PlayStation 2

TEENAGE MUTANT NINJA

TURLES 2

BATTLENEXUS

EmuMovies

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
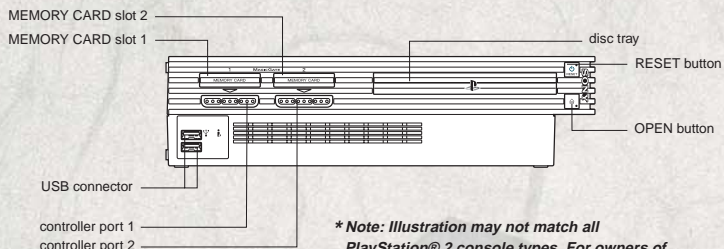
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
• **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
• **Do not bend it, crush it or submerge it in liquids.**
• **Do not leave it in direct sunlight or near a radiator or other source of heat.**
• **Be sure to take an occasional rest break during extended play.**
• **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

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GETTING STARTED

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
OPEN button

USB connector

controller port 1
controller port 2

Note: Illustration may not match all PlayStation® 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Teenage Mutant Ninja Turtles® 2: BattleNexus™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.
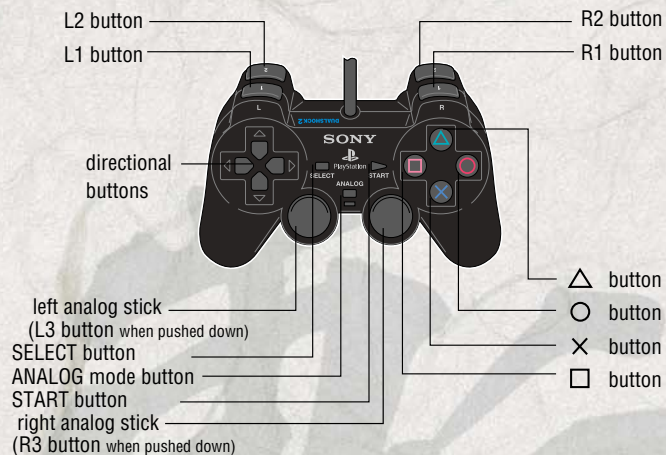
MEMORY CARD

To save or load your game in progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into memory card slot 1 (memory card slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card containing previously saved *Teenage Mutant Ninja Turtles® 2: BattleNexus™* games.

NOTE: Teenage Mutant Ninja Turtles® 2: BattleNexus™ uses at least 99 KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving or loading games or after the power has been turned ON.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

L2 button
L1 button
R2 button
R1 button

directional buttons

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
□ button

MENU CONTROLS

Directional buttons	Highlight item
✕ button	Select item, advance to next screen
△ button	Cancel, return to previous screen
START button	Start game

GAME CONTROLS

✕ button	Weak attack
■ button	Strong attack
● button	Jump move
△ button	Shuriken (if equipped)
L1 button	Dash
L2 button	Change character
R1 button	Guard
⬆ button	Change camera
⬇ button	Player information on/off
left analog stick	Run/Walk
START button	Pause game

NOTE: These are the default controls for the game. Controls can be adjusted from the Options menu (see Options, Controller Settings on p. 9).

INTRODUCTION

The Turtles' return has come at an unexpected time. They now find themselves forced into exile on a strange, alien planet, the result of a new time and space warping technology that has fallen into the wrong hands. But hope glimmers as they soon discover a hostage, a robot named Fugitoid, whom they rescue and convert to a valuable ally. Together they must defeat the bizarre enemy infestations on the planet and get back home to Earth!

TO GET STARTED:

1. Press the START button after you see the *Teenage Mutant Ninja Turtles® 2: BattleNexus™* title screen. The Main Menu appears.

MAIN MENU

The Main Menu is the first screen you see after you press the START button from the title screen. From here you have three options:

New Game	Start a new adventure with the Turtles (see New Game on p. 5).
Continue	Load a saved game from data saved on the memory card (8MB) (for PlayStation®2) (see Continue on p. 6).
Options	Change the game settings (see Options on p. 7).

NOTE: A fourth option, Classic Arcade Game, appears on the Main Menu once you unlock a special bonus mode. This allows you to play the classic Teenage Mutant Ninja Turtles® arcade game (see Classic Arcade Game on p.20).

NEW GAME

CHARACTER SELECTION

All four Turtles get in on the action even in a single player game. Here is where you select the sequence of your Turtles for battle. The sequence is important because each Turtle has his own unique skills and weapons, and the combination of their different skills under specific situations is their only means of survival.

