

# Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES

MAGAZINE™

Special TMNT  
Pull-out Section!

TEENAGE MUTANT NINJA  
**TURTLES**  
TOURNAMENT  
FIGHTERS

**The Turtles are Back!**  
**Bigger and Badder Than Ever**

**Check out the Moves**  
**for Konami's TMNT: Tournament Fighters**

All TMNT art © Mirage Studios.

NES

TEENAGE MUTANT NINJA

# TURTLES TOURNAMENT FIGHTERS

Konami Brings Tournament-style Fighting to the 8-Bit

- **Style:** 1 to 4-Player Tournament-style fighting
- **Special Features:** Story, Versus, vs. CPU & Tournament modes  
7 characters with unique special moves  
Adjustable difficulty, speed & time limit
- **Created by:** Konami
- **Available:** Now on NES

▶ THE BOTTOM LINE **7**



In the dark sewers the Turtles receive a challenge from old "Shred-head."



Up to 4 can play in a battle to the finish.



Pick up the Fireball and throw it by pressing Down, Down Towards, Towards, plus the B Button.



Make sure you're the first to get the fireball and gain the upper-hand.



In vs. Battle you can choose your location in the city.

It's a steamy afternoon in the big city, and the boys are putting in a few hours of Martial Arts practice before dinner. An explosion on the river sends our super-heroes racing toward the street, which is littered with hundreds of tiny bits of paper. This prank is the handiwork of Shredder, and the bits of paper are imprinted with a challenge:

"I offer you Turtles a challenge. Let us meet in the streets of Manhattan and see which of us is the most powerful. Of course, you really don't stand a chance. —Shredder"

Man, the work of being a teenage terrapin ninja master is never done, but how can the boys pass up this challenge without looking yellow? The

first order of business is to compete against one another to see who will put up the best fight against Shredder.

TMNT: Tournament Fighters pits turtle against turtle, or good against evil in the traditional fighter style. There are four modes of play: Story, vs. Player, vs. CPU, and a Tournament mode that lets up to four players compete, two at a time. You can pick your fighter from any of the four Turtles, Mirage comic book characters Casey Jones and Hot Head, or be Shredder himself. Work through each of your fellow competitors and all of the bonus rounds, or just go one-on-one to see who's the toughest turtle on the block.



**RAPHAEL**  
Turtle Drill:  
Down-Away, Toward + B



**CASEY JONES**  
Spiral Attack:  
Toward, Down, Away + B



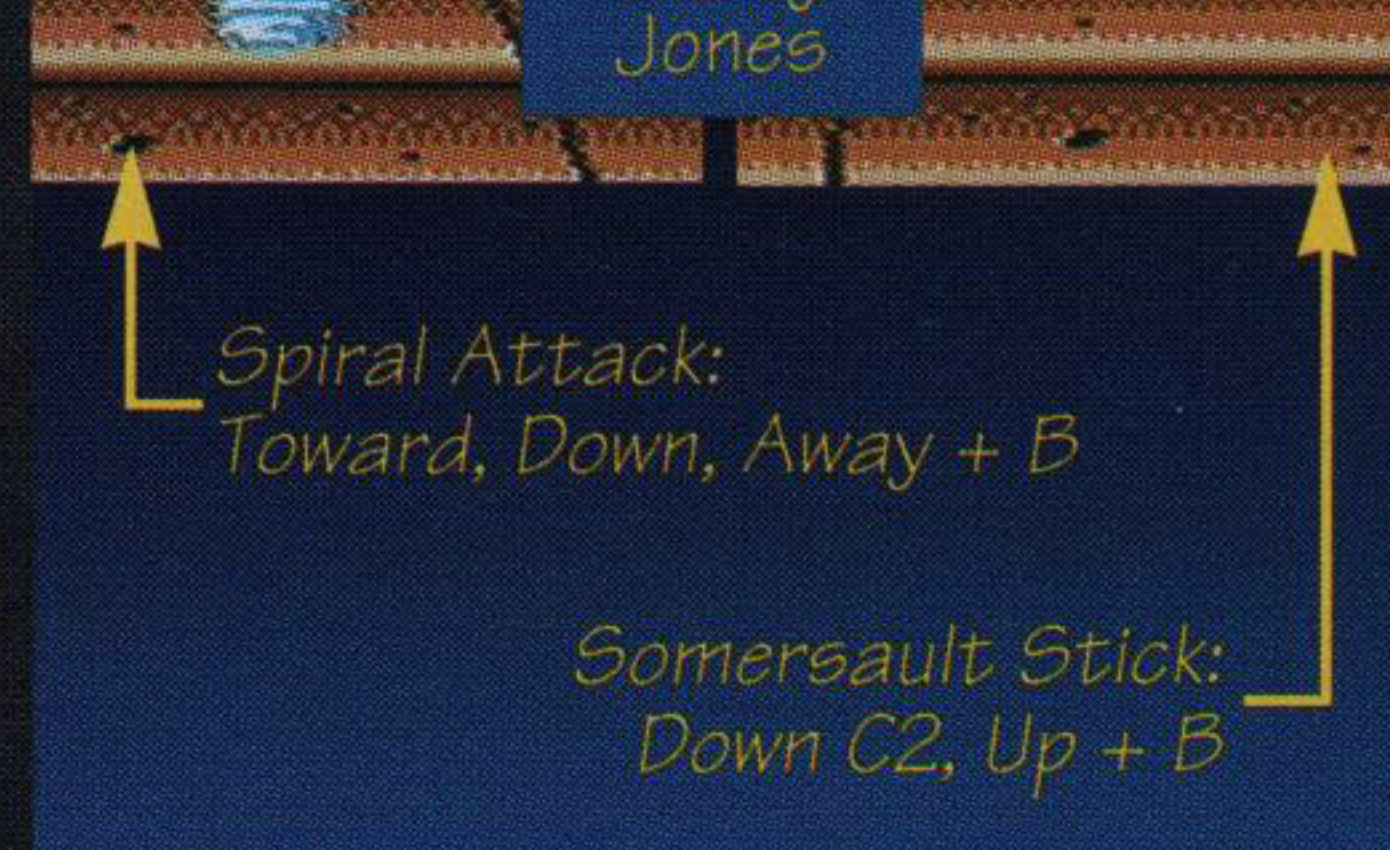
**HOT HEAD**  
Fire Breath:  
Down, Down-Toward, Toward + A



**MICHAELANGELO**  
Kangaroo Kick: Down-Away,  
Toward + A(low) or B(High)



**DONATELLO**  
Heel Drop:  
Down, Up + A



Somersault Stick:  
Down C2, Up + B



**SHREDDER**  
Explosion Punch: Push B Button Repeatedly  
Burst Attack: Toward, Down-Toward, Down + B



**LEONARDO**  
Tornado Spinning Kick: Down,  
Down-Toward, Toward + A

**ROSS, THE REBEL GAMER**

**Concept:** 8 "Tournament Fighters is destined for greatness. The Turtles show a different side to 8-bit gamers, and a tournament-style fighting game for NES is always welcome. The graphics can hold their own with some of the greatest games; even the animation of the characters is great. As far as fighting games go, Tournament Fighters is fairly simple to play, which makes it good for less experienced players."

**OVERALL:**  
**6.75**

**RICK, THE VIDEO RANGER**

**Concept:** 7.5 "Finally! a head-to-head fighting game for NES. I applaud Konami for taking on this task. The graphics and sound are good by NES standards. The characters are large and well-detailed. The animation is okay, a little choppy, and there's some screen flicker. The handling is a bit stiff and I had trouble getting the characters to do what I wanted. Konami did their best with the limitations, but this game came up a little short. If you have \$50 to spend on a NES game, spend a little more and buy a 16-bit."

**OVERALL:**  
**7**

**PAUL, THE PRO PLAYER**

**Concept:** 6 "Okay, you're not gonna' get the speed or numerous special moves of the 16-bit versions, but you take what you can get. Karate Champ is the only NES head-to-head fighter I recall (there may be more, but not many). Konami still supports the "old horse", which is nice to see, and they continually produce some of the best 8-bit carts. Tournament Fighters has the speed and graphics of a top-rate NES game, but I could do without the generic, Intellivision-like crowd noises."

**OVERALL:**  
**7**

SNES

TEENAGE MUTANT NINJA

# TURTLES

## TOURNAMENT FIGHTERS

Lean, Mean, eh...  
Green Fightin' Machines

- **Cart Size:** 16 Megs, 10 characters & stages
- **Style:** 1 or 2-Player Tournament fighting
- **Special Features:** 8 skill levels, 3 play speeds & limited continues

- **Modes:** 4 modes: Tournament, vs., Story & Watch
- **Created by:** Konami
- **Available:** Now on Super Nintendo

▶ **THE BOTTOM LINE** 8.5



The Rat King makes an appearance to defend his title.



Of course any respectable fighting game has a mirror match.



Your old pal April O'Neil hosts the show.

The four fighting amphibians are back, but this is not just another Turtles adventure. This time the fab foursome have jumped feet first into a Tournament Fighter competition sponsored by April's station, Channel Six. The turtles are eager to strut their stuff and prove their prowess, but the tournament may just have to wait, thanks to a challenging ransom note from the latest in the line of enemies, Karai.

Tournament Fighters pits the boys against a whole new line of characters from their popular comic book series. Combatants include such baddies as War, Wingnut, Aska, Armaggon, Chrome Dome and Cyber-Shredder. And hey, new characters means a slew of unique, special moves for each.

Players may select from three modes of play: Tournament, Versus and Story, and there's even a special Watch mode that lets you check out the competition. In the Tournament mode, players pick any character and go for the best two-out-of-three in a match for the prize money. The Versus mode is also a two-out-of-three battle, but this one is for two players.

Finally, the Story mode lets you pick turtle champion and go head-to-head against all the other characters, and even your fellow turtles, in an attempt to rescue April and Splinter from the mysterious Karai. Any way you play it, Tournament Fighters gives the Turtles a new look and attitude that can't be beat.



