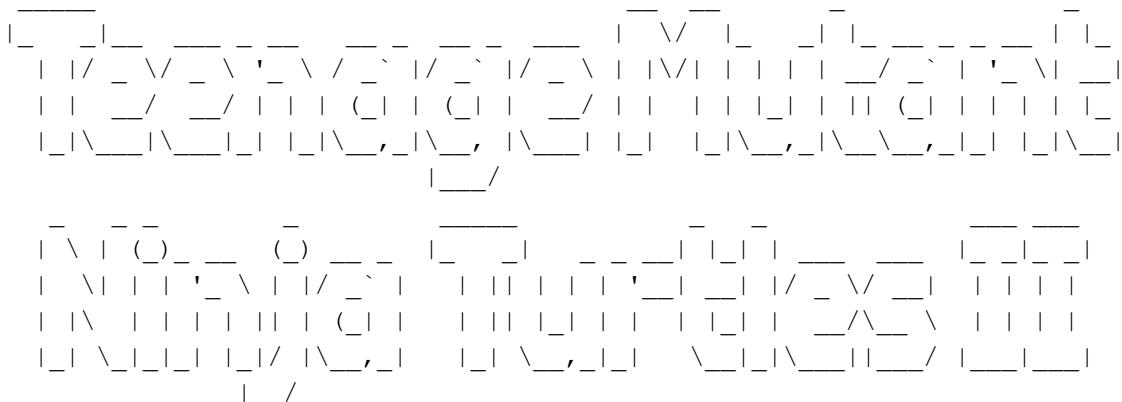


# Teenage Mutant Ninja Turtles II: The Arcade Game FAQ/Walkthrough

by PeTeRL90

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By: PeTeRL90  
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### Version History

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Version 1.0 - May 18, 2007 - Started on the guide and finished the entire walkthrough.

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## =====

### 1.) Introduction

## =====

Howdy and welcome to my guide for Teenage Mutant Ninja Turtles II: The Arcade Game. TMNT2 for the NES is one of my favorite NES games of all time. It's

also my favorite Turtles game of all time, and I thought why not write a guide for it? This walkthrough will cover all the levels in the game, but won't go into every detail, such as listing every single enemy in every stage.

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## 2.) Legal Stuff

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## 3.) Walkthrough

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Once you select 1 or 2 Players, pick your Turtle (PSSST. PSSST. DONATELLO!) and let's get started.

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### Scene 1

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You'll notice that you're inside of a burning building once you start. Head to the right and some Foot Soldiers will come on screen. You can either take them out with your weapon or jump kick them to death. These guys will either try to punch you, kick you, or grab you from behind. Once you take care of them, continue to the right to fight some Shuriken throwing Foot Soliders. You can block their Shurikens with your weapon. Once they're taken care of, continue to the right and you'll eventually reach a staircase. Black balls will come rolling down the aisle from time to time, so make sure to stay out of the middle and take care of the dagger throwing Foot Soldiers here. After they're gone, continue to the right and take out the next batch of Foot Soldiers. You'll eventually reach another staircase with more balls coming from the stairs. Take care of the dagger throwing Foot Soldiers while avoiding the middle at all costs. Once they're gone, continue on and you'll fight some

more purple Foot Soldiers that will come out of doors. Continue on to find some new Foot Soliders. These guys carry swords and if you leave them alone for too long, they'll jump into the air and try to land on you with their Katanas. Take them out and you'll eventually reach the end of the hall. Take care of the robots that come from the ground. Try to corner them if you can. Watch out for the ropes they throw out as they'll electrocute you. Once they're gone, a scream will come from the next room. Take out the gun wielding Foot Soldiers here and head a bit more to the right for your first boss fight.

-----BOSS-----

-Rocksteady is our first boss, and in the laws of gaming, the first boss is usually a cake walk, or a warm up boss. Rocksteady has three attacks he can use. He can shoot his gun, he can charge across the screen, and he can punch you if you get too close. The best way to take out Rocksteady is if you jump kick him. Once you hit him and land, quickly jump back up to avoid his punch and jump kick him again. Make sure to avoid his gun if he aims up and shoots. After you do enough damage, he'll start charging across the screen. Just keep jump kicking him and jumping up right after to avoid his charge or punch and he'll go down without too much of a hassle.

