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TEENAGE MUTANT NINJA
TURTLES
TOURNAMENT
FIGHTERS
GRANDMASTERS
EDITION



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SNS-RM-HAK

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OF GAME PAK.

CONGRATULATIONS!

Konami and Allo are proud to welcome you to Teenage Mutant Ninja Turtles: Tournament Fighters – Grandmasters Edition for the Super Nintendo Entertainment System®. 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. Now get ready, because you're about to see the Turtles in action like you've never seen them before!

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CHANNEL SIX PRESENTS...

Tournament Fighters!

The image on the television flickers, stabilizes, and bursts into life with the booming voice of a Channel 6 announcer.

"Live by satellite link-up from around the world," the broadcast declares over sweeping shots of cheering crowds.

"Channel 6 brings you the most incredible display of strength and power ever brought to your television screen! The ultimate battle has begun. Fight for your dreams!"

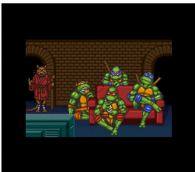
A flashy title card spins onto the screen:

"ENTRIES NOW OPEN."

Leonardo leans closer to the TV. "This show looks interesting," he says, eyes narrowing thoughtfully.

From the couch, Michelangelo pops up, nearly spilling a slice of pizza. "Hey! April's gonna be covering that show!" he says, sounding more impressed with April than the tournament itself.

Raphael snorts and jabs a thumb at the scrolling list of competitors. "Hunh?! Shredder's name is on the entry list." He crosses his arms. "Figures. What's tin-grin plotting this time?"



TEENAGE MUTANT NINJA TURTLES®

Donatello tilts his head, studying the broadcast. "I wonder what kind of evil plan he's up to now," he murmurs.

Before anyone can answer, a calm but commanding voice fills the room. "My sons." The Turtles turn. Splinter stands at the doorway, staff in hand, his expression unreadable. "The challenge has been made. Let me see how well you have done in your training."

Leonardo straightens, serious as ever. "Yes, Master Splinter. We won't fail you."

The brothers exchange glances; determination, rivalry, and excitement all sparking at once. Then, as if rehearsed since childhood, they speak together: "Brothers... it's nothing personal, but I'm going to win! I'm going to focus all my energy on this battle! Let's show Master Splinter what we've learned!"

In a blur of motion and enthusiasm, the four Turtles leap toward the exit, weapons ready, spirits high.

The Tournament awaits.

But that's only one version of events... because in the **STORY MODE**, a far more dangerous situation may unfold.



TOURNAMENT FIGHTERS™: GRANDMASTERS' EDITION

CHANNEL SIX BRINGS YOU...

an exclusive story.

The Shredder had finally been driven from New York City.

For the first time in months, the streets were quiet – almost too quiet. But in the shadows of that uneasy peace, a cold-hearted warrior stirred... one who would stop at nothing to avenge Shredder's defeat.

Across town, trouble was already brewing. Reporter April O'Neil was missing. Vanished without a trace. And the Turtles were about to discover that someone else dear to them had been taken as well...

Back in the Turtles' lair, the brothers lounge around the TV, half-watching a rerun of April's last broadcast. Without warning...

thwip-THUNK!

An arrow blasts through the open sewer pipeline, slicing the air and planting itself in the wall a hair's breadth from Raphael's head. Raph freezes. "...Okay, that almost made me a wall ornament."

The Turtles gather around the arrow. Tied to the shaft is a tightly wound scrap of paper. Leonardo steps forward, calm but alert, and pulls it free.

He unfolds the note. His eyes scan the message, and the room grows still as he reads.

"I'm holding your friends. If you want to see them again, you must bow before the forces of the Shredder Elite. Signed, Karai." Leo lowers the page slowly, as everyone remains speechless.

Michelangelo finally breaks the silence. "Uh... dudes? Who's Karai?"

Donatello frowns. "And what's a 'Shredder Elite'? That's... new."

"Who cares who or what they are!" remarks Raph. "They have April!"