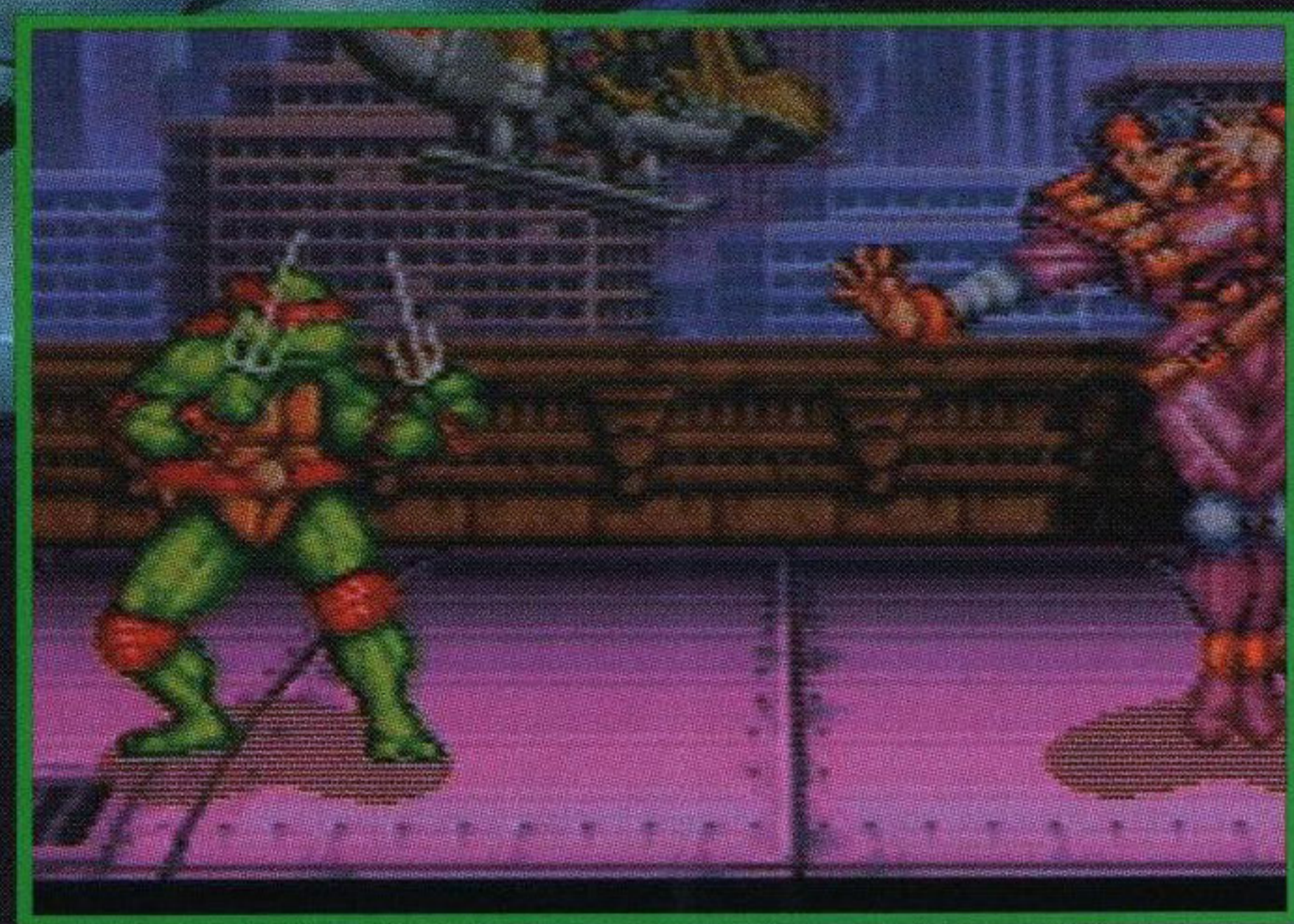
Bonus Round!



KARAI



RAT KING



Can you defeat her?

### ANDY, THE GAME HOMBRE

**Concept:** 8 "Tournament Fighters is a solid fighter cart. Though none of the moves are new, the game itself is rather inventive. The special meter attack is cool. The only real problem is the lack of using the last two buttons, hence a couple more moves. Otherwise, the game is done extremely well. The graphics and animation are smooth, with colorful backgrounds. I also love that the cartoon Turtles are gone and the Eastman & Laird turtles are back. Konami has made the best run yet at SF2 Turbo."

**OVERALL:**  
**8.75**

### RICK, THE VIDEO RANGER

**Concept:** 7.5 "As a major fan of the Turtles, I looked forward to this game. As SF2 wanna-be's go, I'm generally impressed. Konami assembled a nice variety of fighters with very unique abilities. Graphically, I found innovations in the stages; watch the background characters for some humorous moments. The character movement is well-animated. Performing specialty moves is the same old thing; I look forward to a game that adds something here, but Tournament Fighters isn't it. Tournament Fighters is a good SF2 clone."

**OVERALL:**  
**8**

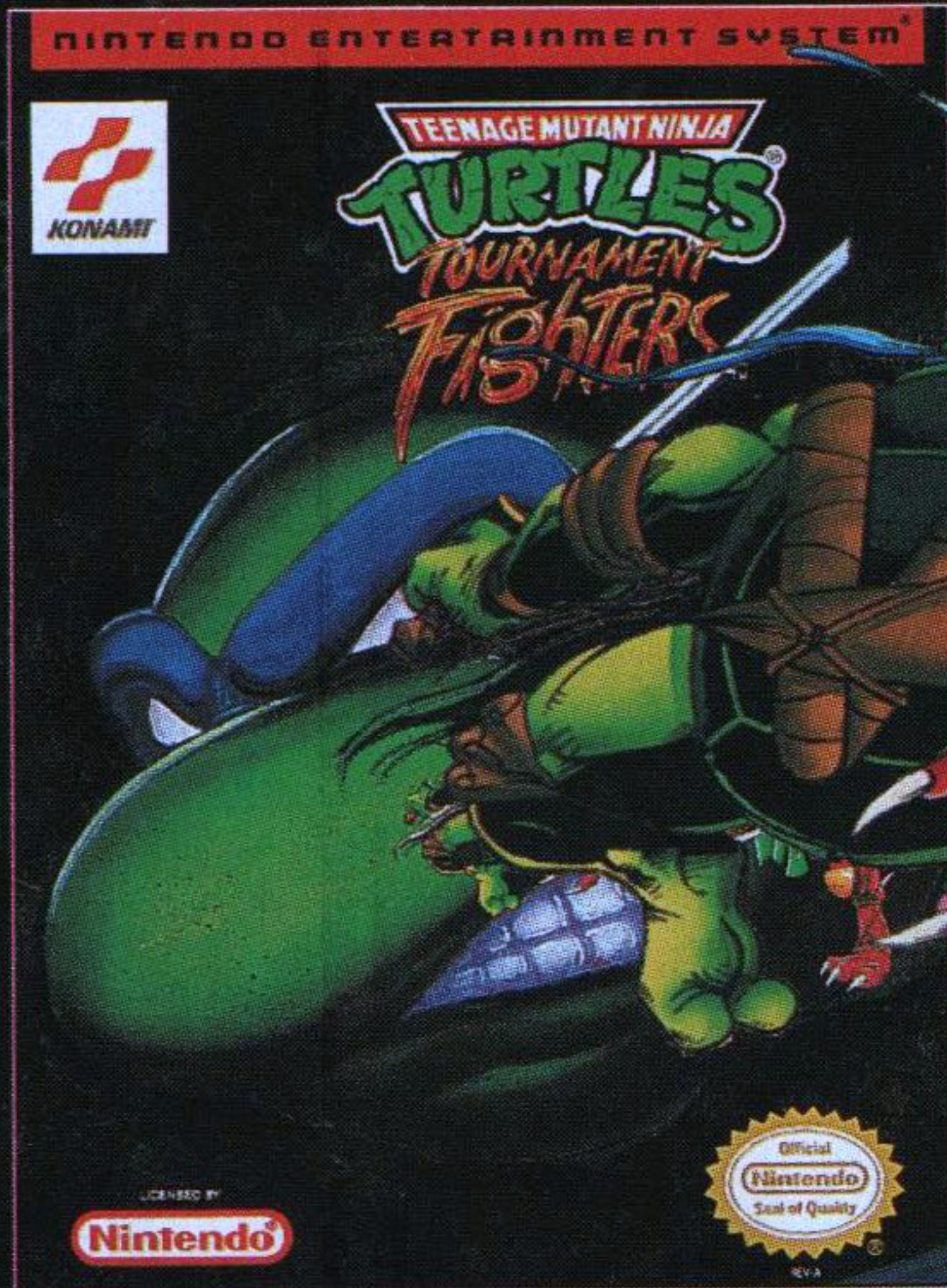
### PAUL, THE PRO PLAYER

**Concept:** 7 "I'm not sure the world needs another head-to-head fighter, but Konami couldn't be left out. And when you got rights to the Turtles, there's a good chance you'll sell some copies. The look is impressive; I've never seen the Turtles so big. The voice samples are great; they give the boys a tougher edge. The combos are pretty basic and it only takes four buttons to execute them, but the play is very competitive. Tournament Fighters is perfect for anyone having trouble mastering SF2, or any Turtles fan. It should be a winner for Konami."

**OVERALL:**  
**8.5**



GO AHEAD,  
PICK A FIGHT!



But be prepared, because Tournament Fighters for Super NES,<sup>®</sup> Sega Genesis and NES<sup>®</sup> puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage

street hardened warrior drooling with anticipation.

**One game, three unique versions!**

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans



there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack

Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

**Hit the streets and pound more than pavement!**

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!



# TEENAGE MUTANT NINJA TURTLES<sup>®</sup> TOURNAMENT FIGHTERS<sup>™</sup>



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SNES

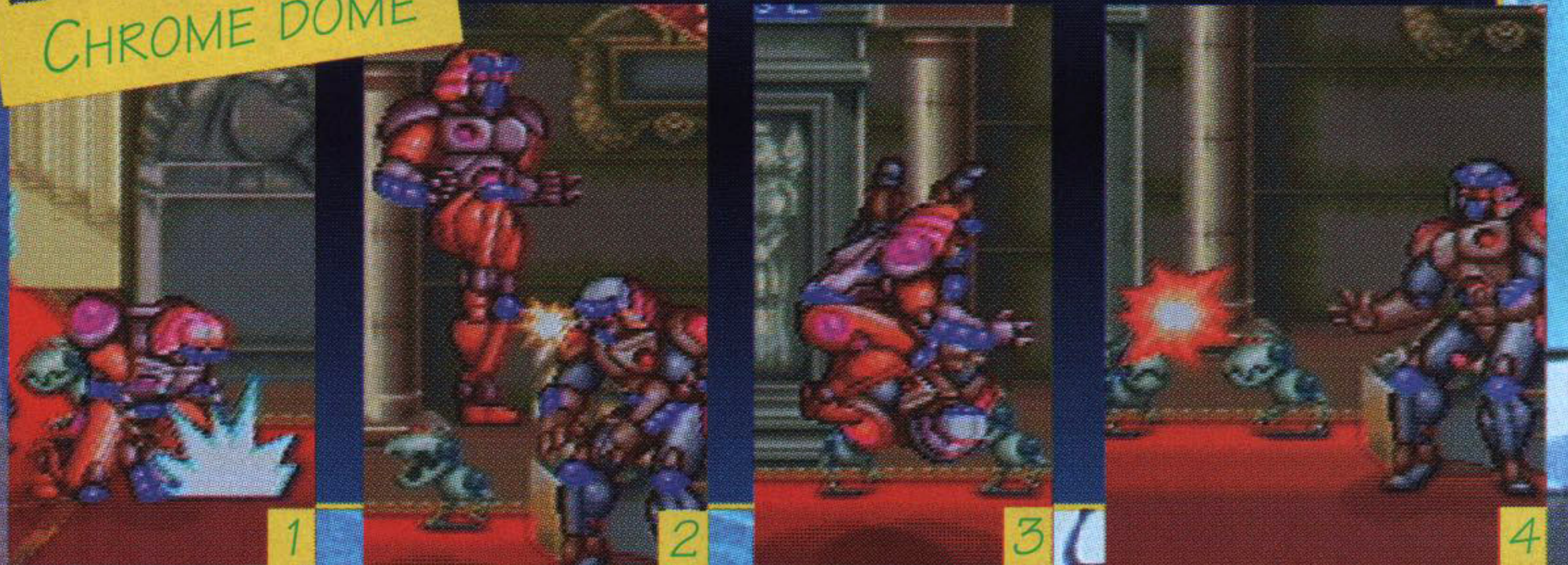
TEENAGE MUTANT NINJA

# TURTLES TOURNAMENT FIGHTERS



CHROME DOME

- 1) Chrome Spark: Down, Down-Toward, Toward + X(Y)
- 2) Head Stomp: Down + B while in the air
- 3) Electric Pile Driver: Down, UP + Y & B Simultaneously
- 4) Ultimate-Attack Move: Chrome Bomb: Charge Meter X + A



