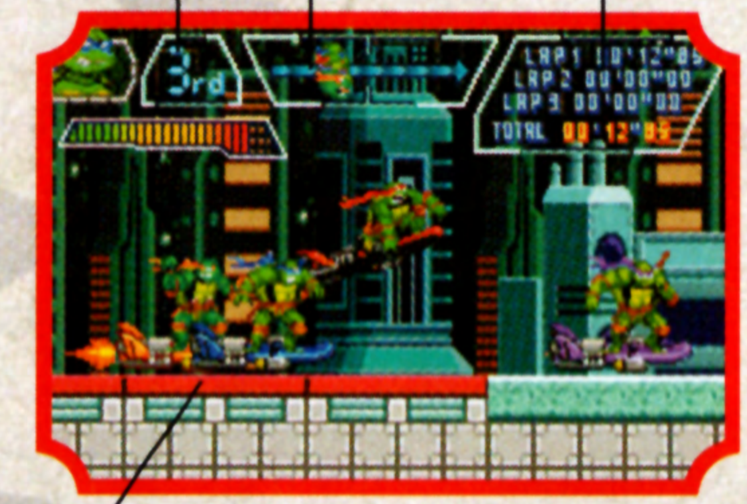
RACE MODE

Rank Displays the Turtle's current rank in the race.

Course Gauge Shows each Turtle's position on the course.

Time Window Shows lap time for each lap and total time.

Zone Zones where crystal energy can be obtained throughout the race course (see Race Mode on p. 20 for details).



BATTLE MODE

Single Player

Number of Crystals Indicates the number of crystals in your Turtle's possession.

Time Remaining A countdown. When the time reaches zero, the game is over.

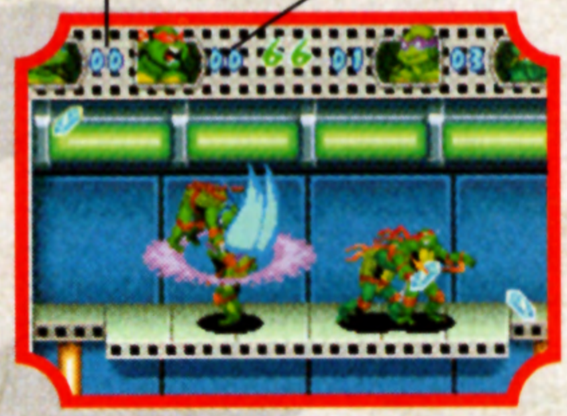
Qualify A quota number for crystals. If your Turtle reaches the quota within the time limit, the stage is cleared.

Crystal Arrow Indicates when a crystal is close by, but out of the screen. The arrow points in the crystal's direction. It does not point to a crystal that has been dropped by a Turtle.

Multiplayer

Crystal Count Indicates the number of crystals in each Turtle's possession.

Time Remaining A countdown. When the time reaches zero, the game is over.



ITEMS

While the Turtles appreciate the finer things in life, nothing on screen is there just for looks. Every item means something. An item might mean something bad, but it still means something.

Crystal This item is an essential part of the game. The Turtles must collect a certain number of crystals in each world to return to Earth.

There are 85 crystals per world in Normal mode, and all crystals in Hard mode.
Crystals exist in two sizes: large and small. One large crystal is equal to three small ones.

Life Recovers a portion of the Life Gauge.

Bomb Increases number of bombs in possession.

Card Key Unlocks consoles or doors of the same color.

Weapon This is the most important item in the game. The Turtles' main weapons have been scattered about in the Action Stages by Dr. Stockman's hacking. Retrieve them as fast as you can!

Main weapons that can be obtained differ depending on the Turtle.
(Leonardo: Katana Swords/Raphael: Sais/Donatello: Bo Staff/Michelangelo: Nunchakus)

Turtles can use their main weapons to open up new paths by breaking objects or defeating difficult enemies who are impossible to attack with Shurikens (throwing stars).

Crystal

Leonardo

Life

Raphael

Bomb

Donatello

Card Key

Michelangelo

RECOVERING LIFE

The following two methods can be used to recover life:

- Obtaining the Life items scattered around each stage to recover a portion of the Life Gauge.
- Clearing a stage or world restores the Life Gauge to full strength.

PAUSE MENU

Press START any time during the game action to take a break. The Pause Menu appears with a choice to RESUME and a choice to QUIT.

1. Press the Control Pad ↕ to highlight your choice, and then press the **A** Button to proceed

TURTLES AND WEAPONS

It's comforting to know that one thing never changes: Turtles will always be Turtles. Fortunately, that means the same incredible martial arts abilities, the same great weapon skills, and the same sense of humor that...well, okay, we'll leave it at skills and abilities.

Leonardo™

Katana Sword expert and leader of the group. He has a well-balanced fighting style. An all-around solid Turtle.

Raphael™

Sai expert. He's a wild one. He can use his Sais to climb up walls and reach high places that other Turtles can't access.

Donatello™

Bo Staff expert. He's an electronics geek. He is the only Turtle that can detect sensor traps with his special sensor goggles.

Michelangelo™

Nunchaku expert. Party dude extraordinaire. He can spin his nunchakus like a propeller and jump farther than any other Turtle.

CHARACTERS

A day in the life of a Turtle usually encounters lots of characters, both shady and true. Try to gain a slight advantage by studying their brief bios below.

Fugitoid

A robot that contains the mind of the doctor who researched and developed Trans-technology. It is being chased by the Federation Army and the Triceratons with the intention of abusing the doctor's technology. He was rescued by the Turtles and has vowed to help them find a way back to Earth.

Mr. Mortu

One of the Guardians. He was a friend of Splinter's former master, Hamato Yoshi. He has teamed up with Splinter to help the Turtles get back to Earth.

Splinter

He is the father figure to the Turtles, and their teacher as well. A true master of the martial arts.

FRIENDS

FOES

Federation

An army on the planet where the Turtles found themselves after being warped. The army is at war with the Triceratons.

Triceratons

An alien army at war with the Federation. They're militant, large, heavy, fast, and ferocious. Do you need to know more?

Dr. Stockman

A mad genius of a scientist who has planned to make use of the crystals' power for his own evil desires. He is responsible for warping the Turtles to the alien planet. He has hacked into the Transmat (the warp machine) and has used various machines to torture the Turtles.

Shredder

Holds a very high position in a shrine atop a skyscraper. He is the leader of the dreaded Foot Clan. He seems to have a history of dealings with Splinter.

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