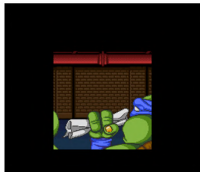
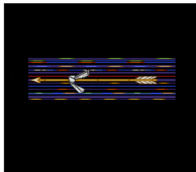
Leonardo takes a breath, steadying himself. "And Splinter's missing too." He looks up, determination sharpening his expression. "Whoever this Karai is... she just made this personal." The four brothers exchange looks – anger, disbelief, and a rising resolve burning behind their eyes. Leo tightens his fists. "All right. It's time for action." He steps forward, taking command as only he can. "We're getting them back. Whatever the Shredder Elite is, wherever Karai's hiding..."

Raphael cracks his knuckles. "...we'll take 'em all down. One by one."

Don nods, already racing through possibilities. "And we'll follow any trail they left behind."

Mikey grins, but there's no silliness in it this time. "Brothers... let's do this."

Leonardo nods. "For April. For Master Splinter. Shell up – this battle just became ours." And with that, the Turtles leap into action, the calm streets of New York about to feel the rumble of justice once again.



STRETCH YOUR MUSCLES

...and get ready to fight. You have two paths to choose from: fight in the tournament or play through the story.

The Tournament pits you against all the other characters in a major league slugfest. You'll fight hand-to-hand with the awesome Armaggon, and get a chance to slap around Wingnut – if he doesn't floor you with his patented Moonbuster attack. War will show you how he earned his name as he smashes your tail into the ground, and Aska will lay you out with her lightning fast Ninja kicks. And after a few electrifying rounds with Chrome Dome, you'll feel like you're made of clay. So if you're prepared for combat, this will be the one street fighter you never forget.

The story lets you pick a Turtle as your champion. Then, you have to prove yourself worthy of the rescue attempted by defeating the other characters in combat. If you are the toughest Turtle, you'll go face-to-face with every character as you try to save April – and Splinter! It's all-out-face-smashing, bone-breaking brawling against the baddest group of mutants ever assembled in one game. Use really cool special attack moves and your powerful Ninja weapons to beat your opponents to a pulp. Every round you win leads you closer to unravelling the mystery – who is Karai?



Character Profile

GETTING STARTED

Insert the game pak into the Super NES player, and turn on the power. After a few legal screens, the Title/Mode Select screen will appear. If you don't press START, you'll see a fighting demo, a character profile, a tournament demo, then the Title screen again. Just press START and get on with it!

MODE SELECT

Use the control pad to select either the TOURNAMENT, VS. BATTLE, STORY BATTLE, WATCH or OPTION mode. When you have highlighted the mode you want, press the START button to enter.



Title/Mode Select screen



Option screen

OPTION MODE SETTINGS

Press the control pade up/down to highlight a category; press left or right to change the options.

- **GAME LEVEL**—Change the setting from 0 (easiest) to 7 (hardest).
- **CONTROL PAD**—Adjust using Player 1 or Player 2 controllers. Use the control pad to highlight an attack, then press the button you want to correspond with that attack. For example, if you want **FERCE KICK** to be the A button, then highlight **FERCE KICK** and press the A button. All moves must have different buttons.
- **GAME TIME**—Select the time limit for each round of fighting: 30, 60 or 99 seconds. You can also select the infinity symbol to make each round a no-time-limit fight to the finish!
- **GAME SPEED**—Alter the fighting speed; make it Normal, or go for High Speed 1, 2 or 3.
- **CREDIT**—The number of continues can be set for **STORY BATTLE** mode to 1, 2, 4 or 10.
- **MUSIC**—Press left/right to toggle between the different background music samples. Press B to start the music, and Y to stop it.
- **VOICE**—Press left/right to toggle between the different voice samples, then press B to listen.
- **SOUND**—Choose either **STEREO** or **MONAURAL**, depending on your system.
- **EXIT**—Select to return to the Mode Select screen.

BATTLE MODES

TOURNAMENT

(1 PLAYER; ANY CHARACTER)

You fight for money in Channel 6's Tournament Fighter Competition. Just beat the selected opponent in two-out-of-three rounds to win a match. Fight through every available opponent (even a clone of your own character!) to take home big bucks.

- At the character select screen, choose one of the twelve characters by pressing the control pad. Press the **START** button to select the highlighted character.
- Your computer-controlled opponent and fight stage will be selected automatically.

