

GAMING INSURRECTION PRESENTS



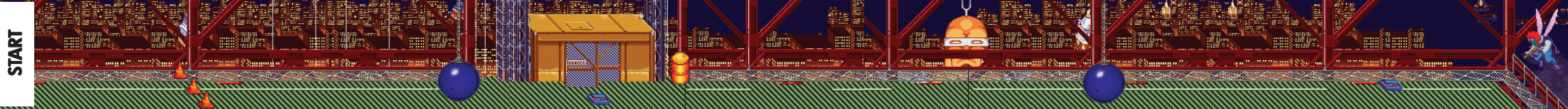
**Teenage
Mutant
Ninja Turtles IV
Turtles in Time
maps**

STAGE 1 — BIG APPLE 3 A.M.

DON'T GET SQUISHED!
Beware the wrecking balls in the level. While they can take out enemies, they will squash you flat if you get too close.



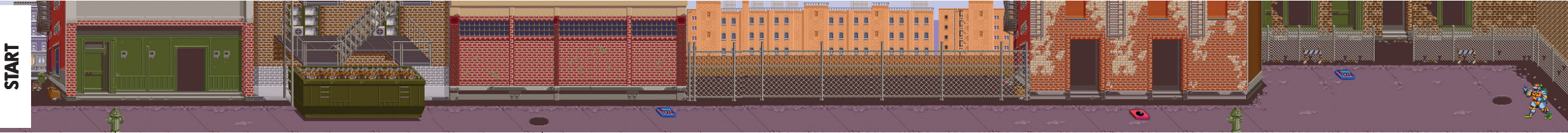
BOSS: BAXTER STOCKMAN
Use a flying kick to take off a few hits, and once he's on the ground, wait away. He'll change his weapon after two life bars are gone. No matter. Continue the pattern of turtle kicks/ground hits and he'll go down easily.



Hit the barrel to explode nearby enemies.

DANGEROUS PASSERBY
Krang's exoskeleton is prone to shooting bursts of lightning at you to slow you down. Don't stand in the streams or else you'll get fried!

STAGE 2 — ALLEY CAT BLUES



Use the fire hydrants to your advantage to score free hits on unsuspecting (and unblocking) Foot.

Foot soldiers seem to show up from everywhere. Clear them out with your grapple moves but don't fall in the manholes.



BOSS: METALHEAD
He's equipped to take you out in the air and on the ground. Approach with caution and note his pattern of attacking and then leaping to the top right corner of the screen to shoot a spread machine gun. Dodge it and attack away.

STAGE 4 — TECHNODROME: LET’S KICK SHELL

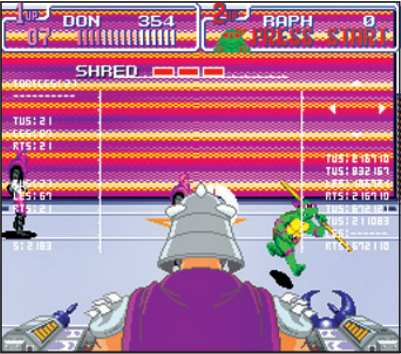
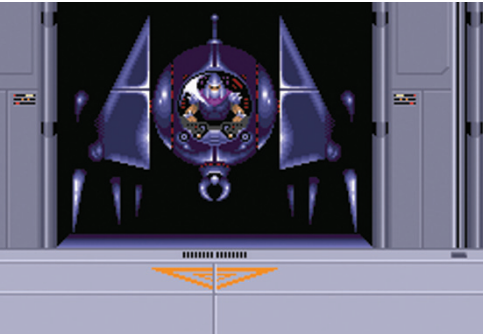
BOSS: TOKKA AND RAHZAR
Tokka (turtle) shoots ice breath and Rahzar (wolf) shoots fire. Both have a mean swipe to avoid and will team up to flatten you. You have to attack both and whittle away their health because they will not go down if only one is defeated.



PREPARE YOURSELF
The elevator ride is dangerous. You won't plummet to the floor but at every stop there's Foot ready to pounce, and the final set form from the floor vents. Save the pizza power up for the last set (who do nothing but block your moves). You'll need it before you face off against Shredder.