1

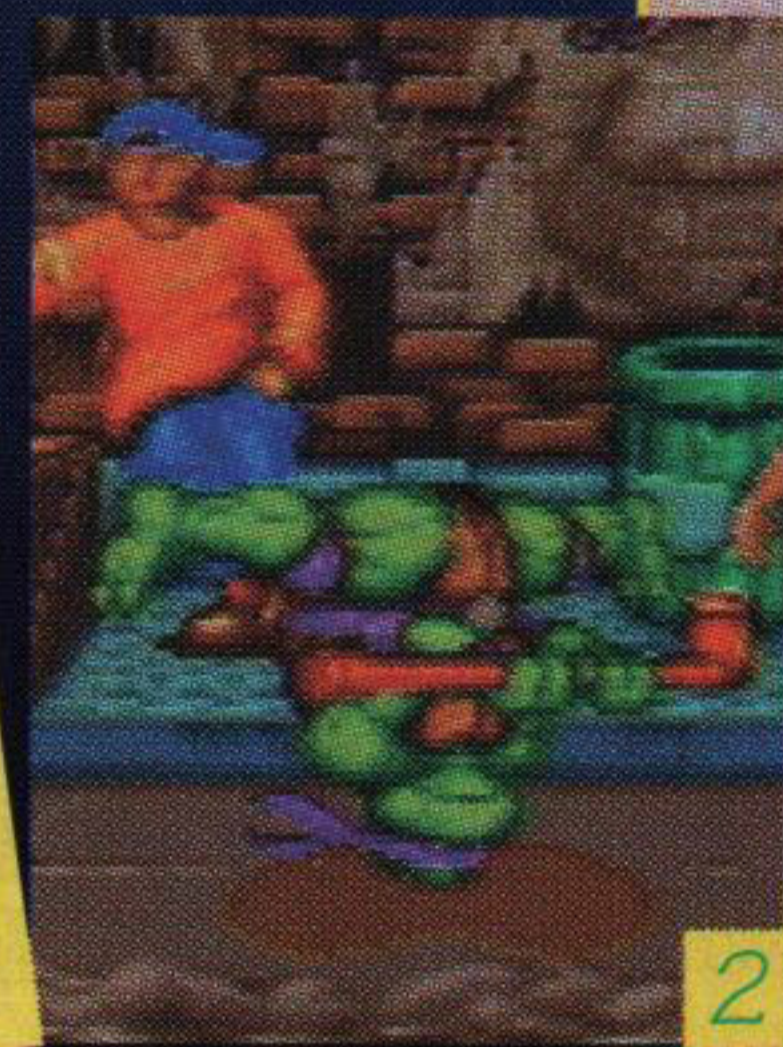
- 1) Turning Uppercut: Away C2, Toward + X(Y)
- 2) Death from above: Down, Up + A(B)
- 3) Ultimate-Attack Move: War Dynamic: Charge Meter X + A
- 4) Roll: Toward + X



WAR



DON



2



3



4

- 1) Ground claw: Down, Down-Towards, Towards and any Punch Button
- 2) Headspin attack: Down, Down-Away, Away and any Kick Button
- 3) Bo thrust: Rapidly press any Punch Button
- 4) Fire Dragon: X + A (when Ultimate-Attack gauge is full)

- 1) Aqua Shock: Away C2, Toward + X(Y)
- 2) Fin Slicer: Down C2, Up + A(B)
- 3) Ultimate-Attack Move: Tsunami: Charge Meter X + A



ARMAGGON



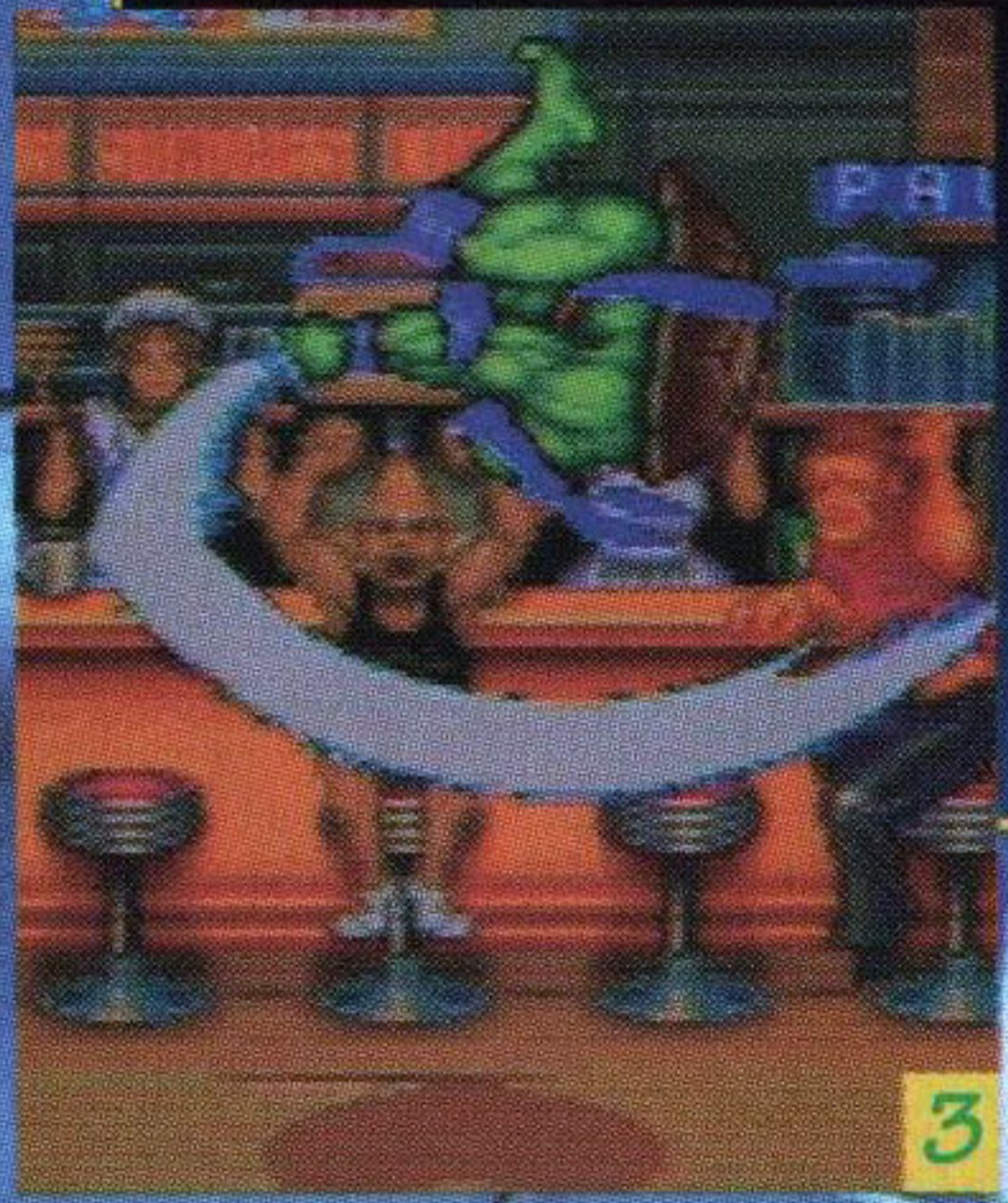
WINGNUT

- 1) Power Dive: Down + A(B) while in mid-air
- 2) Slam: Towards + X
- 3) Hover: Away, Toward + Y & B
- 4) Ultimate-Attack Move: Mad Spectre: Charge Meter X + A
- 5) Moonbuster: Down, Down-Toward, Toward + X(Y) while in mid-air