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 (KO) your opponent before the clock runs out, you earn one victory. (Change the clock settings in the Options mode.)
3. If there isn't a KO within the time limit, then the fighter with the longest life gauge wins.
4. When you win a match you earn prize money and advance to the next match.
5. You can fight a match as many times as you wish (unlimited continues).

NOTE: If a second player wishes to join in, he/she may press **START** on the 2P controller. This switches you to **VS BATTLE** mode, and you cannot switch back to **TOURNAMENT** mode. This works in **STORY MODE**, too.

VS BATTLE

(2 PLAYER; ANY CHARACTER)

Two players can battle each other using any two of the twelve characters they wish—even the same character. It's a best two-out-of-three battle for big bucks and bragging rights.

- At the character select screen, each player chooses a fighter using his/her control pad. Press **START** to select your fighter.
- Press **SELECT** at the character select screen to bring up the configuration screen (if you want to change the default button settings on your controller).
- After you have both selected a fighter, you will be taken to the stage select screen. Either player may choose a stage with the control pad, then accept it with the **START** button.
- Press **SELECT** at the stage select screen to set "handicap". Press **SELECT** to return to the stage select or press **START** to go right to the stage that was highlighted before entering the "handicap" screen.

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 (KO) 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 check your win-loss record after every match, then return to the character select screen.
5. You can fight a match as many times as you wish (unlimited continues).

STORY BATTLE

(1 PLAYER; ANY TURTLE)

You select one of the Turtles as your champion, then fight through a series of villains with the goal of discovering who is behind the kidnapping of April and Splinter. You will be fighting through all of the other characters to gather information to save your friends.

- At the character select screen, each player chooses a fighter using his/her control pad. Press **START** to select your fighter.
- Your computer-controlled opponent and fight stage will be selected automatically.

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 (KO) 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.

WATCH

(0 PLAYERS; SELECT COMBATANTS)

You select two fighters (using the 1- and 2-Player control pads), pick the stage, then sit back, grab a safe seat and watch the battle begin!

ADDITIONAL INFORMATION

CHARACTER SELECT

In TOURNAMENT, VS BATTLE and WATCH mode, players can change the colour of their character by pressing the L or R buttons. You can also exit to the Title screen by pressing B.

STAGE SELECT

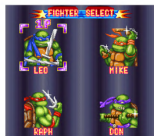
In VS BATTLE and WATCH mode, players can pick where they want to do battle. At the Stage Select screen use the control pad to move the selection box, then press the START button.

BONUS STAGE

In TOURNAMENT mode you can try the Bonus stage after winning four matches. Break the vault as much as you can within the time limit. The more damage you do, the better the bonus. Scoring a perfect round gives you a huge bonus!



Tournament Character Select



Story Mode Character Select



Stage Select



Bonus Stage

CONTROLLING YOUR FIGHTER

Each fighter has two punches, two kicks, and a variety of command moves, throws, and special attacks. The way your fighter carries out these moves differs based on the proximity of your opponent.

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:

- X button Fierce punch
- Y button Normal punch
- A button Fierce kick
- B button Normal kick

(Note: Above defaults can be changed using the Option mode.)

- START button Pause
- SELECT button (For VS BATTLE only) at the stage select screen press the SELECT button to change the handicap and controller buttons.
- Handicap: 0=weakest; 7=strongest

The control pad directions are:

- Up = Jump
- Left = Retreat/Guard
- Right = Advance
- Down = Crouch

MOVES AND ATTACKS

Guard—If you **GUARD** against an opponent's attack, you can block it and reduce the amount of damage taken. If you block a **NORMAL** or **FIERCE** attack you take no damage. Trying to block ultimate-attacks or special attacks or is tough. These forces are so strong that some degree of damage will occur if you are unfortunate enough to be caught in their path.

Throws/Holds—These are done when you are standing next to another fighter. Aska has a devastating Facemask Throw; and Armaggon has a hold move where he grabs his opponent and repeatedly bites him/her. To execute a **THROW/HOLD**, approach an opponent and press the control pad plus the X, Y or A button (depending on the character) in their direction to throw them. If you press the control pad in the opposite direction, you will throw the opponent that way instead.

