

Teenage Mutant Ninja Turtles II: The Arcade Game Walkthrough

by Apathetic Aardvark

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i) Disclaimer (Legal stuff)

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ii) Version History

3/6/2004 - Began the guide... finished it too. Damn I love this old game <_<

iii) The Turtles

All four of the ninja turtles are usable. You may pick one per player. While they all do the same damage with all of their attacks, you may wish to consider the weapon range issues. Raphael has pretty poor range whereas Leonardo has great range. The B button swings, most enemies will not die with a single

swing. A button jumps, but A and B together do a power hit. This will kill a good majority of normal enemies in one shot. Press B and a direction while in the air will cause you to do a jump kick. This is generally a good repeat move for bosses, but don't use it if you're outnumbered as you'll be hit often when you land.

iv) The Enemies

The Turtles have many types of enemies to go up against. Most of them are Foot Soldiers but some are animals or robots. Some hazards can not be damaged and must just be avoided.

Standard Foot Soldiers - These guys have no weapons on them. They are a pinkish purple shade. They can jump kick, punch, and hold you from behind. These are the most frequent types of foot soldiers. When they enter the screen from the sides they will always jumpkick their way in. Only three of them may be on the screen at a time. They only take two regular hits to kill.

Knife Foot Soldiers - These guys are blue and carry small daggers. They can throw them or poke at you with them. They don't leave the ground so you can outrun them with jumpkicks if you need a bit more room to deal with them. They are quite common as well. Only three of them may be on the screen at a time. They take only two regular hits to kill.

Katana Foot Soldiers - These Foot Soldiers carry long swords. They wear white outfits. They can hack with their swords or jump high in the air and strike you as they come down, which will knock you back most of the time. These guys don't appear very often and are perhaps the easiest of the Foot Soldiers to defeat. They take only two regular hits to kill.

Roadkill Rodney - These little machines run around on a wheel. They stop every so often to shoot a small laser at you. Sometimes if you strike them they will extend their whip which can electrify you. There can only be three of them on the screen at a time. They take eight regular hits to kill.

Machine Gun Foot Soldier - These guys carry around machine guns which they sometimes shoot at you, very limited range at that. When in close quarters they may elect to hit you with the butt of the gun. Only two of these enemies may be on the screen at one time and they take only two regular hits to kill.

Dynamite Foot Soldier - These guys throw dynamite at you. The range isn't all that impressive but they have a seemingly unlimited amount. They are not very common. Three of them may be on the screen at one time and they take only two regular hits to kill.

Boomerang Foot Soldier - These guys wear their yellow outfits. They punch at you if you are too close and toss their boomerangs out for a ranged attack. They are very rare enemies and appear three to a screen. They die with two regular attacks just like all of the other foot soldiers.

Sludge Hammer Foot Soldier - These foot soldiers walk around carrying large hammers. Their only attack is to slam it on the ground in front of you. If it hits you, expect to be sent flying, but it is not likely you will get hit. These guys appear three to a screen but are fairly uncommon. They also only take two regular hits to kill.

Punching Foot Soldiers - Perhaps the most pathetic foot soldiers in the game, these guys can not do anything but punch. They come mostly in purple, but sometimes in red as well. They're fairly common and appear three to a screen falling down after two regular hits. These are not threats at all.

Mousers - These are the creations of Baxter Stockman. Mousers bust out of walls or floors and walk near you. They are quite uncommon and appear one to several on a screen. They have no attacks other than biting you and grabbing on. The longer you have one on you, the more damage you take. They only take two regular hits to destroy.

Snowman - These snowmen have a wicked surprise, they are actually missile launching hopping guys. After three regular hits the snowman disguise will fall off, after a few more the machine under it will die as well. These only appear in the first part of scene three. Only two of these can be on the screen at the same time.

Snowball Foot Soldiers - These foot soldiers can punch you or throw a snow ball at you! They only appear in the first half of scene three and seem to be the replacement for knife and star throwers for that part of the game. They go down after two regular hits. Up to three of these guys can be on the screen at one time.

Star Throwing Foot Soldiers - Another spin on an old gimmick, these guys throw shurikens at you. They also punch if you get too close. They're very rare and only take two regular hits to defeat. Three of these guys can be on the screen at the same time.

Spear Foot Soldiers - These guys carry around spears which are huge. They can poke you with them or throw them across the screen. They have an unlimited amount of them. Only two of these guys can be on the screen at any given time and it takes two regular hits to defeat one.