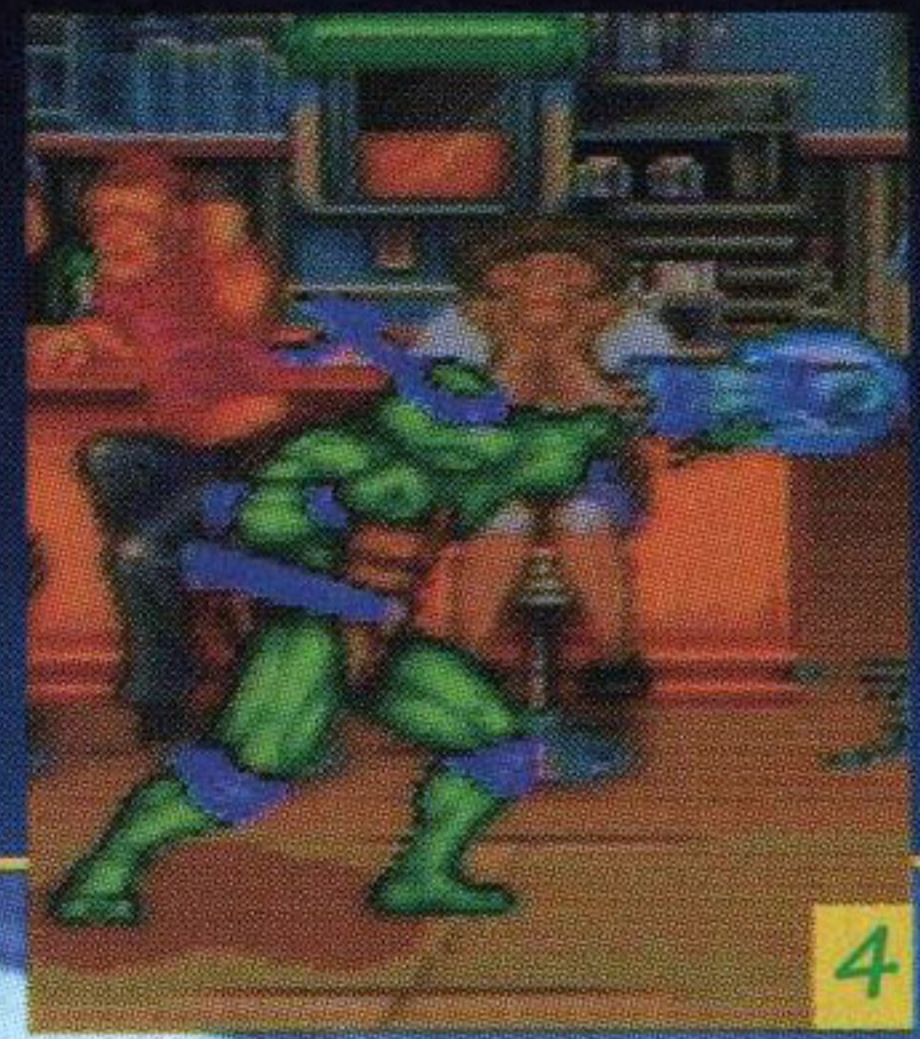




LEO

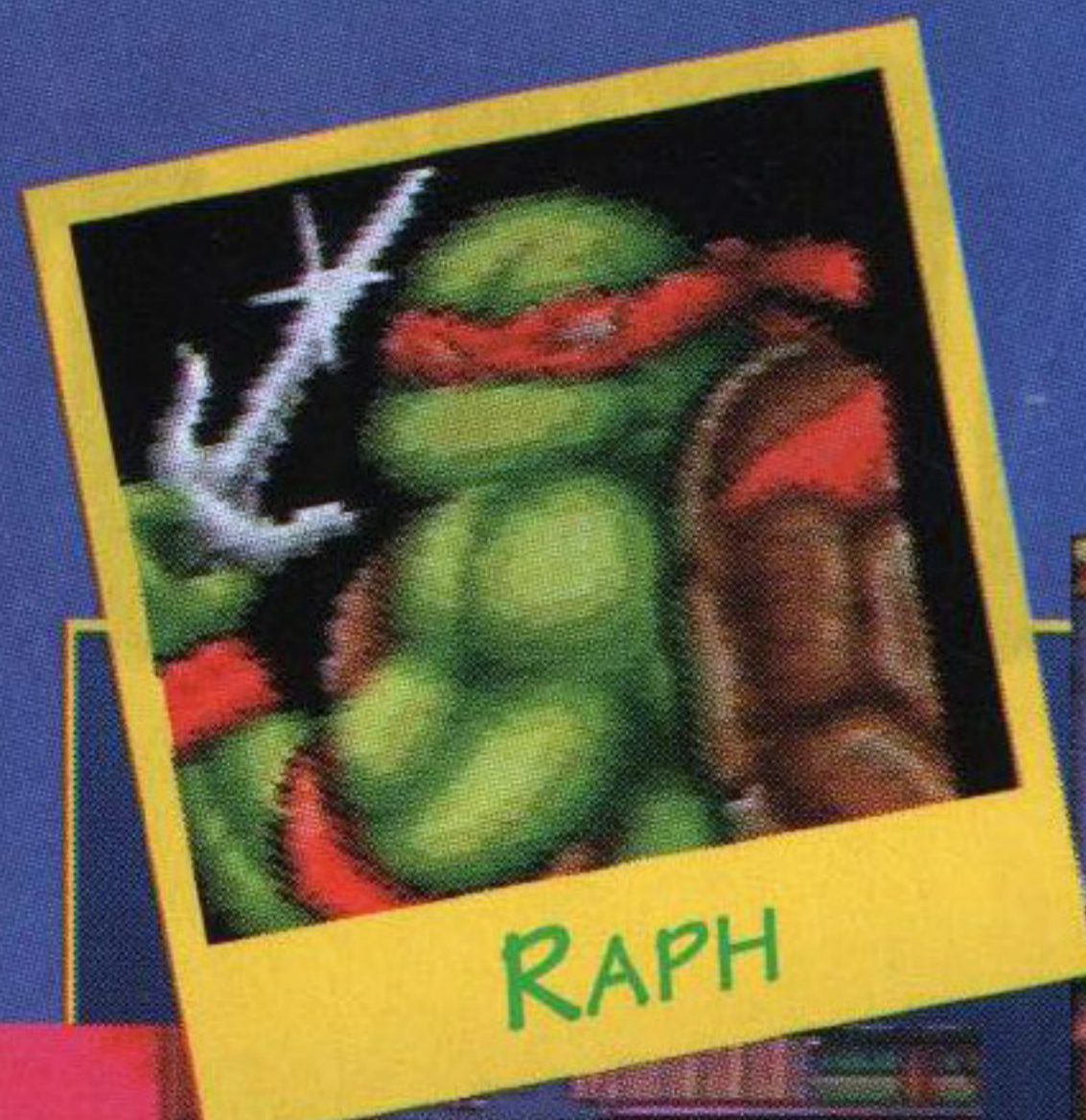


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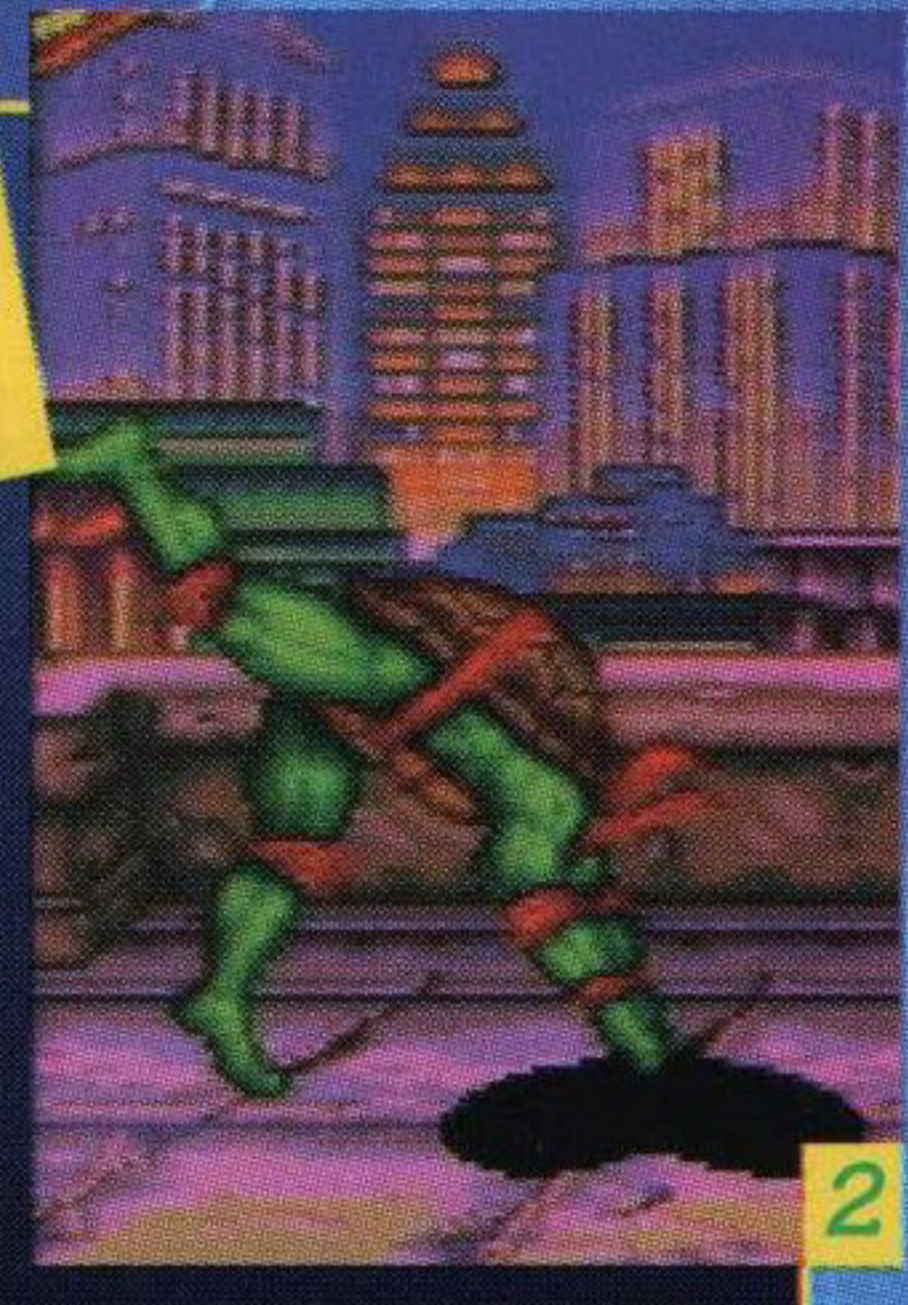
- 1) Shining cutter: Down, Down-Towards, Towards and any Punch Button
- 2) Endless screw: Down, Down-Away, Away and any Punch Button
- 3) Roto cutter: Towards, Down, Down-Towards and any Punch Button
- 4) Millennium wave: X + A (when Ultimate-Attack gauge is full)