Dizzy—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. Tap any button and press left/right on the control pad to speed your recovery and regain control.

Command Normal Moves, Special Attacks and the Ultimate-Attack—Every character has a number of Command Normal Moves, Special Attacks and one Ultimate-Attack move. You will find the control sequences for these moves listed in the following pages with each character profile.

ADVANCED TECHNIQUES

Cancelling—Some **NORMAL** or **FIERCE** attacks can be cancelled into Special Attacks allowing for a combination of multiple hits. To do this, perform your Special Attack move immediately after the **NORMAL** or **FIERCE** attack connects. The window is small, so you need to be fast!

Links—It is possible to hit your opponent twice in a row with separate attacks before they get a chance to recover, creating a two-hit combo. The key is making sure the animation of the first attack is short enough to allow a second fast attack to come out in time. The most common and easiest way to make two attacks link is to do a jumping attack, followed immediately by another grounded attack as soon as you land.

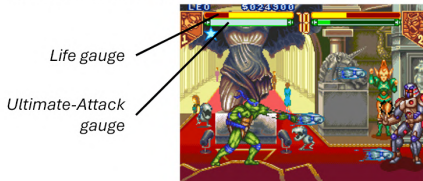
Combos—By using both links and cancelling, you can often create longer multiple hit combos! This requires some experimentation and some skill to execute but is well worth it!

GAUGE GUIDE

Each fighter has two gauges: a life gauge and an Ultimate-Attack gauge.

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

Ultimate-Attack gauge—Your Ultimate-Attack gauge increases as you hit your opponent. When it is full, you can use your Ultimate-Attack move. Using the move radically drops the level of your gauge, so you will have to build it back up. The lower your Life gauge is, the more each hit will increase the Ultimate-Attack gauge. Your Ultimate-Attack gauge will slowly decrease with time if you stop landing hits on your opponent.



LEONARDO

Height: 5'8"

Weight: 170lbs.

Hair: None

Eyes: Black

Birth place: McMahon's Pet Emporium, Chesapeake Bay

Weapons: Katana blades

Goals: To be the king of the Tournament Fighters!



COMMAND NORMAL MOVES:

- Body Press

Presses his whole body down on his opponent.

↓+Y while in the air

- Backflip

Evades his opponents attack by doing a backflip.

←, ←

THROWS:

- Roll Throw

Grabs opponent and rolls on his back and then tosses his opponent with his foot.

←or→+A when close to opponent

- Shoulder Throw

Grabs the opponent and throws them over his shoulder.

←or→+X when close to opponent

SPECIAL ATTACKS:

- Endless Screw

Spin and swing Katanas in both hands to attack.

→↓↘+A (or B)

- Shining Cutter

Cross blades in both hands quickly, sending a shock wave.

↓↙↘+X (or Y)

- Roto Cutter

Swing swords while somersaulting in midair.

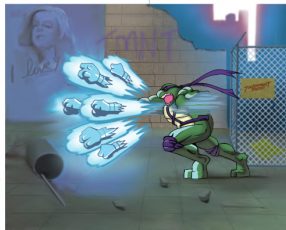
→↓↘+A (or B)

ULTIMATE-ATTACK MOVE:

- Millennium Wave

By punching the air quickly, he sends out countless shock waves.

X+A (when ultimate-attack gauge is full)



RAPHAEL

Height: 5'8"

Weight: 170lbs.

Hair: None

Eyes: Black

Birth place: Shelley's Pet City, New Hampshire

Weapons: Sai

Goals: He wants to buy presents for all of his friends.



COMMAND NORMAL MOVES:

• Body Press

Presses his whole body down on his opponent.

↓+Y while in the air

• Backflip

Evades his opponents attack by doing a backflip.

←, ←

THROWS:

• Suplex

Grabs opponent and lifts them upside-down and slams them onto their back.

←or→+A when close to opponent

• Shoulder Throw

Grabs the opponent and throws them over his shoulder.

←or→+X when close to opponent

SPECIAL ATTACKS:

• Chest Buster

Quickly rolls forward and kicks opponent with his heel.

