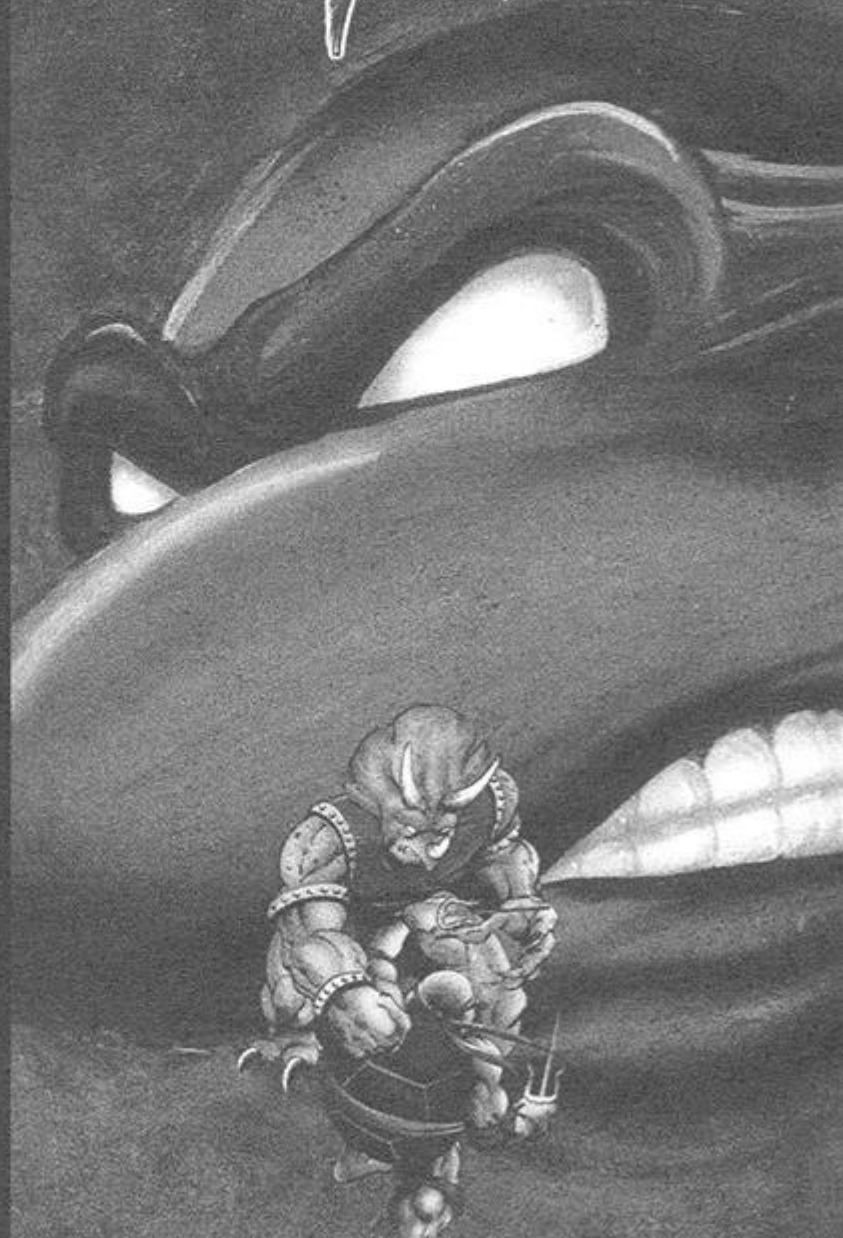


SEGA®

KONAMI®

TEENAGE MUTANT NINJA  
**TURTLES**  
TOURNAMENT  
FIGHTERS™

GENESIS®



**INSTRUCTION MANUAL**

LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA® GENESIS® SYSTEM



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

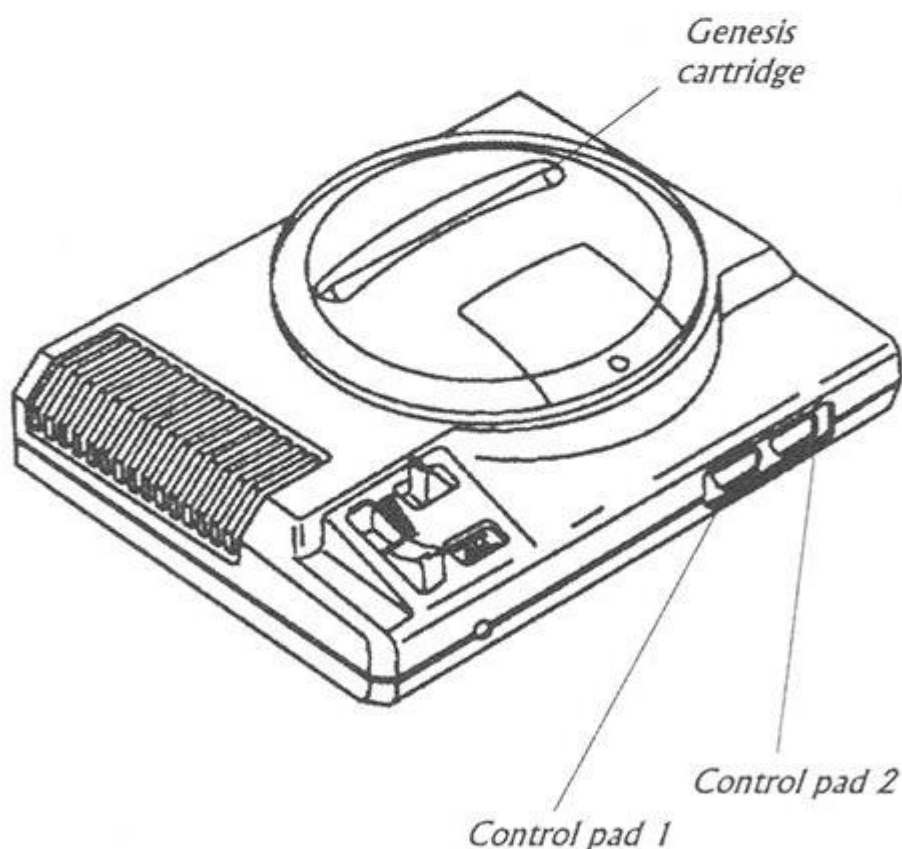
## **Epilepsy Warning**

**WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

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 may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no prior history of 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.

# Setting up

1. Insert the game cartridge into the Sega™ Genesis™ Game System.
2. Plug a control pad into control jack 1. If two people will be playing, then plug another control pad into control jack 2.
3. Turn on your TV or monitor, and then turn on your Genesis.
4. Press Start to begin.



# Congratulations!

Konami is proud to welcome you to Teenage Mutant Ninja Turtles®: Tournament Fighters™ for the Sega™ Genesis™. We hope you enjoy the game, and we encourage you to read through this instruction booklet to get the most satisfaction from your new game. Get ready, it's the Turtles like you've never seen them before, in an out-of-this-world slugfest!