-----BOSS-----

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Scene 2

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Head to the right and take care of the Foot Soldiers that start to crowd the screen. One of them will jump from a sewer and throw the lid at you. You can hit the lid back at him by hitting it with your weapon which will take him out instantly. After they're gone, continue on and take care of the dagger throwing Foot Soldiers. Use the parking meter to hit the Foot Soldiers to one hit KO them. Continue along and you'll eventually reach some Foot Soldiers that will throw dynamite at you. These are easy to avoid, but make sure to stay away from where they land. Jump kick them. Once they're all gone, keep going and jump up onto the ledge you come across. Grab the Pizza if you need it and take care of the Foot Soldiers. Jump back down and continue on. A woman on a skateboard will come by. It may seem cruel (Turtles attacking humans... take that PETA!) but hit the woman with your weapon to get an extra point. Once you reach the end here, start moving down to get into various fights with Foot Soldiers. You'll find some yellow Foot Soldiers this time. These guys throw boomerangs that oddly look like toenail clippings. Like with the other weapons, you can block it by hitting it with your weapon. Once you reach the bottom, head to the right and two yellow Foot Soldiers will appear from behind the Pizza Hut ads. Take them out and continue on. You'll eventually reach the end of the level.

-----BOSS-----

-This time, you'll be facing Rocksteady's butt buddy, Bebop. He fights a bit more differently than Rocksteady, and is a bit tougher. Bebop's weapon has a wider radius effect than Rocksteady's gun, and Bebop is a bit smarter in the knocking you out of the air department. The key here is to wait until you get an opening. The only opening you'll get is when he shoots his weapon. Once he does, quickly jump into the air and jump kick him and back off. If he gets ready to charge, make sure to jump over him. His charge hurts and you want to avoid it at all costs. Once he starts flashing, he'll start using his charge

more often after hitting him, so stay on your toes as you jump kick him to death.

-----BOSS-----

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Scene 2-2

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Yay. We get to play the sewers now. Home field advantage: Turtles. Head to the right and take care of the Foot Soldiers. You'll fight some Foot Soldiers that use hammers. These guys are pretty easy to take out. Just wait until they swing their weapon and then attack them. Continue on and you'll notice that the wall will crumble and a small hole will appear. Mousers will start popping out of this hole. Two hits will take care of them. Make sure not to let them grab you at all. After they're gone, continue on and another Mouser hole will appear. Take out the mousers and continue on. Take care of the next batch of hammer and katana wielding Foot Soldiers. You'll eventually reach an area in which a gate will be opening and closing. Go down through the water to avoid it, but make sure to dodge the missiles as well. Once you reach the other side, jump back up and continue for some Foot Soldiers and mousers. You'll eventually reach the end.

-----BOSS-----

-Say hello to Baxter. Baxter himself doesn't actually attack you, but he does drop lots of Mousers to fight for him. This is a simple battle, really. The mousers tend to wander around for a few minutes before actually attacking you. Jump kick Baxter as he hovers around you and if the Mousers become a problem, focus on them to lessen their numbers momentarily. Baxter doesn't take a lot of effort to take down.

-----BOSS-----

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Scene 3

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I'm not sure how, but we suddenly went from the sewers to a snow field. I guess that's New York for you. As you head to the right, some ice blocks will drop down. Anything that lands on your head will damage you, so take it nice and slow. The blocks will eventually stop dropping and some Foot Soldiers will appear. Take them out and hug along the top of the wall here. A snow mobile will go by. After it's gone, continue to the right and you'll find some bouncy Snowmen that shoot missiles. Poor Frosty. Take care of the missiles and then attack the Snowmen. They'll turn into robots. Take them out. Once they're all gone, continue on to the right and you'll fight some more Foot Soldiers. These guys throw snowballs at you, so I'm not exactly sure how they hurt you, but they do. Once they're gone, continue on to the right avoiding the snow covered holes. Hug along the top to avoid the snow mobile and you'll eventually fight some more Snowmen. Take them out and continue to the right and avoid the falling ice blocks. Take care of the next batch of Foot Soldiers and you'll reach the boss.

-----BOSS-----

-I loved Tora as a kid because I thought he looked so cool. Tora fights just like Rocksteady in some ways, only he doesn't have a gun and he doesn't charge. Tora will usually try to punch you across the screen if you get too close. Start jump kicking him. Sometimes after hitting him, he'll run back and an ice block will drop down and he'll throw it at you. If this happens, quickly jump kick Tora as he's waiting for the ice block and he'll drop it. Just keep doing that and time your jump kicks and Tora will go down without too much of a hassle.