←(hold)→+A (or B)

• Jamboree

Throws a disc-shaped blast of energy.

←↙↘→+X (or Y)

• Power Drill

Thrusts his Sai and stabs while spinning.

←(hold)→+X (or Y)

ULTIMATE-ATTACK MOVE:

• Energy Spray

Jumps in the air and sprays a barrage of energy balls.

X+A (when ultimate-attack gauge is full)



DONATELLO

Height: 5'8"

Weight: 170lbs.

Hair: None

Eyes: Black

Birth place: Joe's Pet Place, Slowklahoma

Weapons: Bo Staff

Goals: Working on a new invention and needs more money to make his dream come true.



COMMAND NORMAL MOVES:

- Body Press

Presses his whole body down on his opponent.

↓+Y while in the air

- Backflip

Evades his opponents attack by doing a backflip.

←, ←

THROWS:

- Head Butt

Grabs opponent and then proceeds to slam his head into them.

←or→+A when close to opponent

- Shoulder Throw

Grabs the opponent and throws them over his shoulder.

←or→+X when close to opponent

SPECIAL ATTACKS:

- Bo Thrust

Attack while thrusting Bo madly.
Tap X (or Y) rapidly

- Ground Claw

Slash the ground with Bo and unleash a ground-ripping claw.

↓↘↗+X (or Y)

- Headspin Attack

Turn upside-down, scissor legs, spin and attack.

↓↙↘+A (or B)

ULTIMATE-ATTACK MOVE:

- Fire Dragon

Summons a dragon spirit and shoots out a dragon wave.

X+A (when ultimate-attack gauge is full)



MICHAELANGELO

Height: 5'8"

Weight: 170lbs.

Hair: None

Eyes: Black

Birth place: Woody's Pet Shop, Pennsylvania

Weapons: Nunchakus

Goals: He is planning a vacation of surfing and skateboarding.



COMMAND NORMAL MOVES:

• Body Press

Presses his whole body down on his opponent.

↓+Y while in the air

• Backflip

Evades his opponents attack by doing a backflip.

←, ←

THROWS:

• Hammer Throw

Grabs opponent and spins around before releasing them flying across the screen.

←or→+A when close to opponent

• Shoulder Throw

Grabs the opponent and throws them over his shoulder.

←or→+X when close to opponent

SPECIAL ATTACKS:

• Rising Thunder

Spins Nunchakus quickly and sends out an uppercut.

↓(hold)↑+X (or Y)

• Dynamite Bomber

Rolls forward quickly and gives continuous damage with his back and shoulders.

←(hold)→+X (or Y)

• Dragon Breath

Shoots an energy ball from his mouth.

←←↓↓→→+X (or Y)

ULTIMATE-ATTACK MOVE:

• Dance Of Fury

Non-stop punching and kicking.

X+A (when ultimate-attack gauge is full)



WAR

Height: 8'
Weight: 350lbs.
Hair: None
Eyes: Red
Birth place: Underworld
Weapons: Razor sharp 6" talons
Goals: Destruction.



COMMAND NORMAL MOVES:

- **Rocket Headbutt**
Propels his head upward and forward to attack.
Y+B (simultaneously)



THROWS:

- **Rolling Somersault Throw**
Grabs the opponent and performs many rolling somersaults before flinging the opponent away.
←or→+X when close to opponent



SPECIAL ATTACKS:

- **Turning Uppercut**
Twists his body, gathers energy, then delivers a powerful uppercut.
←(hold)→+X (or Y)



- **Death From Above**
Jumps in the air and lands on opponent with all his weight.
↓(hold)↑+A (or B)



ULTIMATE-ATTACK MOVE:

- **War Dynamic**
Gathers energy in his body and uses it to transform into a blazing ball of light-bouncing around the screen causing damage.
X+A (when ultimate-attack gauge is full)



ASKA

Height: 5'2"

Weight: 110lbs.

Hair: Black

Eyes: Black

Birth place: Kyoto, Japan

Weapons: Kunai

Goals: She is a master of Ninjitsu and wishes to own her own dojo.



COMMAND NORMAL MOVES:

- Hip Launch

Propels herself forward while attacking with her hip.