## Stuff in the manual

- 3 ..... STUFF ABOUT SETTING UP
- 5 ..... COOL INTRODUCTION
- 8 ..... STUFF ABOUT GETTING STARTED
- 8 ..... MODE SELECTION STUFF
- 8 ..... OPTION SCREEN STUFF
- 10 ..... BATTLE MODE STUFF
- 14 ..... HOW TO SELECT YOUR CHARACTER
- 14 ..... STAGE SELECTION STUFF
- 15 ..... THE STUFF ABOUT THE CONTROLS
- 16 ..... STUFF ABOUT MOVES AND ATTACKS
- 17 ..... WHAT THE STUFF ON THE SCREEN IS
- 17 ..... THE COOL INSTANT REPLAY FEATURE
- 18-25 ..... CHARACTER MOVES (CRUCIAL STUFF)
- 26 ..... STUFF ABOUT THE PLANETS
- 28-32 ..... MORE STUFF; THE WARRANTY,  
CUSTOMER SERVICE, ETC.

## Master Splinter...

meditates peacefully in the woods in Central Park. The snap of a twig awakes him from his reverie, but he doesn't mind. He sees before him his students—four young, mutant turtles training in the ways of the Ninja.

"My sons," he says, "Welcome. What brings you out into the night?"

The four lads say nothing. They smile, but something is amiss. Splinter feels it.

"Wait. You are not my pupils. Who are you?" As he rises, the four turtles rush him. Even for a master of Ninjitsu, the odds are too great. His scream of frustration breaks through the night air.