Bomb Dropping Foot Soldiers - These guys carry huge bombs over their heads. They can toss them at you, but they only have one. After that they just punch. If you kill one while he still has his bomb, it will fall to the floor and hit you. They only appear in Scene 4 and three of them can be on the screen at one time. They take only two regular hits to defeat.

Biker Foot Soldiers - These are just regular foot soldiers riding on motorcycles. Just power swing them off to the ground. They only appear in Scene 4 and have no attack other than colliding with you.

Helicopter - These are in Scene 4 only, they can shoot at you with a gun or drop bombs on you if you get under them. They take eight regular hits to defeat and appear only one to a screen.

Cyclops - I'm not sure what these are in the cartoon show, but they walk around on four legs shooting rings of energy at you. They take two regular hits to defeat and appear three per screen being dropping in from above. The farther away you are, the bigger their rings get.

Flying Mini-Copters - These guys fly around and shoot little laser beams at you. They appear four per screen and take four regular hits to defeat. They fly around in very predictable patterns and only appear on one level.

Auto Cannon - These just fire while moving up and down on the screen. They can appear two at a time and take five regular hits to defeat. They are not very challenging and only appear in two levels.

Jumping Knife Throwers - These appear only in scene six. They toss daggers when airborne to try and get you. If they land on you, you'll be hurt as well. They take four regular hits to defeat and appear two to a screen.

Tiger - These things are nasty. They take twelve regular hits. There are only two of these in the entire game though. It will dash across the screen. When it leaves the screen it will turn around and head back. I recommend using weak little hits and charging it when it gets knocked back over and over, otherwise you will get hit quite often trying to jump or power hit it.

Scorpions - The other annoying enemy of Scene 6. These things appear two at a time and take eight regular hits to defeat. They shoot lasers from their tails and try to sting you when you get close. They have a nasty ability to dodge attacks by jumping backwards. There aren't very many of these though.

Freezer - These pop up from the floor of the technodrome and will try to freeze you in your tracks. You'll have only a moment to power hit or avoid these. There are not very many but they can do some real damage.

Bowling Balls - You can not hurt these, they try to roll over and crush you.

Cars - These try to run you over, there isn't much you can do about them.

Fences/Bamboo Vines - These fall from the ceiling or jump up from the ground, there is no way to hurt them, just try to avoid them.

Ice balls - these fall from the sky, you can see them coming with their shadows but all you can do is avoid them.

v) The Bosses

Bosses are generally very tough. Power hitting doesn't work on many as they can recover and pound you away without much effort. Jump kicking is the way to go here, or just a double team of weak hits if you're playing with a friend.

It has been suggested that my "Jump kicking is the way to go here" is a bit too vague. I would like to thank Psycho Penguin for offering up a more in depth way of how to defeat these bosses.

Jump kick. Turn left. Jump kick. Turn right.

As for Krang, use the same strategy, again, that is:

Jump kick. Turn left. Jump kick. Turn right. But, hit him lower than usual so that he can not counter with his nasty punch.

Rocksteady - Rocksteady is the boss of the very first level as he seems to be in every TMNT game. He can shoot his gun at you, swat you away or put his head down and charge. While charging he can not take damage, so just get out of the way. He's only got about thirty hits or so of damage that he can soak up so just be patient.

Bebop - Bebop is the second boss of the game. He is a bit harder than his mutant counterpart Rocksteady. Bebop has the same arsenal of moves but charges far more often than Rocksteady. His gun also shoots expanding rings rather than bullets giving it a bit more area to cover. He's good for about thirty four regular hits.

Baxter Stockman - Baxter flies around in a little machine. It has no weapons

but it does occasionally drop some mousers. Just stay in the middle of the screen and power attack him as he comes by. He'll go down with twenty or so power shots.

Tora - I think this is his name, he's a giant polar bear who looks like he should be riding a Harley. His attacks are mostly just punches, but every so often he'll run off to catch an ice ball and toss it at you. He can take about fifty five regular hits.

Baxter Stockman - Baxter has transformed into a fly now. He is actually a threat this time. He can drop energy charges on you or try to swat you with a fly swatter, somewhat ironic. He still doesn't have a lot of endurance and will go down with only forty or so regular hits. Power hits from below are the best way to kill him though.

Kraag [?] - The blue rock soldier from dimension x. He packs a mean punch and carries around a flamethrower which can do some real damage and stun you for a short while. Jump kicks and quick weak hits are very effective, power hits will get you very dead, very fast. He has a lot of life, seventy or so regular hits worth.