←or→+A



THROWS:

- Facemask Throw

Uses her thighs to grab her opponent's head and jumps forward, landing on their face.

←or→+X when close to opponent



SPECIAL ATTACKS:

- Hayabusa

Thrusts her Kunai and spins at a high speed.

↓↙←+A (or B)



- Kochou no Mai

From a crouching position she leaps up and thrusts her Kunai in the air, summoning the forces of nature.

→↓↘+X (or Y)



ULTIMATE-ATTACK MOVE:

- Tornado Attack

Uses her Ninja techniques to summon a tornado blast.

X+A (when ultimate-attack gauge is full)



WINGNUT

Height: 6'

Weight: 300 lbs.

Hair: Black

Eyes: Yellow

Birth place: Dexlon V in the Huana system.

Weapons: Plasma Propelled Bat-wing

Goals: Thinks the tournament will be fun—a good way to kill time.



COMMAND NORMAL MOVES:

• Hovering

Opens his wings and moves horizontally in the air to evade or move in quickly.

←or→ + Y + B (simultaneously) while in the air

• Dashing Punch

Dashes forward while performing a double-fisted punch.

Y + B (simultaneously)

THROWS:

• Blood Sucker

Holds opponent repeatedly biting them.

←or→ + Y when close to opponent

• Power Slam

Grabs opponent with two hands, tossing them over his head.

←or→ + X when close to opponent

SPECIAL ATTACKS:

• Moonbuster

While in the air he shoots a vacuum wave.

↓↘↗ + X (or Y) while in the air

• Power Dive

Drop down from above onto opponent.

↓ + A (or B) while in the air

ULTIMATE-ATTACK MOVE:

• Mad Spectre

Sends out supersonic waves, beating his opponents into the ground.

X + A (when ultimate-attack gauge is full)





ARMAGGON

Height: 8'

Weight: 400 lbs.

Hair: None

Eyes: Red

Birth place: Earth of the future

Weapons: Razor-sharp fins and teeth

Goals: This is his first step toward conquering Earth.



COMMAND NORMAL MOVES:

- Swimming Dive

Swims downward on an angle with his head first.

↓+X while in the air

THROWS:

- Shark Bite

Holds opponent repeatedly biting them.

←or→+X when close to opponent

- Overhead Toss

Grabs opponent with two hands, tossing them over his head.

←or→+A when close to opponent

SPECIAL ATTACKS:

- Aqua Shock

Sends a swirling blast of water from his mouth.

←(hold)→+X (or Y)

- Fin Slicer

Turns around suddenly, jumps in the air and attacks.

↓(hold)↑+A (or B)

ULTIMATE-ATTACK MOVE:

- Tsunami

Summons a huge wave of water.

X+A (when ultimate-attack gauge is full)



CHROME DOME

Height: 5'10"

Weight: 200 lbs.

Hair: None

Eyes: Red

Birth place: Shredder's Metal Shop

Weapons: Thunder Gauntlets

Goals: He wants to extract the "warrior" program from his system memory.



COMMAND NORMAL MOVES:

• Chrome Uppercut

Performs an uppercut with one hand.

←+X



• Dive Kick

Dives forward with one foot extended.

↓+A while in the air at peak of a vertical jump



THROWS:

• Rapid Gut Punch

Holds opponent with one hand, rapidly punching with the other.

←or→+Y when close to opponent

• Body Slam

Lifts opponent over his head before slamming them back down to the ground.

←or→+X when close to opponent



SPECIAL ATTACKS:

• Electric Pile Driver

While shocking an opponent with electricity, he pounds them into the ground.

↓↑+Y+B (simultaneously) when close to opponent

• Chrome Spark

Slams both hands into the ground, creating a shock wave.

↓↘↗+X (or Y)



ULTIMATE-ATTACK MOVE:

• Chrome Bomb

Blows himself up and creates a wide area of damage.

X+A (when ultimate-attack gauge is full)



CYBER-SHREDDER



Height: 6'6"
Weight: 280 lbs.
Hair: Black
Eyes: Black
Birth place: Osaka, Japan
Weapons: Battle armor
Goals: To regain control over the "mindless" masses of New York

• Aura Crusher

Dashes at opponent and throws an uppercut.