For a single player game, the PRESS START BUTTON banner is displayed only for the first port. To select your Turtle sequence:

1. Press the ◄ / ► directional buttons to highlight a Turtle.

2. Press the ⊗ button to confirm your selection.

3. Repeat this sequence until all four Turtles are selected.

4. Press the ⊗ button to proceed to the Stage Selection screen.

NOTE: After bonus characters have been unlocked, they can be selected with the ▲/▼ directional buttons. Note that characters of the same affiliation (for example, Raphael and Casey Jones) cannot be selected at the same time.

STAGE SELECTION

The path toward victory is littered with danger and destruction. Only a clear vision of your ultimate goal will ensure success. This screen is where you track your progress toward this success.

A Turtle icon shows your current location. Press the directional buttons in the direction of the arrows displayed on the screen to move the Turtle icon in that direction. Press the ⊗ button to enter the desired stage.

After clearing a stage, the highest rating is displayed and you can reenter that stage at any time. Stages that have been cleared are displayed with their rating, and stages that have not been cleared are displayed with green icons. Stages that cannot yet be entered are marked with smaller icons. If you are unable to progress, try clearing a stage that has not yet been cleared, as this may open up a new path. Paths through the game may split into several branches. If you still can't access a certain stage, try investigating a nearby stage.

R1 BUTTON MENU

Press the **R1** button while in Stage Selection to display the following menu.

Station Warp	This option appears only after you have worked your way to another world. It allows you to warp to a station — the main starting point — in another world. If the station of a certain world is not open, you cannot warp to that world.
Character Select	Select a character (see Character Selection on p. 17).
Information	This provides a quick, in-game refresher on which controls result in which actions.
Options	Change options (see Options on p. 7).
Save Game Data	Save game data.
Load Game Data	Load game data.
Return to Title Screen	End current game and return to the Title Screen.
Back	Close the window and return to the Stage Selection screen.

To use this menu:

1. Press the ⬆/⬇ directional buttons to highlight an item.

2. Press the ❌ button to confirm your selection or press the 🔺 button to close the window without making a selection.

CONTINUE (LOADING A GAME)

You can continue a saved game by selecting Continue from the Main Menu. If this is your first time playing the game, then the Continue option is not available. Otherwise, the next screen that appears is the Stage Selection (see Stage Selection on p. 5).

Saving a Game

Game data is saved either manually or automatically as you play the game. This option is adjusted in the Options screen (see Options on p. 7). Games are manually saved from the **R1** button Menu in the Stage Selection screen (see Stage Selection on p. 5). While in the Stage Selection screen, press the **R1** button to display the menu, and then:

1. Press the ⬆/⬇ directional buttons to highlight Save Game Data.

2. Press the ❌ button to confirm your selection.

OPTIONS

When a Triceraton is about to come crashing down on you, you usually don't have many options. But here you do. Change these settings to bring out the best of the Turtle thrill ride.

From the Main Menu, press the directional buttons ⬆/⬇ to highlight Options. The Options screen appears. Press the directional buttons ⬆/⬇ again to highlight GAME SETTINGS, SOUND SETTINGS, DISPLAY SETTINGS, CONTROLLER SETTINGS, or PASSWORD. Press the ❌ button to continue. You can also select DEFAULT SETTING from the main Options Menu to reset all options to their original settings.

GAME SETTINGS

You can customize the game a couple of ways from this menu.

Difficulty	As your reflexes improve and you need to increase the challenge, you can increase the level of difficulty from EASY to NORMAL to HARD. Opponents appear more rapidly, appear in greater numbers, and respond more quickly as the difficulty increases.
Auto Save	Turn this option ON to automatically save games after each Stage completion. Otherwise, games must be saved manually.

To change settings:

1. Press the directional buttons ⬆/⬇ to highlight an option and then press the ❌ button.

2. Press the directional buttons ⬅ / ➡ to change the highlighted setting and then press the ❌ button to confirm.

3. When all settings are complete, press the 🔺 button to highlight OK, and then press the ❌ button to return to the Options screen.

You can press the 🔺 button at any time to return to the Options Menu without making any changes.

SOUND SETTINGS

Sound Mode Set the audio mode to Stereo, Dolby Pro Logic® II, or Mono depending on your hardware capability.

BGM Volume This is the background music volume. Crank it up for jammin' Turtle tune-age.

SE Volume This controls the volume of sound effects in the game.

Voice Volume While there's definitely less talk and more walk in this game, you can still control the voice volume.