Samurai - This boss carries around a bo staff, though it looks more like a hockey stick and swings it at you. After you've hit him for a while his head will come off and fly around trying to bump into you. Just ignore it as you can't score hits on it and keep drilling the body with any kind of hit. The body can only withstand about forty regular hits.

General Traag - This guy is a beast. His rocket gun can send you backwards, often into an electrical fence. His punching hurts and he has great range. Power hits are almost worthless in single player, jump kicking isn't bad but he often hits you as you land. If you have a partner just have one person weak hit from the front and the other power hit from the back. He has a hell of a lot of life, nearly one hundred regular hits worth.

Krang - Damn, talk about rough. Power hits are useless, quick hits aren't quick enough and jump kicking gets you a foot in the ass. If you're playing single player, you are going to die at least once. His attacks include a kick, which has great range, eye beams, which are easy to dodge and a rocket punch, which he'll kneel down to fire. He doesn't use the punch very often. Team play you can get one person to quick hit and the other to jump kick or power hit. Single player, stick to jump kicks, even though you're going to get hit quite a bit doing so. He's got at least one hundred regular hits worth of life to deplete.

Shredder - Finally the bad guy. Shredder can swing his sword at you, which is very annoying, but not nearly as annoying as his mutagen gun, which will take

away an entire life if it hits you. He can also clone himself and always does. The clone can use the gun too, if they both use it at once you're pretty much screwed. After a few hits the clones helmet will come off. A few more after that and the clone will die, but he'll just re-clone himself. Instead of this, when the clones helmet comes off, hit the other one. Jump kicking works best as you don't want to hit the clone by accident. After about eighty hits the helmet of the real one will come off, he'll stop using the gun now. Hit him about a dozen times after that and you will beat him. He is also very fast running around.

vi) Walkthrough

Scene 1 -

There is a fire in the apartment complex which April lives in. Of course it is up the green machine to get her out. You'll start out with a group of four Standard Foot Soldiers. After moving right some you'll be encountered by four Star Throwing Foot Soldiers. Head right to encounter seven more Standard Foot Soldiers. Dodge the bowling balls falling from the stairs and battle the six Knife Foot Soldiers. Head right again. Kill the six Standard Foot Soldiers and keep moving. Six more Star Throwing Foot Soldiers are here. Defeat them and move along to the next staircase and do battle with six Knife Foot Soldiers while avoiding the large bowling balls falling down the stairs. Nine Standard Foot Soldiers will come in two half waves, a couple breaking through doors. Some new Foots, Katana Foot Soldiers will attack you. Six more Standard Foot Soldiers will follow. Three Roadkill Rodney痴 will block the door to April's apartment. When you defeat them you'll run inside. Two Katana Foot Soldiers and Two Machine Gun Foot Soldiers will greet you. When they are defeated Rocksteady will arrive and challenge you. Defeat him to save April... but... Shredder snatches her first and dives out the window.

Scene 2 -

Eight Standard Foot Soldiers will greet you. One will throw a sewer lid at you as another dives out of a window. Seven more Knife Foot Soldiers will come after you. April and Shedder will appear on the monitor in the background. Do Not be afraid to use the street post and fire hydrants to your advantage in many of the outdoor levels. Five more Standard Foot Soldiers will appear. Try not to fall into the sewer from the missing manhole. After this five Dynamite Foot Soldiers will make their first appearance. Six more Standard Foot Soldiers will appear along with a slice of pizza to heal your wounds! A girl will go by on her skateboard, if you swing at her and she screams you'll get credit for a kill. Now the side scroll allows you to move downward, how damn amazing. Enemies will jump out of windows so be warned. Three Standard Foot Soldiers lead the way. Three Boomerang Foot Soldiers will attack you, followed by three Standard Foot Soldiers. Three more Boomerang Foot Soldiers will attack and then you will be walking right again. Stand WAY down at the bottom as two soldiers will appear from the Pizza Hut signs, they are part of six Boomerang Foot Soldiers. Six more Standard Foot Soldiers will come after you. One final Standard Foot Soldier will toss another manhole cover at you before getting attacked by three final Boomerang Foot Soldiers. Bebop will then jump down onto the broken car and do battle with you.