←(hold)→+X (or Y)

• Aura Shield

Puts up an aura barrier that bounces back an enemy projectile.

Y+B (simultaneously)



THROWS:

• Body Slam

Lifts opponent over his shoulder before slamming them back down to the ground.

←or→+X when close to opponent



SPECIAL ATTACKS:

• Knee Crush

Jumps in the air and does a knee kick.

←(hold)→+A (or B)



ULTIMATE-ATTACK MOVE:

• Lightning Crusher

Draws lightning from the sky into his body, then release the electricity to attack.

X+A (when ultimate-attack gauge is full)



RAT KING

Height: 6'6"

Weight: 280 lbs.

Hair: Blonde

Eyes: Beady

Birth place: Grenitch Village

Weapons: His entire body is a weapon.

Goals: To unite all rats under his power and create a kingdom of rats under the streets of New York City.



COMMAND NORMAL MOVES:

• Flat Rat

Leaps forward into the air, before coming down with his whole body weight.

↓+Y+B (simultaneously)

• Hopping Axe Kick

Hops forward while bringing his heel down on his opponent for two hits.

A+B (simultaneously)

• Body Press

Presses his whole body down on his opponent.

↓+Y while in the air

THROWS:

• Rodent Suplex

Lifts opponent into the air before slamming them back down to the ground.

←or→+A when close to opponent

SPECIAL ATTACKS:

• Rat Arrow

Flies forward through the air, dealing damage with a double kick.

↓+A (or B) while in the air

• Rat Bomber

Lifts his opponent into the air, pressing them back into the ground.

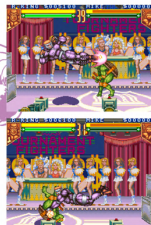
←↓↘→+X when close to opponent

ULTIMATE-ATTACK MOVE:

• Rodent Shock Sphere

Releases a huge ball of energy from his body, shocking an opponent within its radius.

X+A (when ultimate-attack gauge is full)



KARAI

Height: 6'6"

Weight: 200 lbs.

Hair: Black

Eyes: Black

Birth place: Tokyo, Japan

Weapons: Chi energy

Goals: To become the strongest fighter and become Grandmaster of the Foot clan.



COMMAND NORMAL MOVES:

• Sliding Attacks

Slides forward while attacking.

→ +A or X; or ↘ +A or X

• Diving Torpedo / Stomp

Dives forward with spinning fist or double feet extended.

↓ +Y while in the air or

↓ +B while in the air at peak of jump

• Flying 1-2 Punch

Punches twice while airborne.

X then X again while in the air

THROWS:

• Ground Slam

Picks up opponent with one hand, then slams them back to ground.

← or → +X when close to opponent

• Wall Slam

Picks up opponent with one hand, and throws them against the wall.

← or → +A when close to opponent

SPECIAL ATTACKS:

• Wall Jump

Escapes to the wall, then makes a controllable leap towards opponent.

↓ (hold) ↑ or ↗ +A (or B)

• Flying Overhead Slam

Grabs the opponent and pounds them into the ground.

← or → +X during wall jump when close to opponent

• Flying Fist Frenzy

Leaps off the wall, and unleashes a flurry of punches from above.

Tap X (or Y) rapidly during wall jump

ULTIMATE-ATTACK MOVE:

• Dark Thunder

Uses Chi energy to channel electricity through the mouth towards the ground all around her.

X+A (when ultimate-attack gauge is full)



COMMAND SUMMARY

- **Hold** means hold the control pad in that direction for a count of 1 or 2
- If a letter appears in parenthesis, for example (B), then that button can be used for a slower or shorter version for the same move.
- All **Ultimate-attack** moves are X+A when the gauge is full

LEONARDO

Command Normal Moves:

Body Press ↓+Y while in the air
Backflip ←,←

Throws:

Roll Throw ←or→+A when close to opponent
Shoulder Throw ←or→+X when close to opponent

Special Attacks:

Endless Screw →↓↘+A (or B)
Shining Cutter ↓↘←+X (or Y)
Roto Cutter →↓↘+A (or B)

RAPHAEL

Command Normal Moves:

Body Press ↓+Y while in the air
Backflip ←,←

Throws:

Suplex ←or→+A when close to opponent
Shoulder Throw ←or→+X when close to opponent

Special Attacks:

Chest Buster ←(hold)→+A (or B)
Jamboree ←↘↓↘+X (or Y)
Power Drill ←(hold)→+X (or Y)

DONATELLO

Command Normal Moves:

Body Press ↓+Y while in the air
Backflip ←,←

Throws:

Head Butt ←or→+A when close to opponent
Shoulder Throw ←or→+X when close to opponent

Special Attacks:

Bo Thrust Tap X (or Y) rapidly
Ground Claw ↓↘→+X (or Y)
Headspin Attack ↓↘←+A (or B)

MICHAELANGELO

Command Normal Moves:

Body Press ↓+Y while in the air
Backflip ←,←

Throws:

Hammer Throw ←or→+A when close to opponent
Shoulder Throw ←or→+X when close to opponent

Special Attacks:

Rising Thunder ↓(hold)↑+X (or Y)
Dynamite Bomber ←(hold)→+X (or Y)
Dragon Breath ←↘↓↘+X (or Y)

WAR

Command Normal Moves:

Rocket Headbutt Y+B (simultaneously)

Throws:

Rolling Somersault Throw ←or→+X when close to opponent

Special Attacks:

Turning Uppercut ←(hold)→+X (or Y)
Death From Above ↓(hold)↑+A (or B)

ASKA

Command Normal Moves:

Hip Launch ←or→+A

Throws:

Head Sitting Smash ←or→+X when close to opponent

Special Attacks:

Hayabusa ↓↘←+A (or B)
Kochou no Mai →↓↘+X (or Y)

WINGNUT

Command Normal Moves:

Hovering ←or→+Y+B (simultaneously) while in the air
Dashing Punch Y+B (simultaneously)

Throws:

Blood Sucker ←or→+Y when close to opponent
Power Slam ←or→+X when close to opponent

Special Attacks:

Moonbuster ↓↘→+X (or Y) while in the air
Power Dive ↓+A (or B) while in the air

COMMAND SUMMARY (CONTINUED)

ARMAGGON

Command Normal Moves:

Swimming Dive

Throws:

Shark Bite

Overhead Toss

Special Attacks:

Aqua Shock

Fin Slicer

CHROME DOME

Command Normal Moves:

Chrome Uppercut

Dive Kick

Throws:

Rapid Gut Punch

Body Slam

Special Attacks:

Electric Pile Driver

Chrome Spark

CYBER-SHREDDER

Throws:

Body Slam

Special Attacks:

Knee Crush

Aura Crusher

Aura Shield

↓+X while in the air

←or→+X when close to opponent

←or→+A when close to opponent

←(hold)→+X (or Y)

↓(hold)↑+A (or B)

←+X

↓+A while in the air at peak of a vertical jump

←or→+Y when close to opponent

←or→+X when close to opponent

↓↑+Y+B (simultaneously) when close to opponent

↓↑+X (or Y)

←or→+X when close to opponent

←(hold)→+A (or B)

←(hold)→+X (or Y)

Y+B (simultaneously)

RAT KING

Command Normal Moves:

Flat Rat

Hopping Axe Kick

Body Press

Throws:

Rodent Suplex

Special Attacks:

Rat Arrow

Rat Bomber

↓+Y+B (simultaneously)

A+B (simultaneously)

↓+Y while in the air

←or→+A when close to opponent

↓+A (or B) while in the air

←↓↑↓+X when close to opponent

KARAI

Command Normal Moves:

Sliding Attacks

Diving Torpedo

Diving Stomp

Flying 1-2 Punch

Throws:

Ground Slam

Wall Slam

Special Attacks:

Wall Jump

Flying Overhead Slam

Flying Fist Frenzy

→+A or X; or ↓+A or X

↓+Y while in the air

↓+B while in the air at peak of jump

X then X again while in the air

←or→+X when close to opponent

←or→+A when close to opponent

↓(hold)↑or↓+A (or B)

←or→+X during wall jump when close to opponent

Tap X (or Y) rapidly during wall jump



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