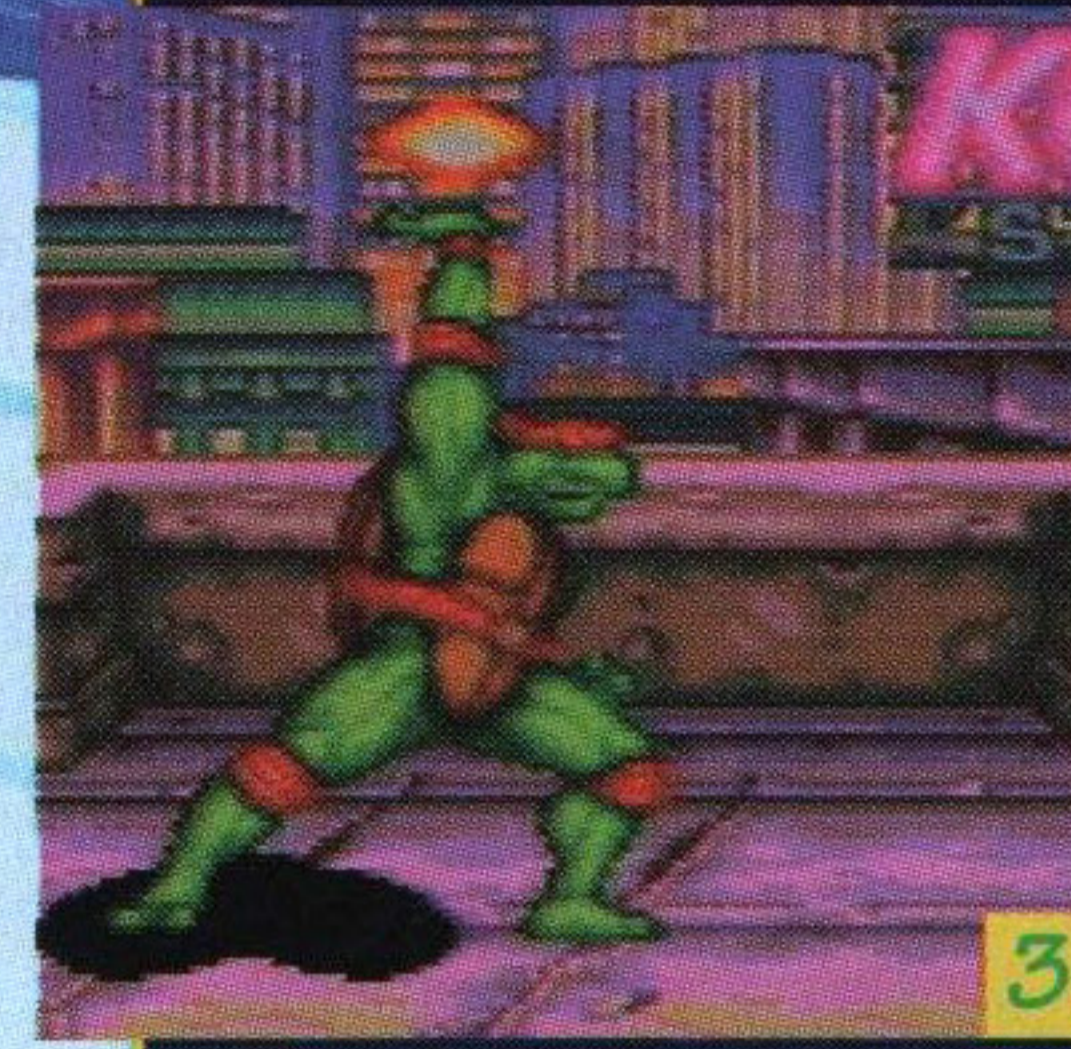
RAPH



1



2



3



4

- 1) Power drill: Charge back two seconds, then Towards and any Punch Button
- 2) Chest buster: Charge back two seconds, then Towards and any Kick Button
- 3) Jamboree: Away, Down-Away, Down, Down-Towards, Towards plus any Punch Button
- 4) Energy spray: X + A (when Ultimate-Attack gauge is full)



MIKE



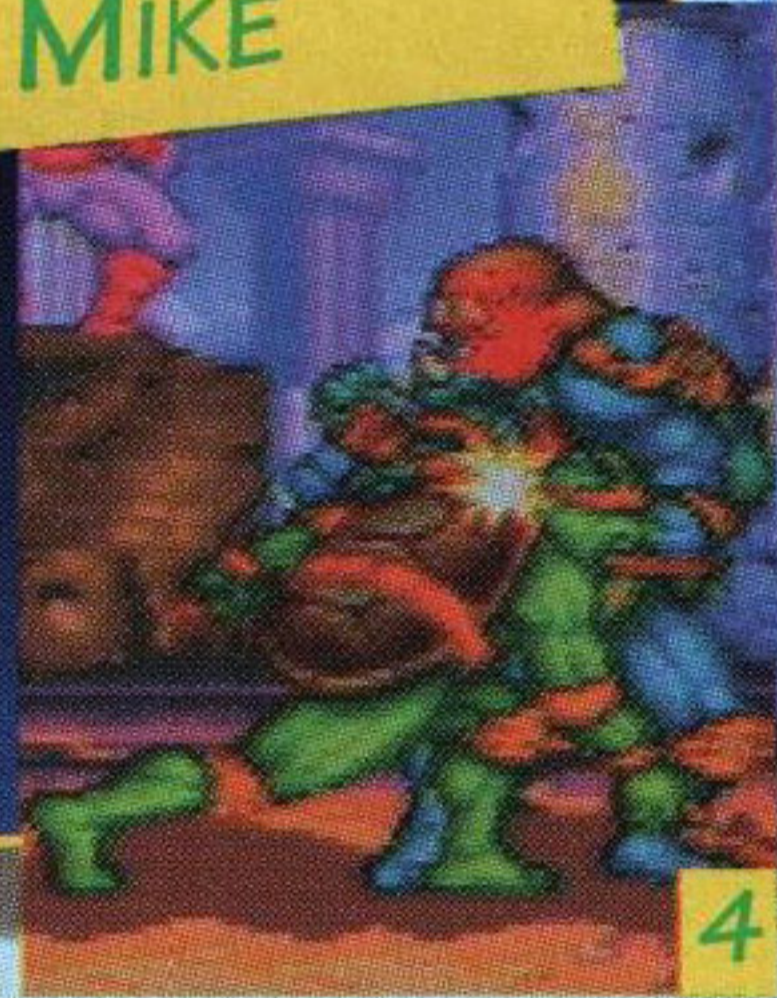
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2



3



4

- 1) Rising thunder: Charge Down for two seconds, then Up and any Punch Button
- 2) Dynamite bomber: Charge Away for two seconds, then Towards and any Punch Button
- 3) Dragon breath: Away, Down-Away, Down, Down-Towards, Towards and any Punch Button
- 4) Dance of fury: X + A (when Ultimate-Attack gauge is full)



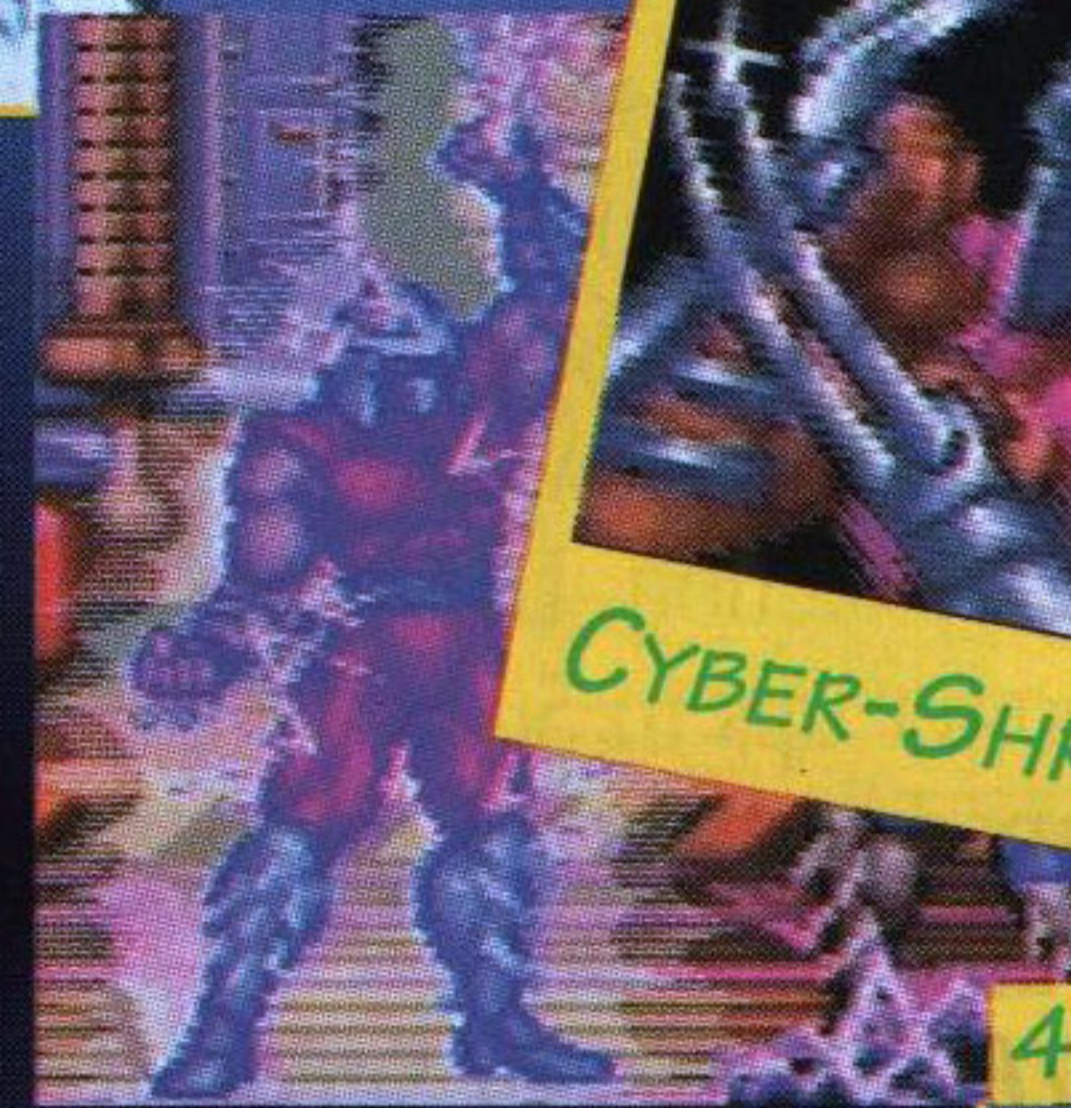
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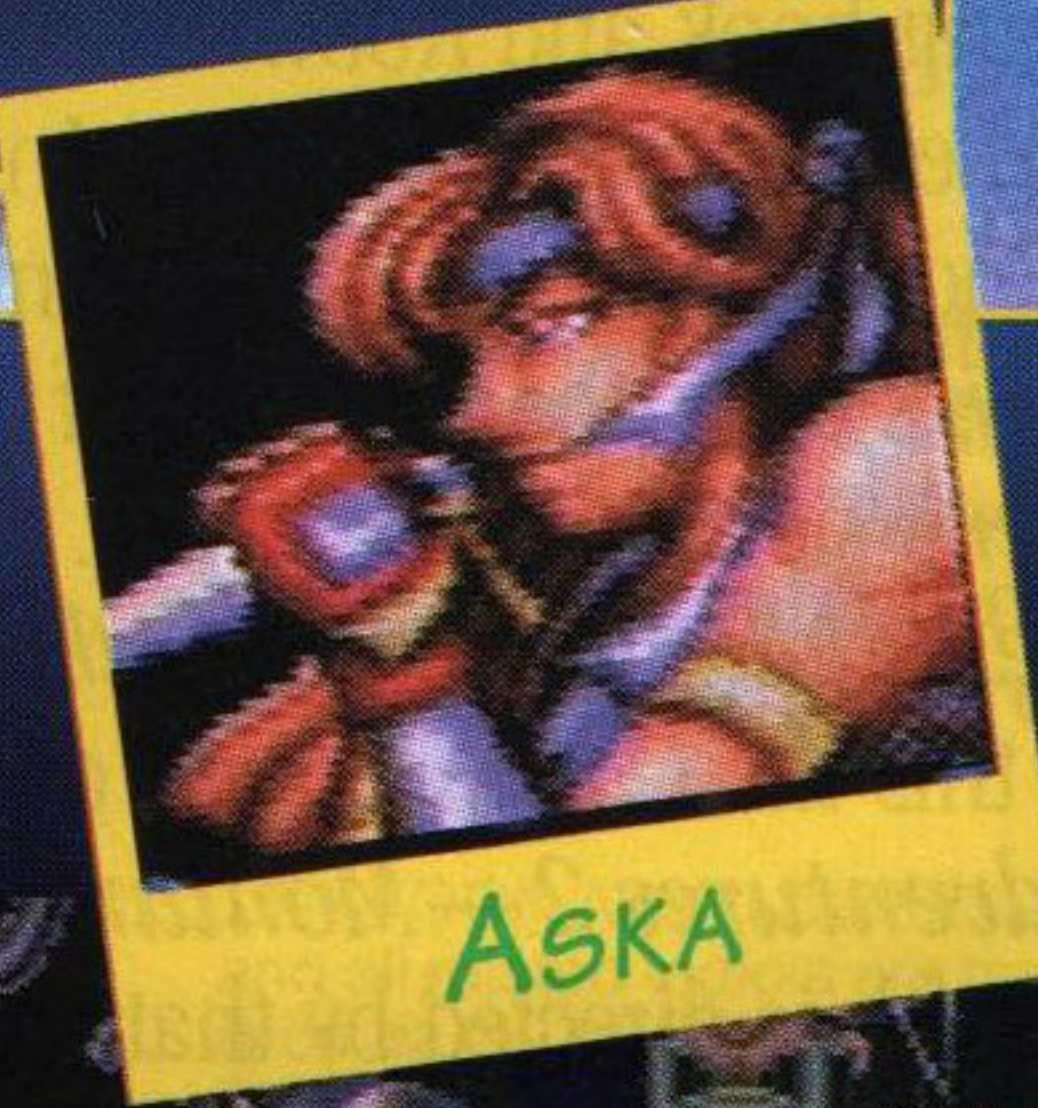
3