Scene 2, Part 2 -

Two Standard Foot Soldiers will jump out of the water to attack you. They will be followed by a trio of Knife Foot Soldiers. Four Sludge Hammer Foot Soldiers will attack you after this. Four Punching Foot Soldiers will attack you after this. Then five mousers will eat through the wall. Be careful throughout this entire level, sometimes there are rockets in the water area which will fly out and attack you. Five more mousers will appear from the next wall. Six Sludge Hammer Foot Soldiers will come try to flatten you, show them who is boss. They will be followed after a while by eight Katana Foot Soldiers, some of whom may jump out of the water to get you. Five mousers will come out of a nearby wall again. Six more Punching Foot Soldiers will appear with a slamming gate, try not to get crunched by the gate while fighting them. Five Katana Foot Soldiers will follow them up and be topped off by five more mousers. Five final Knife Foot Soldiers and you will have to defeat Baxter Stockman in a crazy invention. He will drop mousers around so be careful of them.

Scene 3 -

Hey look, it is snowing all over New York City! Someone must be using a weather control device. Dodge the falling ice blocks, it should be rather easy as their shadows appear well before they do. You'll be greeted by nine Standard Foot Soldiers. Get up to the top of the screen to dodge the snowplow, if it catches you off guard you can get hit twice in a row! Three Snowmen will attack you. They are rather challenging, make sure not to fall into the nearby sewers too. Seven Snowball Throwing Foot Soldiers should amuse you. Again, be careful of the sewers. Nine more Standard Foot Soldiers will attack around some more wonderful sewers. Get up high as you walk again to avoid another passing snowplow. Nine Snowball Throwing Foot Soldiers will follow up the plow. Four more Snowmen will attack you, when you're done with them it is time to play dodge the ice balls again. Ten Standard Foot Soldiers will follow up the storm. Time for the boss, I THINK he is named Tora. When he is defeated you will destroy the weather control device and move on to the second part of this scene.

Scene 3, Part 2 -

It is time to save April from the evil Baxter Stockman who is now a fly. You will be in a parking lot area for this entire level. Six Punching Foot Soldiers will greet you. Make use of the cones which are nearby. Six Katana Foot Soldiers will follow them up, you can blow up a barrel by hitting it and waiting a few moments, but get out of the way! Nine more Punching Foot Soldiers will attempt to slow you down, cream one of them with the speed limit sign while you're taking care of them. Eight Knife Throwing Foot Soldiers will follow them up. Finally, eight Standard Foot Soldiers to tussle with. See the Blue Car? Be careful, it's going to try and run you down. When it is out of the way you'll encounter some Machine Gun Foot Soldiers. You'll have to fight six of them before running into five more Punching Soldiers. Ah, another color car, this time red. Look out! Six more Machine Gun Foot Soldiers. Seven Standard Foot Soldiers will follow them up jumping out of the trucks. Three more Standard Foot Soldiers will pop out a few trucks later along with Five Star Throwing Foot Soldiers. After that you will see a Pizza. As you walk to it the elevator will open revealing April and Baxter Stockman. Use the pizza when you need it. When you win you'll save April!

Scene 4 -

This level takes place on the open road. You'll start out with seven Knife Foot Soldiers. After them are some new friends, Spear Throwing Foot Soldiers.

There are eight of these. Then get up the top as a car will rocket by you. Eight Sludge Hammer Foot Soldiers will try to ground you into the pavement now. Defeat them and you'll have three annoying Roadkill Rodney 痴 to mess with. The next six enemies are Dynamite Foot Soldiers, they're just exploding happy to see you. Nine more Spear Throwing Foot Soldiers will follow them up. Another car will whiz by you, so get up high again. Now some Bomb Dropping Foot Soldiers will try to get you, there are five of them. Some Foot Soldiers on Motorcycles will strut their stuff trying to hit you, just knock them off. There are six of these guys, the last two on the top and bottom of the screen as a car breezes along the middle. Nine Standard Foot Soldiers will make their first appearance in this level. Seven more Sludge Hammer Foot Soldiers after them. Eight Knife Foot Soldiers and finally thirteen Standard foot Soldiers will attack you, three of them able to throw tires at you. You can knock the tires back at them with an AB swing.

Scene 4, Part 2 -

Perhaps the best level in the game, it is a shame it is so short. You will be cruising down the highway on a jet propelled skateboard. All the enemies are either on them too or flying in machines. You'll have to face off with two Helicopters one at a time to begin with. Five Machine Gun Foot Soldiers will then try to bust some holes in your flesh. Six Boomerang Foot Soldiers will toss their toys at you before you come to the final two Helicopters. After this your character will get into the turtle van. Alas, it crashes!