*"Aauuggghhh!"*





*MEANWHILE, IN THE SEWERS UNDER MANHATTAN...*

**Click!**

The TV cartoon of two teenage boys deep-frying a mouse suddenly disappears. Raphael—a big fan of the show—yells out “Hey, what gives? This stupid TV better not die out in the middle of **The Ramus and Rumphead Show.**”

Michaelangelo and Leonardo look at each other with wonder. Donatello points to the screen, where an image is beginning to appear. “Dudes, check it out,” he says.

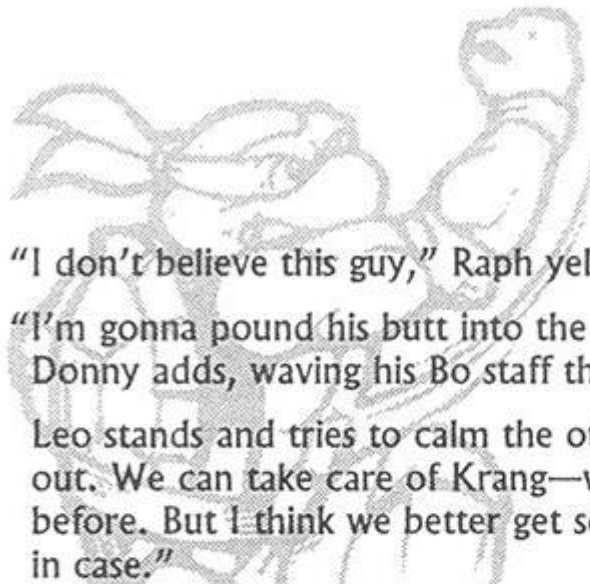
“What the...” Raph mumbles.

The TV screen flashes, and a voice emerges from the speakers: “Well, my little turtle friends, I bet you thought you’d seen the last of me, didn’t you?”

“Oh no, it’s Krang!” Leo says.

“By now you may know that your Master is gone. I have taken him. If you wish to get him back, you must come to Dimension X. And be prepared to fight—you will have to defeat some of my... friends if you want your sensei returned!”

The TV picture of Krang is replaced with a shot of the four clone Turtles. Behind them is Splinter, chained to a wall. The image only lasts a second, then the TV returns to the normal program.



"I don't believe this guy," Raph yells. "Whatta jerk!"

"I'm gonna pound his butt into the next galaxy," Donny adds, waving his Bo staff through the air.

Leo stands and tries to calm the others. "Hey, cool out. We can take care of Krang—we've done it before. But I think we better get some backup, just in case."

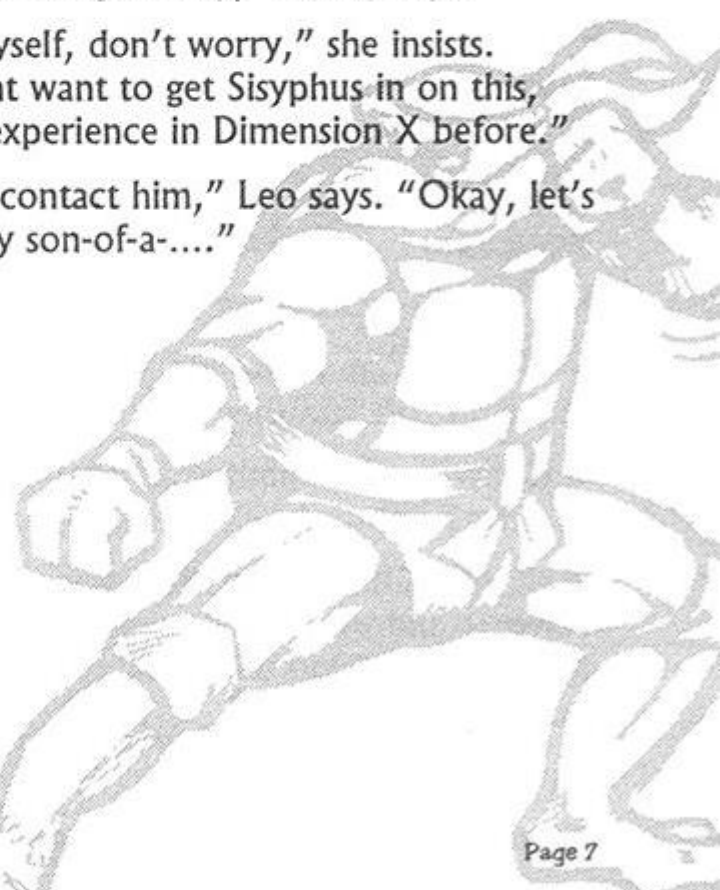
"Leo's right, man," Mikey adds, "we need to get Casey and Ray Fillet over here."