-----BOSS-----

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Scene 3-2

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Head to the right and take care of the barrage of Foot Soldiers that will come your way. As you keep going to the right, watch out as one of the cars will suddenly come out of parking and try to ram you. Take care of the gunning Foot Soldiers that appear. After they're taken care of, continue along and another car, a red one, will come out of a parking space and try to ram you. Some more gunner Foot Soldiers will come out to try to pop a cap in your Turtle ass. Take them out and continue on. What, that's it? That was a pretty short stage.

-----BOSS-----

-Oh my. Who's this good looking guy? Why it's Baxter. And he got all dolled up just for you! Baxter will start attacking you this time instead of letting Mousers do his dirty work. Thankfully, his attacks are easy to predict and they're just as easy to dodge. Baxter will start the battle off by shooting two light particles from his wings, and then he'll shoot two more. These tend to go in your direction, so avoid them and jump kick him when you get an opening. He'll keep doing this until you do enough damage. He'll get tired of the bullcrap and he'll start flying lower and he'll try to hit you with what I think is a fly swatter or a rolled up newspaper. This is just as easy to dodge because you'll see him get lower as he approaches you, so take that time to dodge and then jump kick him. If you somehow have trouble in this fight, there's a slice of Pizza for you to use if you get low on health.

-----BOSS-----

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Scene 4

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Right off the bat you have to deal with some dagger throwing Foot Soldiers. Dispose of them and continue on. You'll find some Foot Soldiers that have spears. What is this... the dark ages? If you stay too far away from them, they'll throw the spears at you, but if you get too close, they'll jab you with them. If they throw a spear at you, hit it with your weapon to knock it right back. If you can't do that, try to time your jump kicks just right. After they're gone, some hammer Foot Soldiers will appear and then some robots will come from the ground. After they're gone, some more dynamite and spear tossing Foot Soldiers will come to play with you. Hug along the top of the screen now to avoid the car that's going to drive by at the bottom. Continue on and you'll have to deal with some motorcycle riding Foot Soldier thugs. One jump kick will do the trick. Continue on, dispatching the Foot Soldiers along the

way and you'll eventually reach the end of the level.

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Scene 4-2

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This is a rather short stage and it's pretty easy. Some Foot Soldiers in cute little helicopters will appear to try to gun you down. These guys are pretty easy to take out. Jump kick them and keep jump kicking them and they won't be able to fire off a single shot. You'll deal with some more Foot Soldiers and then some more helicopters and the level will be over. Turtle Power!

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Scene 5

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Is it just me, or did Splinter look somewhat like a pig during that scene? Anywho, continue on to the right and Mousers will come out from the ground. Take care of them and continue on for some Foot Soldiers. Some more Foot Soldiers will come out, so take care of them. Continue on and some metal things will drop from the sky. Apparently, it isn't God giving your Turtles some Pizza. They'll form and start scattering over the place. They shoot out a large radius of rings, so watch out for those. It's hard to take these things out without being damaged. Continue on and a drill will come from the ground. Some little helicopters will come out and start shooting little lasers at you. Awww. How cute. Sadly, Katanas/Bo/Sai/Nunchucks beat little lasers any day. Once the first four are gone, four more will appear. Take them out and continue on. Continue on, taking care of any Foot Soldier or machine that gets in your way. You'll eventually find Splinter tied up.

-----BOSS-----

-Wow... this guy is more of an endurance test than anything. He fights almost like Rocksteady, except I have never seen him charge. The one thing that's really annoying about him is that he takes a long, long time to kill, so you better have the health and/or spare lives to withstand his barrage. Jump kick him and then jump back to avoid his punch. Move around to avoid his gunfire and keep jump kicking him. It's basically the same strategy that you used against Rocksteady. Use the Pizza if you get low on health, too. I have a good feeling that you'll need it.

-----BOSS-----

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Scene 6

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This stage always frustrated me when I was a kid. Head to the right and take care of the Foot Soldiers that want to dance with you. Some lurchy purple type enemies will appear. These guys jump really high after being hit and they throw daggers at you while they're in the air. If you can, corner them to take them out fast. Once they're gone, continue on and take care of the Foot Soldiers that block your path. You'll eventually reach a part of the level where some spikes come from the ground. Jumping is your friend here. Carefully make your way through and you'll find two tigers behind some doors. Sadly, you need to fight them. Whenever they run onto the screen, stand in

front of them and hit them with your weapon and then they'll jump over you. Avoid jump kicking at all costs since it won't work. Just keep standing in front of it and attack. It'll breath fire, but it rarely does, so keep attacking. Repeat the same process with the second tiger. Continue on and some scorpions will appear. These guys are a pain because they can both dodge, counter, and have a crapload of health to top it off. Try to seperate the two and corner one and take it out fast. Do this with the other ones that appear and then continue along, taking out the lurchy enemies. You'll reach the boss eventually.