CROWD PLEASER
The mousers that come through the glass can be overwhelming. Take them out first, then go for the rest of the crowd.



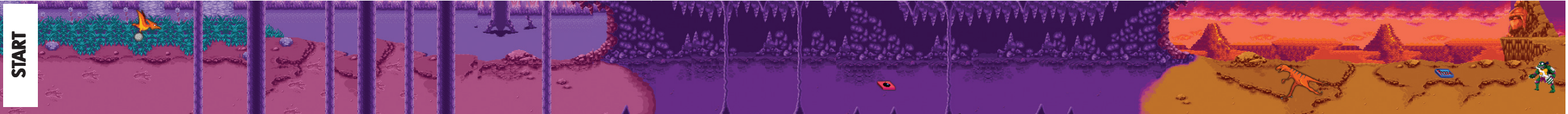
BOSS: SHREDDER
The Shredhead is fairly easy to defeat. Dodge his machine gun shots and his pincer contraption. See all of the Foot milling around to attack you? They're the key: Grab one with a flinging grapple that throws them toward the screen. This is the only way to damage Shredder. Note that on harder difficulties, the type of Foot soldiers will change, making it harder to engage and grapple them.

STAGE 3 — SEWER SURFIN’



BOSS: RAT KING
When he's shooting his missiles, stay in the center and smash the "break point" area. When he switches to dropping mines, drop down to the bottom right and keep attacking.

STAGE 5 — 65,000,000,000 B.C.



Stalagmites falling can ruin a perfectly good prehistoric romp in the park. Keep a mindful eye on them to avoid taking damage.

Dinosaurs rumble through this section out of control. They track and run through based on your position. But you can jump over them at the last second if you time it correctly.

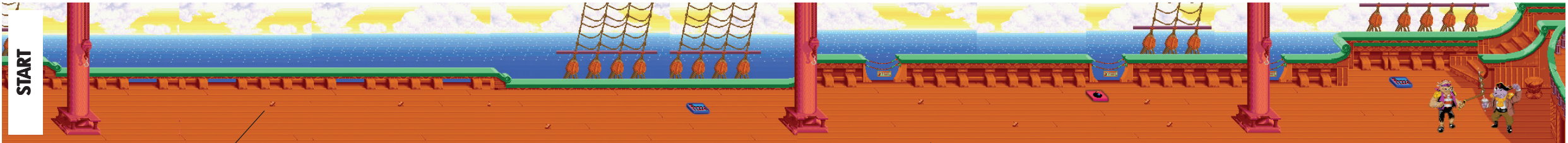
On the normal and hard difficulties, these pterodactyls not only drop Foot soldiers, but also bombs! On the easy difficulty, they mostly flap by harmlessly.

ROCK AND ROLL
The Rock soldiers make their first appearance here. They take a lot of hits and give out a lot of punishment in return. Avoid their charge and spin attack at all costs.



BOSS: SLASH
Ironically, this is a pretty straightforward battle. The mean turtle will block every hit to his front, but he is vulnerable at the back. Hit him there and take him down!

STAGE 6 — SKULL & CROSSBONES



Beware of the notches on the floor. They will spring up and hit your turtle in the face or launch you if you're not careful.

PIRATES AHOY!
Keep an eye on the pirate ship in the background when it comes into view. On the higher difficulty levels it shoots very large and painful cannon balls at your ship and when they land, it will hurt. On Easy, however, the ship floats by without attacking.



BOSS: ROCKSTEADY & BEBOP
Much like the Tokka/Rahzar battle, this is a two-against-one fight. The easy way is to attack one or the other. Once one takes enough damage, the CPU makes them destroy each other. Occasionally, they will lock weapons to give you a free hit. Be wary of Rocksteady's tendency to rush in a slight triangle pattern and Bebop's swift kick.

STAGE 7 — BURY MY SHELL AT WOUNDED KNEE

ROLL WITH THE PUNCHES

There are two barrels you can hit at the beginning. Take advantage of them and bowl over the Foot competition!

As before, hit the explosive box to take out some of the crowd.