"And me!" a voice calls from the doorway. The boys turn and see April O'Neil. "I got here a minute ago—long enough to hear Krang's message. You're not going without me."

"But April, this could get hairy," Donny says.

"I can handle myself, don't worry," she insists. "And you might want to get Sisyphus in on this, too. He's had experience in Dimension X before."

"Good idea, I'll contact him," Leo says. "Okay, let's go get this lousy son-of-a-...."



## Getting started

Insert the game cartridge into the Sega Genesis system and turn on the power. After the legal screen, the Title screen will appear. Press **START** during the legal screens to go right to the Title screen.

## Mode select

Use the D-pad to select either the **1-PLAYER**, **TOURNAMENT**, **2-PLAYER**, **PRACTICE** or **OPTION** mode. When you have highlighted the mode you want, press the **START** button to enter.

## Option mode settings

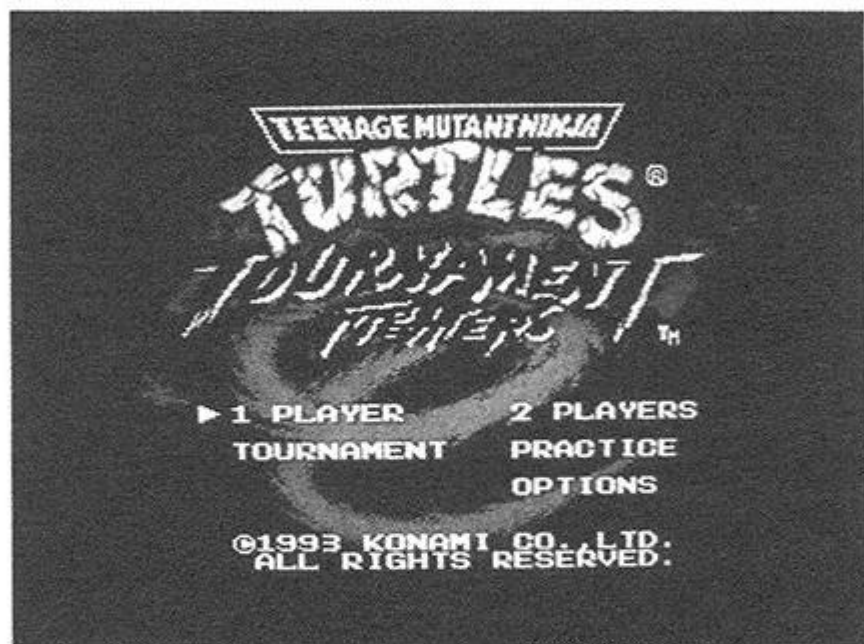
Press the D-pad up/down to highlight a category; press left/right to change the contents.

- **LEVEL**—Change the setting from 1 (easiest) to 8 (hardest).
- **ROUND**—Can be set at 1, 3, 5 or 7.
- **TIMER**—Can be turned **ON** (99 seconds per round) or **OFF** (no time limit).
- **CREDIT**—The number of continues can be set at 3, 5 or 7.
- **CONTROL**—Adjust the button settings for the Player 1 and/or Player 2 control pads. Press left or right on the D-pad to highlight an arrangement, then press **START**.



● **SOUND**—Listen to the game background music (BGM), sound effects (SFX) or voices (VOICE). Make your selection with the D-pad then, press the A button to listen. Press the B button to stop.

Press **START** to return to the Mode Select screen.



# Battle Modes

## 1-Player

(1 PLAYER; ANY CHARACTER)

You select one of the eight characters as your champion, then fight through Krang's competition with the goal of saving Splinter. You will be fighting through all of the other characters at various interplanetary locations.

- At the character select screen, choose one of the fighters. Press the START button to select the highlighted character.
- After selecting your fighter you can set the parameters (strength and speed) for your fighter.
- For the first match, you pick your opponent by selecting a planet. For the rest of the matches your computer-controlled opponent and fight stage will be selected automatically.

### DEFAULT RULES:

1. Each match is a best-of-three match. The first fighter to earn two victories is the winner.
2. If you knock out your opponent before the clock runs out, you earn one victory.
3. If there isn't a KO within the time limit, then the fighter with the longest life gauge wins.
4. When you lose, the game is over.
5. You can continue as long as you have credit left. The number of CONTINUE credits is set in the Option mode.