-----BOSS-----

-This guy can be a bit of a pain. Once the battle starts, avoid his weapon and start jump kicking him. Once you hit him, back off to avoid his weapon. After a few hits, his head will start flying around the room, meaning this is a 2 on 1 fight now. Pfft. Cheater. Either way, as long as you keep jump kicking him and backing off after hitting him, you should be able to take him out without too much of a hassle. If you get low on health, grab the Pizza.

-----BOSS-----

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Scene 7

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Well, this is the last level of the game, meaning it's quite a doozy. Head off to the right and take care of the barrage of Foot Soldiers that come your way. Watch out for the moving turrets here. Quickly jump behind them and take them out. Continue along and take care of the next barrage of Foot Soldiers. After they're gone, keep going. You may notice some objects that come out of the ground that freeze you. These things will blow up in one hit if you jump kick them or hit them with your weapon. Either way, continue along and take out the Foot Soldiers. Some little scurrying robots will drop from above, so take them out. Continue along, taking out any Foot Soldiers in your way. You'll eventually reach an elevator. As it goes down, those black balls from the first level will make another appearance. Avoid these and you'll reach the bottom soon enough. Take care of the Foot Soldiers and continue on. You'll eventually reach the end of the area. STAY AWAY FROM THE RED DOOR.

-----BOSS-----

-I told you to stay away from the red door because the boss bursts through it which makes it fly across the room, and I'm sure being hit by a flying door is no fun at all. This guy uses the same strategy as Rocksteady as well, but has a lot of vitality, so jump kick and back off after hitting him. You may notice that after he shoots off a missile, he needs to cock his gun before shooting off another one. Use this as your key to jump kick him and then back off. If you do that, he shouldn't be too much of a threat. He just takes a long time.

-----BOSS-----

After the fight, you'll go through the door to find a hippie rainbow colored screen, and one of our old buddies.

-----BOSS-----

-Hello, Krang. Krang is pretty tough considering that he knows when to kick you off of him. If you jump kick him, chances are that you won't be able to get out of the way in time. If you sit around for too long, he'll shoot lasers at you as well, so you can't just sit there and wait for an opening. He'll sometimes blast his arm at you as well, but you can easily see this coming which makes it easily avoidable. Once you're able to get close, swing with your weapon and avoid jump kicking. There's no doubt he'll be kicking (no pun intended) you around a lot, so just bear with it.

-----BOSS-----

DUN DUN DUNNNNNNNN.

-----BOSS-----

-Looks like it's finally time for a one on one showdown with Shredder. Wait, what? It's not one on one? Well that's cheap. Shredder will split into two. You can damage both, but destroying the fake Shredder will only lead him to make another copy. If the mask falls off of Shredder's face after only a few hits, then he's the fake one. Shredder is nasty. He's pretty good at pincering you with his clone, and he'll counter from time to time. The one attack you'll want to watch out for is when Shredder lets loose with an attack that looks like blue lightning bolts are coming from his hand. If you get caught in this, it'll turn you into a baby turtle, instantly killing you. Pay attention to when he backs up since that's when he's going to use it. Just keep attacking the real Shredder. After you do enough damage to him, his mask will fall off and he won't make any more clones of himself. From here on out, it's an endurance fight. Jump kick, attack, do whatever it takes to put Shredder out of his misery.

-----BOSS-----

Congratulations! You've beaten Teenage Mutant Ninja Turtles II: The Arcade Game. I hope you enjoyed it.

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4.) Credits/Thanks

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GameFAQs and the other hosting sites: For hosting this guide.

Konami/Ultra: For his wonderful game and for giving me great childhood memories for the most part.

GameFAQs Contributor Boards: You guys are some great friends and you've kept me writing these past few years. You guys know who you are.

[http://www.rootsecure.net/?p=ascii\\_generator](http://www.rootsecure.net/?p=ascii_generator): For the ASCII.

And a huge thanks to you, the readers. Without you guys, I wouldn't be making these guides in the first place.