4

CYBER-SHREDDER

- 1) Knee Crush: Away C2, Toward + A(B)
- 2) Aura Crusher: Away C2, Toward + X(Y)
- 3) Aura Shield :Y & B Simultaneously
- 4) Ultimate-Attack Move: Lightning Crusher: Charge Meter X + A



ASKA



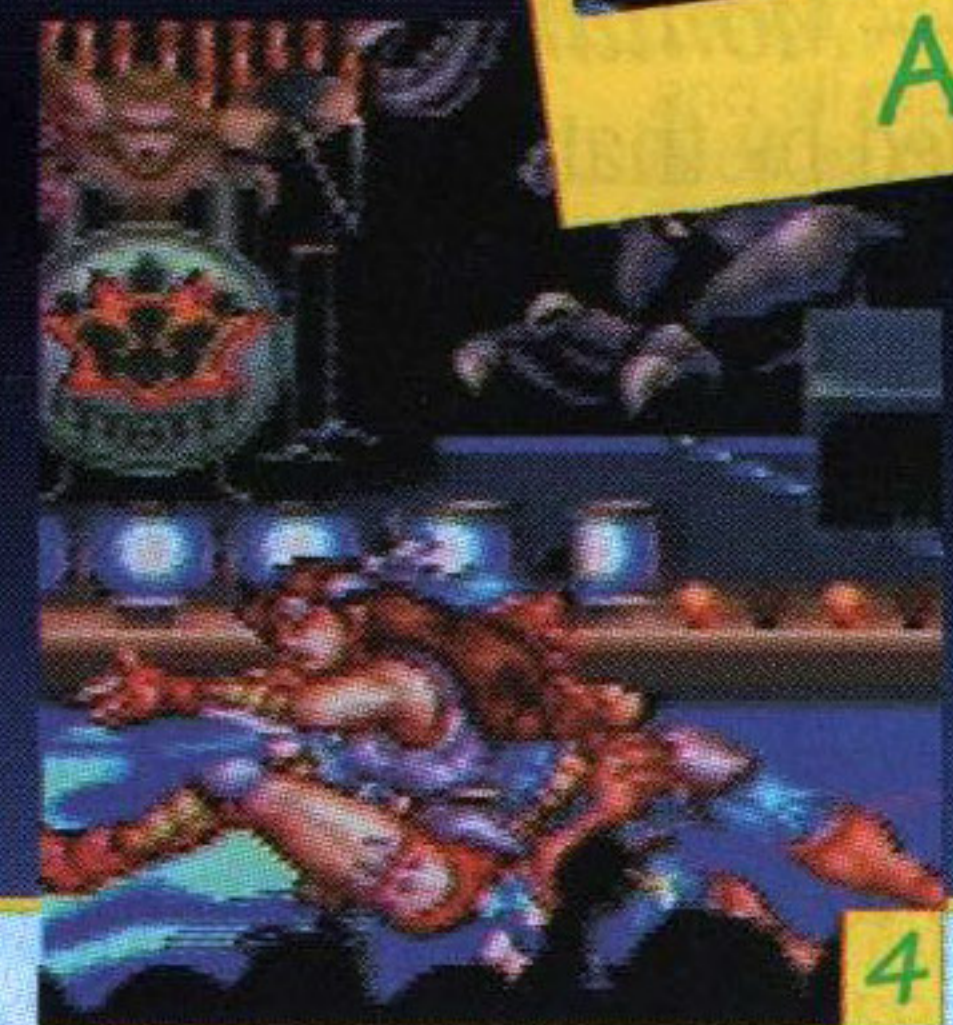
1



2



3



4



5

- 1) Spin Attack: Down, Down-Away, Away + A(B)
- 2) Spinning Uppercut: Toward, Down, Down-Toward +X(Y)
- 3) Ultimate-Attack Move: Tornado Attack: Charge Meter X + A
- 4) Slam: Toward + X
- 5) Thrust: Toward + A

# Konami just took your

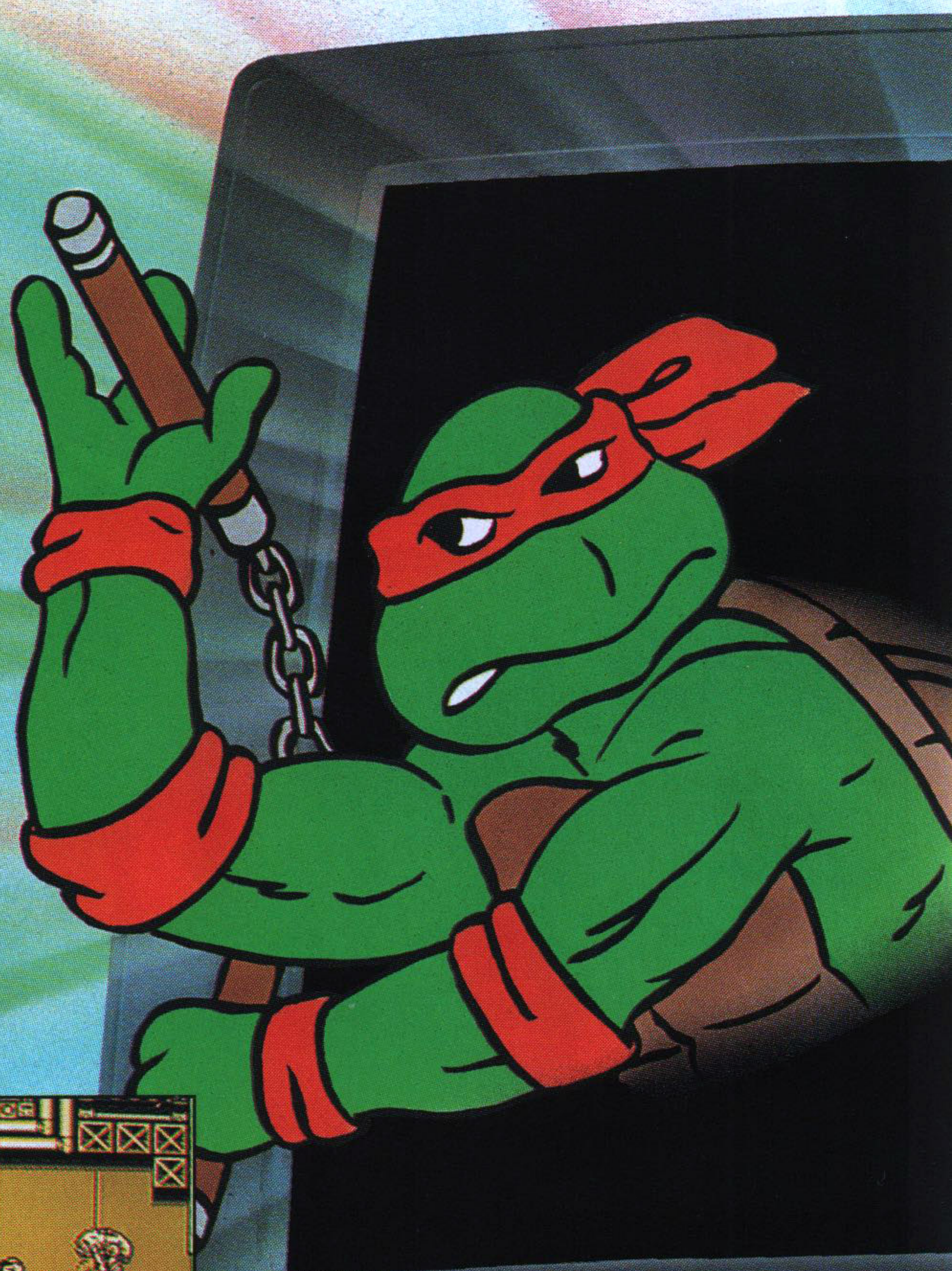
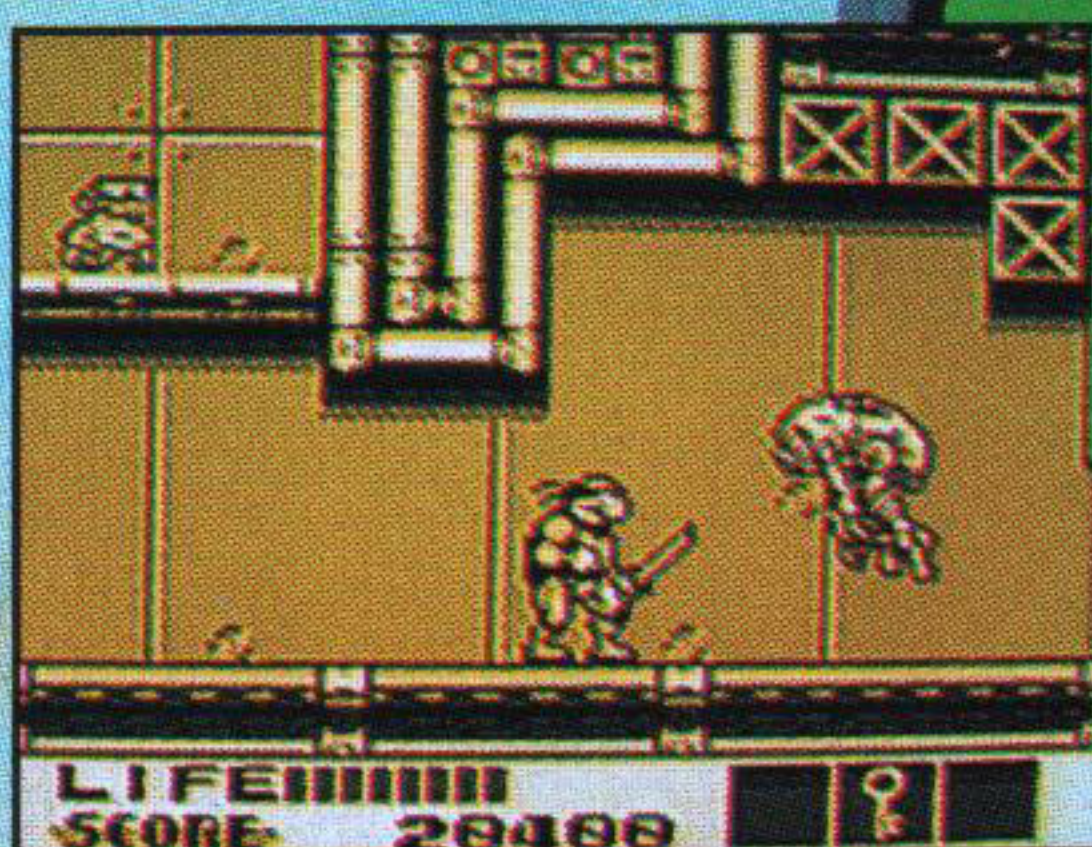
It's time for a change of scenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and *Batman: The Animated Series* to Game Boy. With no commercials!