# Tournament

(1 PLAYER; ANY CHARACTER)

Fight through every available opponent (even a clone of your own character!) to prove yourself as a truly universal champion. Your life bar doesn't refill, so fight carefully!

- At the character select screen, choose one of the eight characters (by pressing the D-pad left/right). Press the START button to select the highlighted character.
- After selecting your fighter you can set the parameters (strength and speed) for your fighter.
- For the first match, select the planet you want to begin on. For the rest of the matches your computer-controlled opponent and fight stage will be selected automatically.

## RULES:

1. The tournament lasts for 88 matches. You fight until you lose a match (or your life gauge is empty).

You will fight each of the eight characters 11 times—once at each location.

## 2-Player

(2 PLAYERS; ANY CHARACTER)

Two players can battle each other using any two characters they wish—even the same character.

- At the character select screen, each player chooses a fighter using his/her D-pad. Press START to select your fighter.
- After selecting your fighter you can set the parameters (strength and speed) for your fighter.
- After you have both selected a fighter, you will be taken to the stage select screen. Player 1 may choose a stage with the D-pad, then accept it with the START button.

DEFAULT RULES:

1. Each match is a best-of-three match. The first fighter to earn two victories is the winner.
2. If you knock out your opponent before the clock runs out, you earn one victory.
3. If there isn't a KO within the time limit, then the fighter with the longest life gauge wins.
4. You can fight as many times as you wish (unlimited continues).

**NOTE:** If a second player wishes to join in while you are in the 1-PLAYER MODE, he/she may press START on the 2P control pad. This switches you to VS 2-PLAYER mode, and you cannot switch back to 1-PLAYER MODE.

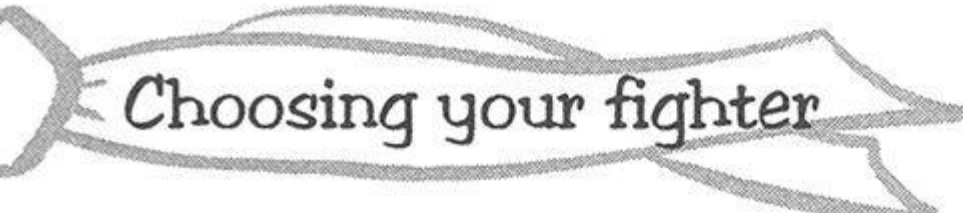
## Practice mode

(1 PLAYER; ANY CHARACTER)

Select a fighter and a CPU-controlled opponent, pick the stage, then start battling away! This is a great way to practice beating up guys that are giving you a hard time, or just to learn your characters movements.

- Press **START** during the fight and you will be able to change your fighter's parameters. (See page 14 for details.)



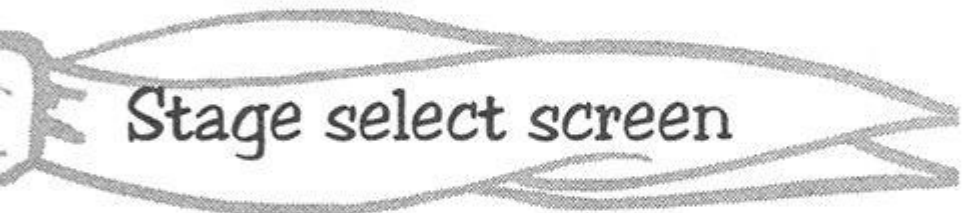
A decorative banner with a ribbon-like shape, containing the section title.

## Choosing your fighter

After you select a mode, you will go to the character select screen. Use the D-pad to change characters. When you have the character you want, press START. In 2-Player mode the second player does the same.

## Character parameters

You can change the speed and strength of your fighter. After selecting the fighter, the parameter settings appear. Use the D-pad to change the values from 1 (slow/weak) to 8 (fast/strong).

A decorative banner with a ribbon-like shape, containing the section title.

## Stage select screen

When the Stage select screen appears, you can press the D-pad (on the 1-Player control pad) left or right to change the location you want to visit. Press the START button to enter your selection.

# Controls

Each fighter can punch or kick, and each has a variety of special moves.