Scene 5 -

Splinter is carried off by some mousers. It would seem it is time to save him too. Five Mousers will eat up through the earth, punish them. Seven Standard Foot Soldiers will follow them. Five more Mousers will come up after this. Now onto Nine Knife Foot Soldiers. After them are seven Machine Gun Foot Soldiers. For the next several groups there are ground lasers to avoid or you could simply jump onto the short roof. Nine Standard Foot Soldiers after that. Eight Spear Throwing Foot Soldiers after them. After that nine Cyclops Robots will drop down. You can't hit them until their legs start to show. Five Standard Foot Soldiers back them up, followed by another six. After that a machine will come up and release eight flying bugs which in two waves of four. Nine Boomerang Foot Soldiers are next followed by Ten Standard Foot Soldiers. Make use of the barrel if you can. Finally you'll reach two Auto Cannons, though only one faces you. Walk right and you'll see a pizza, if you have lots of life left, just leave it. Splinter is tied up on the wall. As you approach him the Rock Soldier Kraag, I think that's his name. Beat him and you will be able to save Splinter!

Scene 6 -

This level takes place in a dojo and is probably the hardest of all of the levels. You'll start out with nine Standard Foot Soldiers. After that you'll have to fight seven Jumpers. Nine more Standard Foot Soldiers will follow. Seven Punching Foot Soldiers will attack you, some jumping up through the floor creating holes which you can fall in. Nine more Punching Foot Soldiers will do the same thing followed by another nine Punching Foot Soldiers. This set you can send a candle stick flying at. Just in time for nine more Punching Foot Soldiers and another candlestick. Getting sick of these guys yet? Sadly, now is the hard part. The floor will send up bamboo vines as you try to cross it, these things hurt and are not very easily avoided. When you're done you'll encounter two tigers which escape from their cages. They come one at a time

and run back and forth on the screen and off of it. Now come four Scorpions, these things are insanely annoying, luckily they appear only two at a time. Six more jumpers followed by seven Standard Foot Soldiers who come out of the walls will attack you next. Two more waves of seven and nine Standard Foot Soldiers will come from the walls. You'll be able to see a pizza now, you're about to fight a boss, but you can eat it while you fight him. The Samurai boss is perhaps the easiest in the game. After a while his head will fly off, don't worry about it and cream his torso. It is time for the final level.

Scene 7 -

This level is an all out assault on the Technodrome. You'll get a good mix of all types of soldiers here, start with eight Boomerang Foot Soldiers. After them are two auto cannons firing forwards. Get behind them for the easy kill. Nine Katana Foot Soldiers will fight you near a laser trap, try to avoid it from tearing you up. Nine Standard Foot Soldiers will pop out of a nearby door, more accurately, three will and six more will join in. Next some pipes will come up from the ground trying to freeze you. If you keep walking and power swinging, you'll encounter about six of them. Nine Knife Foot Soldiers will hurl their blades at you after this chilling affair, followed by about a dozen little Cyclops痴. Two more auto cannons will try to hit you as well, both facing forward. A dozen Machine Gun Foot Soldiers will attack you next, followed by fifteen Katana Foot Soldiers again near a laser trap. Four more freezing pipes assuming you walk across as fast as possible will try to halt you before reaching a lift. The lift will head down, but it is no time to rest as bowling balls will fall down the lift. You'll need to avoid them. When the lift reaches the ground level you will be greeted by fourteen Machine Gun Foot Soldiers. Three Roadkill Rodney's will appear. Make short work of them and four Knife Foot Soldiers will appear before another three Roadkill Rodney's. Four Sludge Hammer Foot Soldiers will try to flatten you, when they fail you'll fight your final fifteen Foot Soldiers of the game, of the Standard variety. General Traag will bash the door at you. Try to avoid the electrical beams beyond it as they will fry you. When you defeat him you'll enter the next room and do battle with Krang in his human suit. Finally you will fight Shredder, concentrate on him, not the clone. When you have beaten him the game will be over, prepare yourself for the worst ending in NES history [I think].

vii) Frequently Asked Questions

1) Are there more enemies on multiplayer?

Yes, the amount of foot soldiers roughly doubles.

2) How do I get more lives?

Kill 200 enemies, you will get an extra life. You may also restore your current life with Pizza. In addition, if your partner has lives left and you do not, feel free to steal one by pressing the action button.

3) Codes?

When the title screen loads

B A B A Up Down B A Left Right B A [select] start for 9 lives and a stage selection screen.

Up, right, right, down, down, down, left, left, left, left, B A [select] start