**Teenage Mutant Ninja Turtles III — Radical Rescue™** pits the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

**Batman™ — The Animated Series** is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of *Catwoman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Sinister fiends like *The Penguin*, *The Riddler* and other *Gotham City* goons are also out to make this the *Dark Knight's* darkest day.

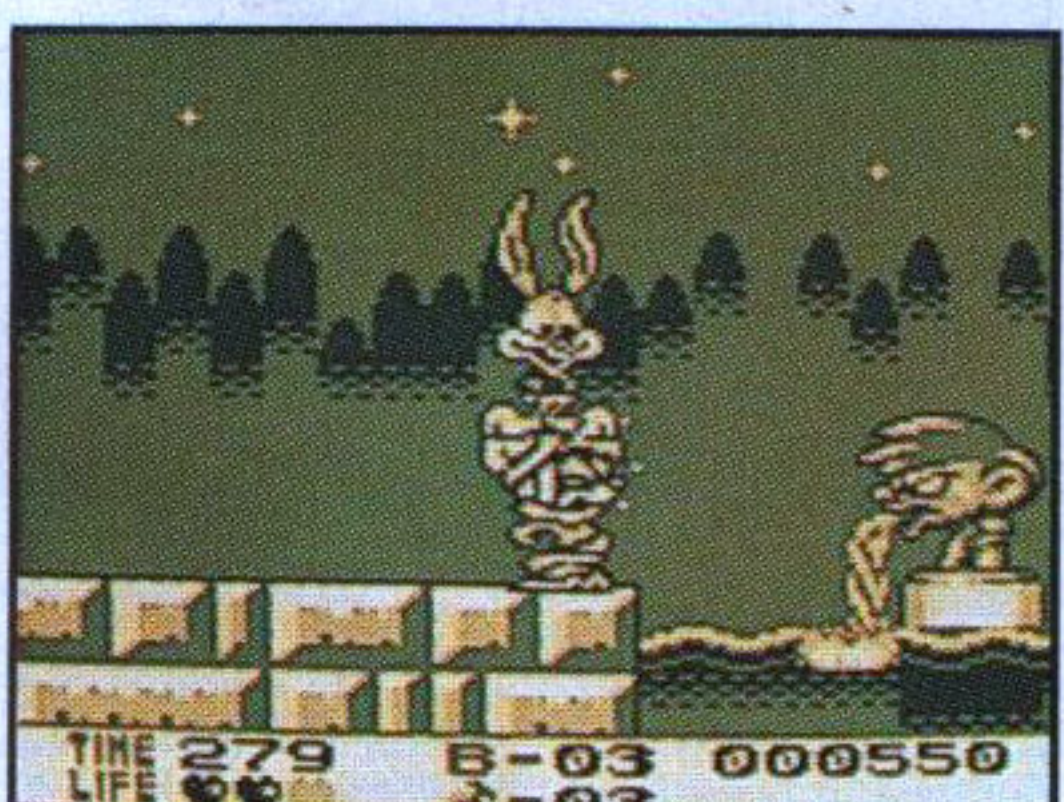
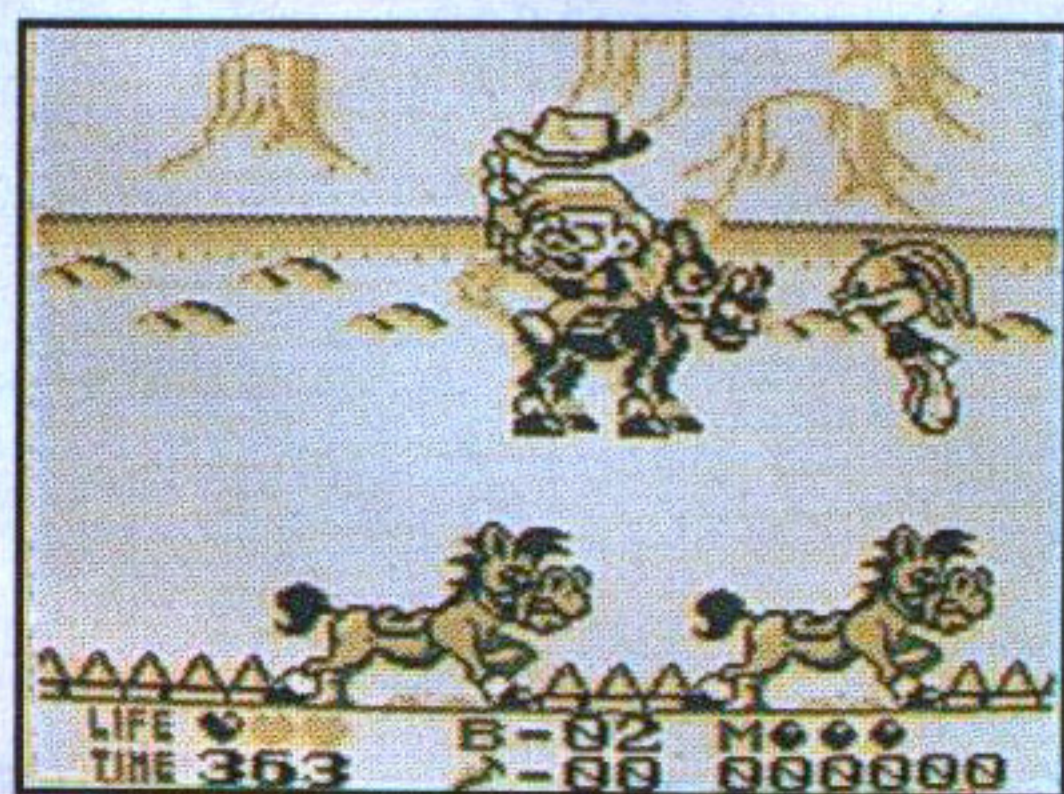
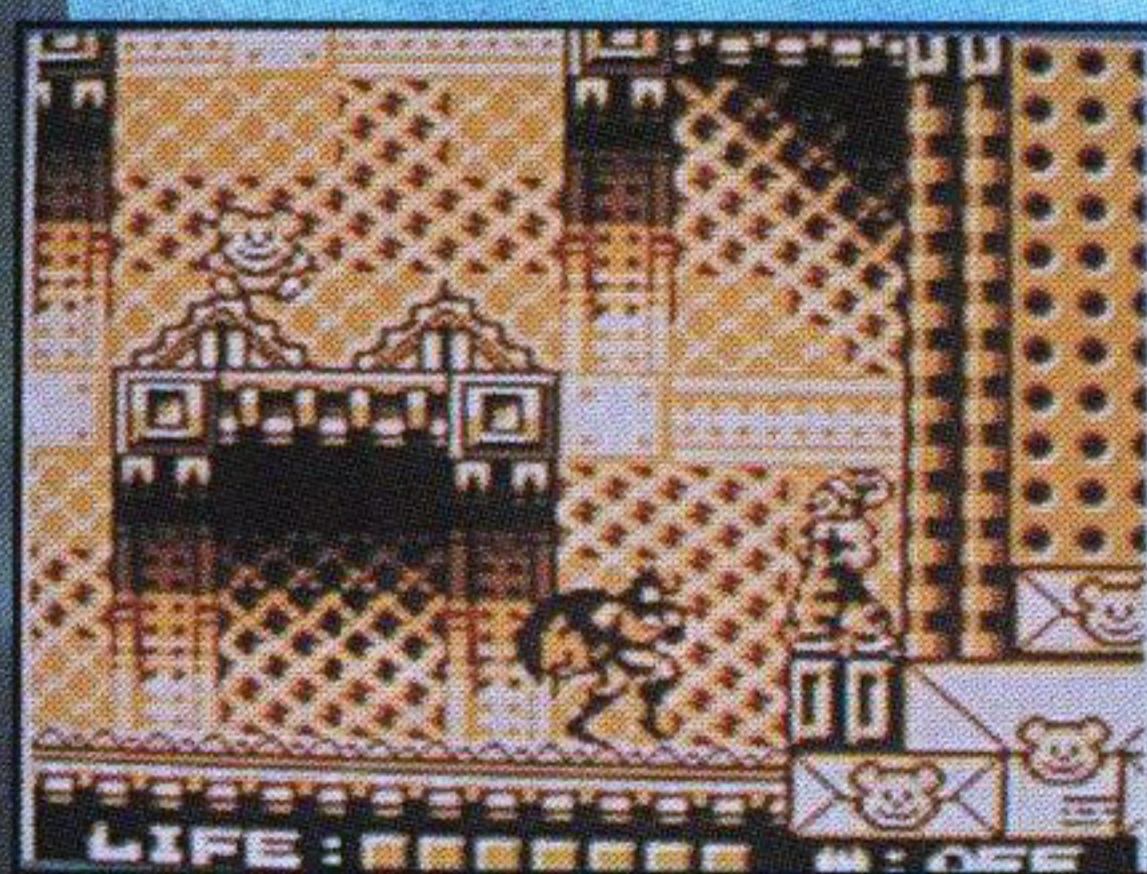
**Tiny Toon Adventures 2 — Montana's Movie Madness** premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to drop the curtain on his movie career.