*NOTE: ALL OF THE MOVES AND BUTTON-PRESSING COMBINATIONS LISTED ARE FOR A FIGHTER ON THE LEFT SIDE OF THE SCREEN ATTACKING AN OPPONENT ON THE RIGHT SIDE OF THE SCREEN. IF YOU ARE ATTACKING FROM RIGHT-TO-LEFT, THE MOVES ARE REVERSED.*

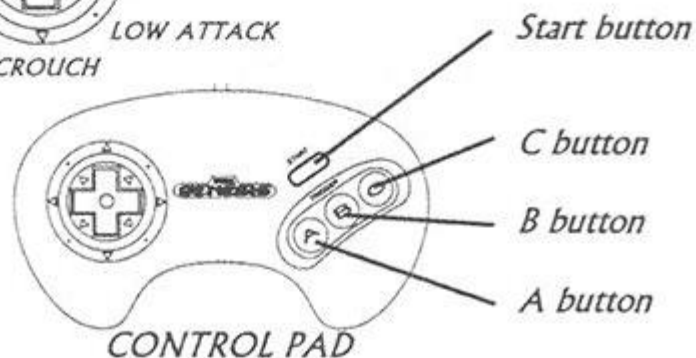
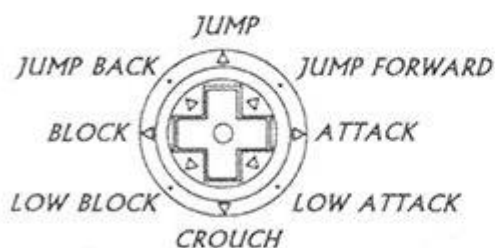
## FIGHTER → OPPONENT

The default button settings are:

- A button ... Normal punch
- D(toward) + A buttons ... Fierce punch
- B button ... Normal kick
- D(toward) + B buttons ... Fierce kick
- C button ... Taunt your opponent
- START button ... Pause

*(NOTE: CHANGE THESE SETTINGS IN THE OPTION MODE.)*

The D-pad directions are:



## Moves & attacks

**GUARD**—If you **GUARD** against an opponent's attack, you can block it and try to counter his move. If you block a **NORMAL** attack there is no damage. Against special attacks you take some damage.

**NEAR ATTACKS**—These are done when you are standing next to another fighter. The moves are usually throws or holds. For example, Raphael has a hold move where he jumps onto his opponent and repeatedly hits him/her. Casey uses an overhead hockey stick throw. To execute a **NEAR ATTACK**, approach an opponent and press the A or B button in his/her direction to throw him/her.

**KNOCKOUT**—If you take continuous hits from your opponent you will get dazed and confused—as if you were hit by a lead blimp. You'll start to see stars spinning around your head.

**SPECIAL ATTACKS**—Every character has special attack moves. You will find the control sequences for these moves listed in the following pages with each character profile.

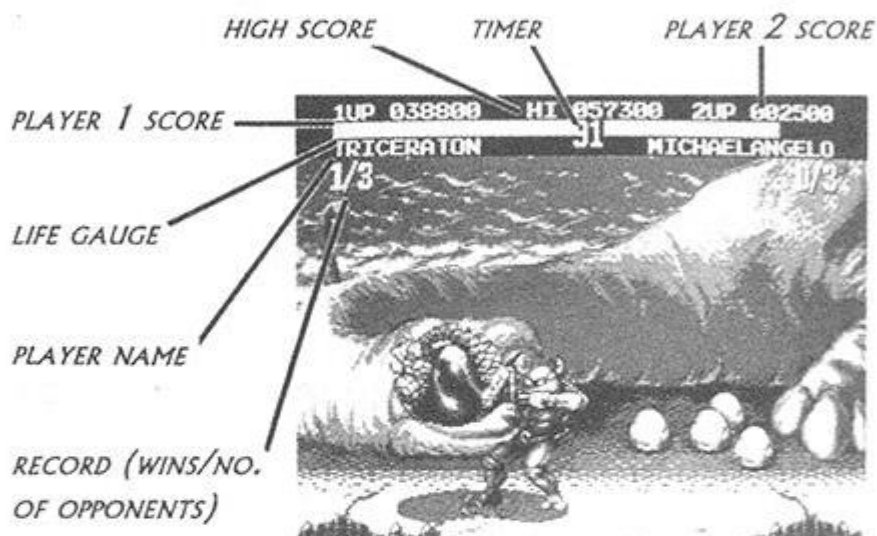
**ULTRA DESPERATION ATTACKS**—When overwhelmed, these fighters have the ability to reach deep within themselves for a final burst of power. When things look bleak and your fighter is being pounded into paste, you may see your life bar flash. Then, and only then, you can use your ultra-desperation attack. It's such an awesome display of power, that we couldn't even describe it in this manual. This super-charged attack can devastate your opponent. But if it doesn't, you're Krang-meat!