BOSS: LEATHERHEAD

The Cajun croc is fairly simple to defeat. He charges in a direct pattern and will throw crayfish to pinch you and slow you down, as well as knives. He also has a tail slap that will send you across the screen with serious damage. Straight-forward hits will work.

STAGE 8 — NEON NIGHT RIDERS

BOSS: SUPER KRANG

Krang has several attacks that do a lot of damage. He will: shoot missiles from his chest directly at you; shoot grenades from his mouth that you must dodge; launch himself forward with a super kick; and finally, do an overhead ax punch if you get too close. Hit him when you have an opening and dodge his attacks at all times.

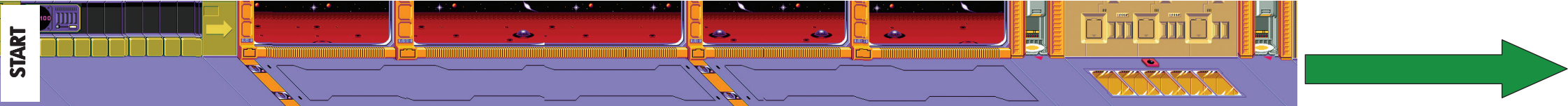


GET BY WITH A LITTLE HELP

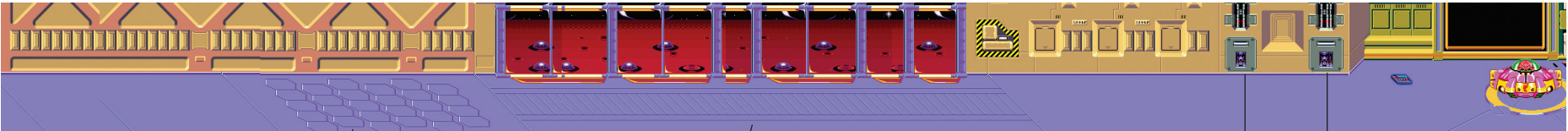
You're going to need all the help you can get roaming through time trying to find your way back home. There are few codes to help put the kibosh on Shredder, Krang and the Foot gang.
To give yourself 10 lives in the option screen, on controller 2, press Up, Up, Down, Down, Left, Right, Left, Right, B, A

As an alternative, check out our cheat device codes list starting on page 10.

STAGE 9 — STARBASE: WHERE NO TURTLE HAS GONE BEFORE



Dash past the sentry robot and whack him to stop his very precise laser.



FROZEN FOOD FOR THOUGHT
Don't stand still! The floor launches freeze rings to stall you so that Foot can gang up on you. Note the patterns, dodge and move forward to avoid the deep freeze.

The rolling balls can be useful. Instead of letting them squish you, hit them toward your enemies!

HOT MESSAGE
Much like the beams from Krang's exoskeleton in the first level, these wall streaks are not messing around. While you can be hurt by them, the Foot cannot.




BOSS: KRANG
In his return, Krang has brought a new toy: A ship capable of teleporting. As he flies around the room in a circular pattern, nail him with a few shots to the ship. He will shoot bubbles to capture you, but they don't do damage. The real trouble that Krang presents is when he drops three robots that shoot capture lasers. Take these out as soon as possible, and also avoid Krang's attempts to flatten you.

BOSS: SUPER SHREDDER


In the second and final encounter with Shredder, he brings new tricks with him. In his mutation, he shoots three types of beams:

1. **Fire** – This spreads along the ground and will make your turtle hop around if hit;
2. **Ice** – This freezes your turtle in place for a few seconds. Shredder fires this at an angle in the air; and
3. **De-evolution mutagen** – It will instantly de-evolve your turtle, costing a life. It's fired straight ahead.


All of his attacks have a color-coded aura: Fire is red, ice is blue and mutagen is green. Shredder will teleport around the screen shooting the rays randomly, pausing just long enough for you to dodge or get a few hits in afterward. A bonus is that you get extra points for defeating Shredder if you don't take any damage during the fight.