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# GENESIS

## TEENAGE MUTANT NINJA

# TURTLES TOURNAMENT FIGHTERS

### Rejoice, Genesis Fighting Fans! Konami Brings You TMNT

- **Style:** 1 or 2-Player Tournament-style fighting
- **Special Features:** Adjustable difficulty, rounds, time & continues, 8 fighters & 11 stages
- **Modes:** 4 modes of play, including Tournament and Practice
- **Created by:** Konami
- **Available:** Now on Sega Genesis

► **THE BOTTOM LINE 7.5**

Genesis owners, there's no need to look at your fellow SNES owners with envy when it comes to fighting games. Konami has created a version of TMNT: Tournament Fighters to call your own. But it's not merely a transference from one platform to another. Au contraire; the plot, the characters, the levels and the special moves are completely unique to the Genesis cartridge.

The Genesis version opens with Splinter communing with nature in Central Park. Suddenly he's approached by four seemingly familiar turtle-like teenagers who turn out to be a sampling of Krang's cloning ability. The Ninjitsu master fights well, but is carried off to Dimension X. The action really heats up when Krang interrupts the boys' favorite TV program to inform

them of Splinter's fate and the challenge that awaits them if they wish to rescue their mentor.

The boys enlist the help of allies Casey Jones, April O'Neil, Ray Fillet, and Slayphus, all of whom originated from the comic book and cartoon series. Players can choose to be any of the eight characters and either go head-to-head against a friend's character, fight each of the characters in the 1-Player mode, or battle through the 88 matches of the Tournament mode.

The amount of variables are numerous enough to keep any true fighting fan at the controls; from the unique special moves and ultimate desperation moves, to the eleven planets which serve as your arena. If competition and vengeance are in your blood, pick up TMNT: Tournament Fighters.



Evil Clones created by the Turtles arch enemy Krang.



Triceraton



#### MICHAELANGELO

- 1) Hurricane: Away, Down-Away, Down, Down-Toward, Toward + A(or B)
- 2) Chopper Chunker: Down, Down-Towards, Towards, Up-Towards + A(or B)
- 3) Flying Tackle: Down C1, Towards + A(or B)

#### DONATELLO

- 1) Vacuum Wave: Away C2, Toward + A(or B)
- 2) Roto Bo: Down C2, Up + A(or B)
- 3) Blur Attack: Toward, Away, Toward + A(or B)



#### RAPHAEL

- 1) Sai Slash: Down, Down-Toward, Toward + A(or B)
- 2) Spark Plug: Down C2, Up + A(or B)
- 3) Power Drill: Down, Down-Away, Away + A(or B)
- 4) Air Power Drill: Down, Down-Away, Away + A(or B)



#### LEONARDO

- 1) Ground Swell: Down, Down-Away, Away + A(B)
- 2) Rolling Cutter: Down, Down-Toward, Toward + A(or B)
- 3) Rolling Cutter 2: Down, Down-Toward, Toward + A(or B) in mid-air
- 4) Jumping Stud: Toward, Down, Down-Toward + A(or B)



Triceraton is quick, merciless, and has some awesome moves. Be Careful.

Raph climbs on and takes you for a ride.



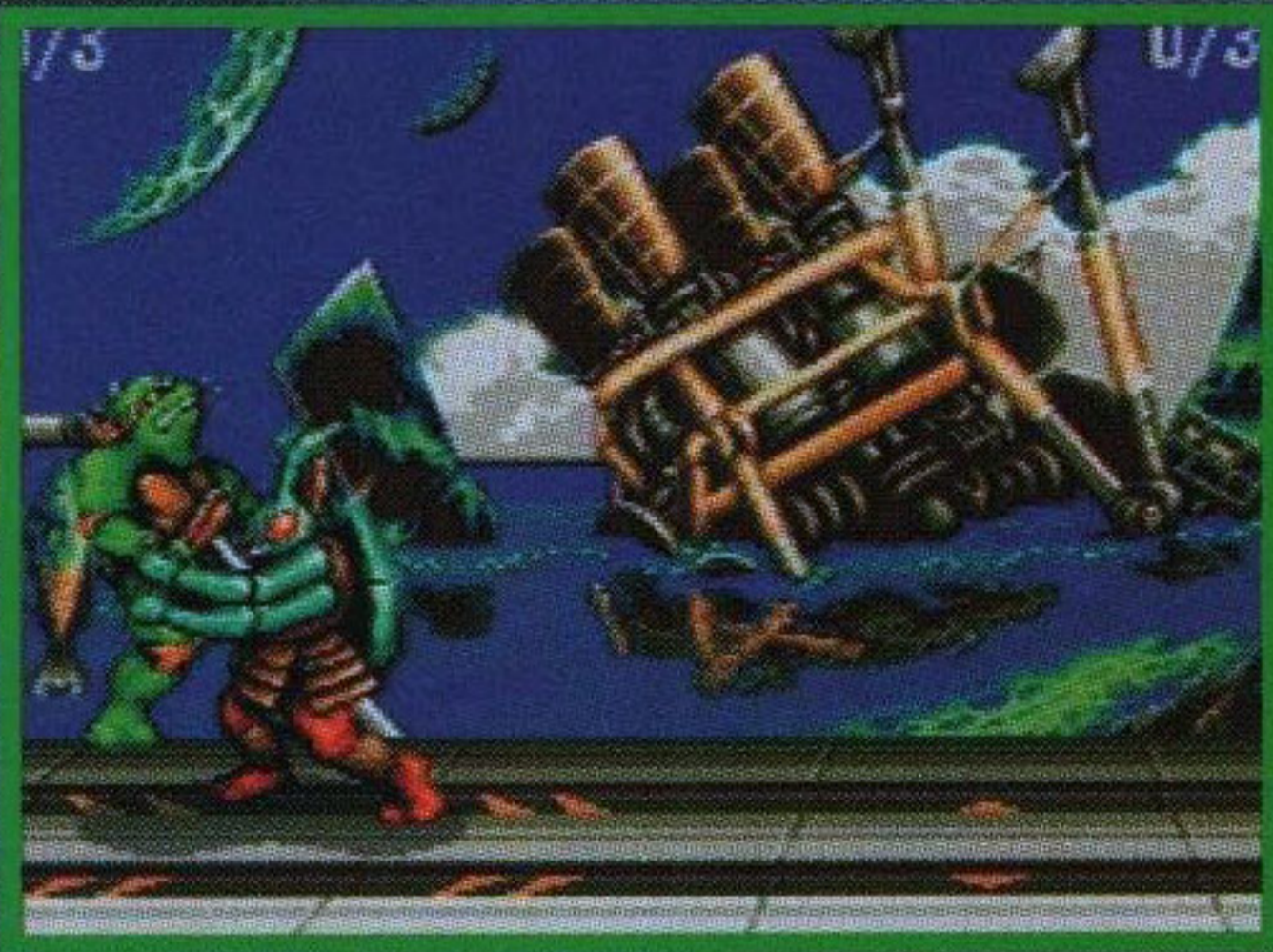
Use the Instant Replay to rub a loss in your opponent's face.



April never looked like this when she did the news.



Sisyphus squeezes the life out of Mike.



Drop a bomb, then toss your opponents into the explosion for serious damage.



CASEY JONES

- 1) Rebounder: Toward, Down-Toward, Down, Down-Away, Away + A(or B)
- 2) Stick Lariat: Down, Down-Toward, Toward + A(or B)
- 3) The Long Bomb: Down + C



SISYPHUS

- 1) Beetle Juice: Down, Down-Toward, Toward + A(or B)
- 2) Beetle Flash: Tap A(or B) repeatedly
- 3) Hover Horn: Away C2, Toward + A(or B)



APRIL O'NEIL

- 1) Ninja Claw: Tap A(or B) repeatedly
- 2) Ninja Attack: Down C2, Up + A(or B)
- 3) Back Dive Elbow: Down, Down-Away, Away + A(or B)



RAY FILLET

- 1) Sonic Wave: Away, Down-Away, Down, Down-Toward, Toward + A(or B)
- 2) Manta Press: Away C2, Toward + A(or B)
- 3) Head Butt: Down C2, Up + A(or B)

ANDY, THE GAME HOMBRE

**Concept:** 7 "The characters look tough, but I miss the color palette and sound of the SNES. The voice-overs are alright, but need some work. The play is very difficult, but is that a good or bad thing? If you're going to spend money on a cart, it should at least be hard, but there's a fine line. If it's too hard, you won't play it. Plus, Sega's got a 6-button controller; why aren't we using it? Two attack buttons is pretty stupid. Tournament Fighters is good, but lacks some of the technique available on the SNES version."

**Graphics:** 8.25

**Sound:** 8

**Playability:** 7

**Entertainment:** 8

**OVERALL:** 7.75

RICK, THE VIDEO RANGER

**Concept:** 8 "Kudos to Konami for revamping the Genesis game rather than just porting over the SNES version. Differences include a new choice of characters including Casey Jones and April O'Neil. This version even has extra-terrestrial fighting stages occurring on planets outside our Solar System. I found the characters to be well-animated, but the detail is fuzzy. Until they can make the voices better, I'd probably rather not hear them. There are some good techniques, but you could get frozen into one for a couple of seconds. The computer is incredibly difficult and cheats. Final analysis: Stick with SF2 and Mortal Kombat."

**Graphics:** 7

**Sound:** 7

**Playability:** 6

**Entertainment:** 7

**OVERALL:** 7

ROSS, THE REBEL GAMER

**Concept:** 8 "The Turtles again come to the Genesis for your entertainment. In a tournament-style fighter, the Turtles show a different side, and they're as tough as ever. The dramatic improvement of the graphics is a pleasant surprise, and the character animation is splendid. There are several tunes from the actual Turtles' show and the voice-overs are great. The playability is this cart's only downfall. The computer is nearly unbeatable, and can perform special moves in situations you would never be able to do with your character. Say it ain't so, but the computer cheats!"


**Graphics:** 8

**Sound:** 7

**Playability:** 6

**Entertainment:** 7

**OVERALL:** 7.25

A close-up, artistic rendering of a character's face, likely a fighter from the game. The character has a green complexion with dark, swirling patterns around the eyes. The eyes are glowing with a bright cyan light. The mouth is open, showing a row of sharp, white teeth. The overall style is dark and dramatic, with a focus on the character's intense expression.

**KONAMI IS CHANGING  
THE FACE OF FIGHTING GAMES  
FOREVER.**

**TOURNAMENT  
FIGHTERS™**

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