# The field of battle

## Gauge guide

Each fighter has a life gauge. Each time you take a hit your life gauge decreases. When your life gauge is empty, you lose the fight.



## Instant replay

After a match ends, you have the ability to replay the last moments of the battle. Press left or right on the D-pad to rewind or advance the replay. When you are ready to move on, press the START button.

- Tap the A button for full speed play
- Tap the C button for frame-by-frame play
- Hold the C button for slow-motion play
- Press the D-pad ← or → for rewind/forward

# Leonardo

## Special attacks:

### • GROUND SWELL

Throw an energy wave from the Katana.

↓↙← + A (B)



### • ROLLING CUTTER 1

Attack the enemy from a somersault.

↓↘→ + A (OR B)



### • ROLLING CUTTER 2

Attack from a somersault when at the height of a jump.

↓↘→ + A (OR B) IN MID-JUMP



### • JUMPING STUD

Uppercut with Katana while rising up.

→↓↙ + A (OR B)



# Michaelangelo

## Special attacks:

- HURRICANE

Raise fist and throw a hurricane!

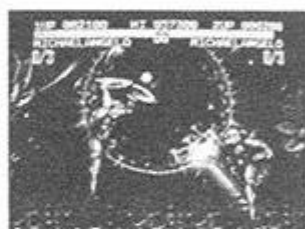
←↙↓↘→ + A (OR B)



- 'CHOPPER 'CHUKER

Swing Nuchukas and sail up like a helicopter, attacking opponent.

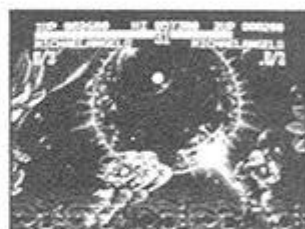
↓↘→↗ + A (OR B)



- FLYING TACKLE

A flying tackle.

↓(hold for a second)→ + A (OR B)



# Donatello

## Special attacks:

### • VACUUM WAVE

Raise Bo staff overhead and generate a powerful vacuum wave.

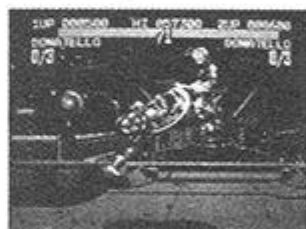
←(hold)→ + A (OR B)



### • ROTO BO

Spin body and use the energy to knock out opponents with the Bo.

↓(hold)↑ + A (OR B)



### • BLUR ATTACK

Attack at blinding speed.

→←→ + A (OR B)



# Raphael

## Special attacks:

- SAI SLASH

Throw the Sai with mystical waves.

↓↘→ + A (OR B)



- SPARK PLUG

Spread arms and jump up diagonally while doing a somersault.

↓(hold)↑ + A (OR B)



- POWER DRILL

Attack while spinning.

↓↙← + A (OR B)



- AIR POWER DRILL

Attack while spinning at jump height.

↓↙← + A (OR B) IN MID-JUMP



# Casey Jones

## Special attacks:

### • REBOUNDER

Return a flying object back to the enemy.

→↓↘↙←+A (OR B)



### • STICK LARIAT

Kick-and-stick double attack.

↓↘→+A (OR B)



### • THE LONG BOMB

Set dynamite to explode (with a time delay).

↓+C

*(CAREFUL, THE BOMB CAN CAUSE YOU DAMAGE, TOO!)*



# April O'Neil

## Special attacks:

- **NINJA CLAW**

Scratch opponent with lightning speed.

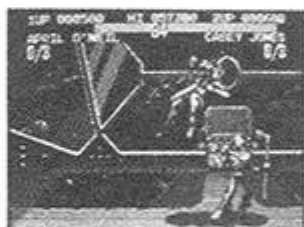
Tap A (OR B) repeatedly



- **NINJA ATTACK**

Jump and land on opponent with elbow.

↓(hold)↑+A (OR B)



- **BACK DIVE ELBOW**

Land on enemy with elbow.

↓↙←+A (OR B)



# Ray Fillet

## Special attacks:

- SONIC WAVE

Throw waves of sound.