Fire attack



Ice attack



Mutagen attack

Teenage Mutant Ninja Turtles game codes

TMNT (NES)

ZENOATGO ZUNOATGP
GXSOUAST
SXVZGSOO
AEOOGTZA
GPUOLNZA
TAKOPYLA
SXVXTLVG

Pick up 10 weapons only
Pick up 50 weapons at a time
Don't take damage from most
Don't take damage from non-killing seaweed
Full energy boost from pizza slices
20 missiles on pick-up
Double rope on pick-up
Never lose rope

TMNT II: Arcade game

Start with 1 life
Start with 6 lives
Start with 9 lives
Infinite lives
More powerful turtle weapon
More powerful 'jump + attack'
Weaker 'jump + attack'
More powerful kick
Weaker kick
In two-turtle mode, when one player is revived the other player's spare life won't get used up

PEOIAPIZA
TEOIAPIZA
PEOIAPIZE
AAEAULPA
PEXTKZZE
PEOVKZGE
ZEOVKZGA
PEXTEZLE
PEXTEZLA
SXEAPZVG-SZUAYZVG

TMNT III: Manhattan Project

AENKLZPA
AEOAALLA
IEOAALLA
AEOAALLE
AAESYXAA
ALUGVYAG
AZUGVYAK
AZUGVYAG
SXNSKKVK
PAUZOGLA
PAUZOGLE
SLXUTXVS
SLKXPKSO

Infinite lives
Start with 1 life instead of 4
Start with 6 lives
Start with 9 lives
No energy loss from using turbo attack
High jump
Super jump
Mega jump
Infinite continues instead of 3
1 continue
9 continues
Infinite energy

TMNT IV: Turtles in Time

PRO-ACTION
REPLAY CODES
7E1AA00X P1
7E1AE00X P2
X= Number of lives.
For unlimited lives,
leave switch on.

7E044A50 P1
7E04BA50 P2
When Action Re-

play is switched on, health is restored.

7E00820X Start from any level. Use 0 in place of X for level 1,1 for level 2 etc.
7E044A56 Infinite health

GAME GENIE CODES
892F-0DD7 Protection against most enemy attacks
DDAC-6F67 Infinite lives
26C4-640F Enable Round Select On Start

When using the start with lives codes, don't change the lives setting on the options screen

DD28-67D9 Start with 1 life instead of 3
D028-67D9 Start with 5 lives
DB28-67D9 Start with 10 lives
4028-67D9 Start with 25 lives
0B28-67D9 Start with 50 lives
5028-67D9 Start with 75 lives
BB28-67D9 Start with 100 lives

TMNT: Hyperstone Heist

Player 1 Starts With 1 Life Instead Of 3
RFWA-C6VA-9VWA-DGKC-ABWA-CABE

Player 1 Starts With 10 Lives
RFWA-C6VA-9VWA-DGKC-BFWA-CABE

Player 1 Starts With 25 Lives
RFWA-C6VA-9VWA-DGKC-EVWA-CABE

Player 1 Starts With 50 Lives
RFWA-C6VA-9VWA-DGKC-KFWA-CABE
Player 1 Starts With 75 Lives
RFWA-C6VA-9VWA-DGKC-RVWA-CABE
Player 1 Starts With 100 Lives
RFWA-C6VA-9VWA-DGKC-XFWA-CABE
Player 2 Starts With 1 Life Instead Of 3
RFWA-C6VL-9VWA-DGKN-ABWA-CABR
Player 2 Starts With 10 Lives
RFWA-C6VL-9VWA-DGKN-BFWA-CABR
Player 2 Starts With 25 Lives
RFWA-C6VL-9VWA-DGKN-EVWA-CABR
Player 2 Starts With 50 Lives
RFWA-C6VL-9VWA-DGKN-KFWA-CABR
Player 2 Starts With 75 Lives
RFWA-C6VL-9VWA-DGKN-ABWA-CABR
Player 2 Starts With 100 Lives
RFWA-C6VL-9VWA-DGKN-XFWA-CABR