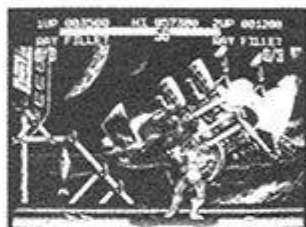
←↙↘→ + A (OR B)



- MANTA PRESS

Jump and land on enemy from above.

←(hold)→ + A (OR B)



- HEAD BUTT

Attack with your head.

↓(hold)↑ + A (OR B)





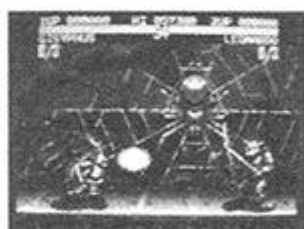
# Sisyphus

## Special attacks:

- BEETLE JUICE

Spit goo from your mouth.

↓↘→ + A (OR B)



- BEETLE FLASH

Ram continuously with your arms.

Tap A (OR B) repeatedly



- HOVER HORN

While hovering, attack with an uppercut.

←(hold)→ + A (OR B)



# Planet guide

## BIO PLANET

A planet made of many layers of cellular tissue grown out of proportion. Clone Leonardo is the enemy.



## MIRAGE PLANET

A world where the living and non-living cannot be distinguished. Home of Clone Michaelangelo.



## FUTURISTIC CITY PLANET

A planet designed like the future cities of Earth, and homeland of the Clone Donatello.



## MAGMA OCEAN PLANET

Clone Raphael calls this planet of constantly flowing lava and erupting volcanoes "home."



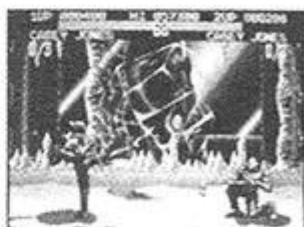
## SPACESHIP

An alien ship adrift in Dimension X is the territory of April's clone.



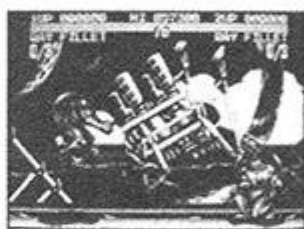
### ICE PLANET

A land of ice, glittering with auroras. It's beautiful until Clone Casey starts to wail on you.



### OCEAN PLANET

Clone Ray Fillet fits right in with this planet of vast oceans.



### JUNGLE PLANET

It's a jungle, alright, and the Clone Sisyphus loves it.



### ANCIENT PLANET

Dinosaurs roam freely, but Triceraton will see that your roamin' days are numbered.



### TECHNODROME

An arena built and controlled by Krang and his robot.



# Handling your cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- 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 recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

---

# Limited Warranty

Majesco Sales Inc. warrants to the original purchaser that this Sega Genesis Cartridge will be free from defects in materials and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subject to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Majesco Sales Inc. does not warrant that the Sega Genesis Cartridge will meet the purchaser's specific requirements.

ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE SEGA GENESIS CARTRIDGE ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MAJESCO SALES INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GENESIS CARTRIDGE.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to:

Majesco Sales, Inc., 244 Fernwood Ave. Edison, NJ 08837, or call 800-826-0015

**1-900-200-SEGA**  
**Learn SEGA game secrets**  
**from the masters. Call now.**

U.S.: 1-900-200-SEGA \$ .95/min. (recorded), \$1.50/min.  
(live). Must be 18 or have parental permission.

TTD phone required. Sega of America

Canada: 1-900-451-5252 U.S. \$1.50/min (recorded/live)

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/  
4,026,555; Europe # 80244; Canada #'s 1,183,276/  
1,082,351; Hong Kong # 88-4302; Germany # 2,609,826;  
Singapore # 88-155; U.K. # 1,535,999; France #  
1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

**KONAMI®**

SEGA AND GENESIS ARE TRADEMARKS  
OF SEGA ENTERPRISES, LTD.  
ALL RIGHTS RESERVED.

Konami® is a registered trademark of Konami Co., Ltd  
Teenage Mutant Ninja Turtles® and the distinctive likeness  
thereof are registered trademarks and copyright 1993 by  
Mirage Studios. Exclusively licensed by Surge Licensing, Inc.  
©1993 Konami (America) Inc. All Rights Reserved.

Distributed by: Majesco Sales, Inc.  
244 Fernwood Avenue  
Edison, NJ 08837 800-826-0015

PRINTED IN U.S.A.