Infinite Lives (Player 1) ADCT-CAGC
Infinite Lives (Player 2) ADFA-CAB2
Both players invincible RHST-C6YG
Deadly attack uses no life points (Player 1)
BXVA-CA2G
Deadly attack uses no life points (Player 2)
BXYT-CA2G
Untouchable ADST-CPEG
All characters flash ADST-CS42
You can highlight two players RVHT-C9PN
All turtles have Leo's weapon ASCT-CAYT
All turtles jump fast AX6T-CAWW
Enemies get hit near Donatello AXRT-CAWY

Start with ?? lives modifier
??TT-DAEY
?? = lives when you start.
AF - 12 Lives
BK - 32 Lives
AK - 68 Lives

Start with ?? lives modifier (Alternate)
??TT-DAE0
?? = lives when you start.
DB - 22 Lives
GB - 23 Lives
CB - 33 Lives
EB - 42 Lives

BB - 44 Lives
AB - 55 Lives

Activates Stage Select AB1T-CN5A

Fall of the Foot Clan
017-B6F-E6A Turtles never get captured
*=After 1st Turtle
027-AAF-C4A *Start with 2 energy units
047-AAF-C4A *Start with 4 energy units
067-AAF-C4A *Start with 6 energy units

TMNT GameBoy codes

Back From the Sewers
Infinite energy 001-B6B-3BE
Start with 3 energy points 033-65E-D5A
Start with 6 energy points 063-65E-D5A
Start with 9 energy points 093-65E-D5A
Pizza raises energy by only 1 0E8-BD8-802
018-BE8-D57

Pizza increases energy by 6 0E8-BD8-802
068-BE8-D57

Pizza increases energy by 9 0E8-BD8-802
098-BE8-D57

Pizza completely restores energy 0E8-BD8-802
0C8-BE8-D57

Start on act 2 3E3-8AE-6EA/013-8BE-E66
Start on act 3 3E3-8AE-6EA/023-8BE-E66
Start on act 4 3E3-8AE-6EA/033-8BE-E66
Start on act 5 3E3-8AE-6EA/043-8BE-E66
Start on act 6 3E3-8AE-6EA/053-8BE-E66

Radical Rescue
Game Genie codes
Infinite Health FA3-99D

Gameshark codes
Infinite lives
One hit kill boss

0103FAC0
0100CDC0

TMNT: Tournament Fighters

F6E9-3D25 Both players start with 1/4 health
7DE9-3D25 Both players start with 1/2 health
06E9-3D25 Both players start with 3/4 health
DDB1-CF60 Start with no continues [leave menu option on 3]
D4B1-CF60 Start with 1 continue
D0B1-CF60 Start with 3 continues

D1B1-CF60 Start with 5 continues
D6B1-CF60 Start with 7 continues
82A6-4FA4 Automatic and infinite continues
FD86-4F00 Matches are 10 seconds [leave menu option on 60]
F986-4F00 Matches are 15 seconds [leave menu option on 60]
4D86-4F00 Matches are 20 seconds [leave menu option on 60]
5986-4F00 Matches are 75 seconds [leave menu option on 60]
DDC1-1D03 Energy bar doesn't go down over time
D4C1-1D03 Energy bar goes down twice as fast

For the following codes, do not combine with "After an ultimate attack, energy bar goes to about ? codes."
DFCA-44A3 Ultimate attack can be done any time bar isn't empty
FOCA-44A3 Ultimate attack can be done with about 1/4 energy
46CA-44A3 Ultimate attack can be done with about 1/2 energy
7ACA-44A3 Ultimate attack can be done with about 3/4 energy

For the following codes, do not combine with "Ultimate attack can be done any time the bar is ? codes."
F0C3-4463 After an ultimate attack, energy bar goes to about 1/4
46C3-4463 After an ultimate attack, energy bar goes to about 1/2
7AC3-4463 After an ultimate attack, energy bar goes to about 3/4

Character mods
The following codes do not work in story mode and can't view ending.

DCCA-1405 Leonardo is replaced by Rat King
D8CA-1405 Leonardo is replaced by Karai
DCCA-14A5 Raphael is replaced by Rat King
D8CA-14A5 Raphael is replaced by Karai
DCCA-1705 Donatello is replaced by Rat King
D8CA-1705 Donatello is replaced by Karai

A big thank you to GSHI for compiling and maintain many of the codes lists found here!