To change sound settings:

1. Press the directional buttons ⬆/⬇ to highlight an option and then press the ❌ button.

2. Press the directional buttons ⬅ / ➡ to make adjustments and then press the ❌ button to confirm.

3. When all settings are complete, press the 🔺 button to highlight OK, and then press the ❌ button to return to the Options screen.

DISPLAY SETTINGS

Refine the visual environment around the Turtles with these three options:

Hit Effect Toggle on or off the visual effects used in the game, such as "KABOOM!"

Player Marker This is the tag that appears over each Turtle's head to identify the player number.

Help Message Toggle the hints and other help messages provided during gameplay.

To change display settings:

1. Press the directional buttons ⬆/⬇ to highlight an option and then press the ❌ button.

2. Press the directional buttons ⬅ / ➡ to make adjustments and then press the ❌ button to confirm.

3. When all settings are complete, press the 🔺 button to highlight OK, and then press the ❌ button to return to the Options screen.

CONTROLLER SETTINGS

If you need to make the controls more comfortable for your personal use, you can change them here.

To change controller settings:

1. Press the directional buttons ⬆/⬇ to highlight an action.

2. Press the desired button that you want to use to control that action. To change the Vibration feature, simply press the directional buttons ⬅ / ➡ to switch between ON or OFF.

3. To reset everything to the Default, highlight DEFAULT and press the ❌ button. At the confirmation message, press the ❌ button again to accept the default settings, or press the 🔺 button to cancel.

4. When all settings are complete, press the directional buttons to highlight OK, and then press the ❌ button to return to the Options screen.

You can press the 🔺 button at any time to return to the Options Menu without making any changes.

PASSWORD

A password is awarded once you fulfill certain conditions in the game. Passwords are composed of a combination of five character icons: Leonardo, Raphael, Michelangelo, Donatello, and Shredder. Press the ⬅ / ➡ directional buttons to choose a slot, and then press the ⬆/⬇ directional buttons to choose one of the five character icons for that slot. To enter the password, highlight OK and press the ❌ button. If the password is valid, various bonus elements in the game will be unlocked.

PLAYING THE GAME

The Turtles find themselves on a mysterious planet with many dangerous places to explore. The story unfolds as you progress through numerous stages in different areas of this bizarre world. You'll need to shell out a whole lotta hurtin' in getting the Turtles past all of the obstacles and opponents. When one stage is cleared, you can advance to the next. When an area is cleared, you advance to the next one as the Turtles seek their ultimate goal.

THE GAME SCREEN

Player Info Window

Shuriken Count

Energy Gauge

Character Color Codes

Enemy Indicator

Energy Gauge	Shows the amount of energy remaining in this life. As the level of energy decreases, the display in the middle changes. Energy can be restored with certain power-ups (see Items and Power-Ups on p. 19). If a "doppelganger" symbol is displayed in the lower right section of the gauge, your Turtle can come back to life once after the gauge runs out.
Player Info Window	This area displays a numerical value for the amount of damage your Turtle has taken, number of Shurikens (throwing stars) in possession, and the color coded Turtle sequence. Shuriken power changes when you make various power-ups (see Items and Power-Ups on p. 19).
Enemy Indicator	This symbol lets you know when enemies are nearby and from what direction they are approaching.

HOME

Once you progress far enough in the game, you can enter the Turtles' base from the Stage Selection screen (see Stage Selection on p. 5), also referred to as "Home." This serves as an entrance to additional modes in the game. Three modes are available, 2nd Time Around, Computer, and Tournament, depending on your game progress.

1. Press the directional button that corresponds to your desired selection. This causes the screen to rotate to the appropriate doorway.

2. Press the ⊗ button to proceed.

2nd time Around

This is an antique shop run by April. You can have the antiques appraised here that you pick up along the way. Some antiques can be used to unlock bonus elements in the game.

To rummage through April's antique store:

1. Press the ⬆/⬇ directional buttons to highlight an antique category.

2. Press the ⬅ / ➡ directional buttons to highlight an antique.

3. Press the ⊗ button to show detailed information about the highlighted antique.

4. Press the ⬆/⬇ directional buttons to scroll through the detailed information window.

5. Press the △ button to close the window.

COMPUTER

In this mode, you can use the database to view various Turtle-related materials in four categories: Characters, Enemies, Background Art, and Other.

1. Press the directional buttons to highlight a category, and then press the ⊗ button to confirm.

2. Press the ⬅ / ➡ directional buttons to move to the next or previous item in the category.

3. Press the ⬆/⬇ directional buttons to zoom in and out on the selected material.

4. Press and hold the ⊗ button, and then press the directional buttons to scroll the selected material while zoomed in.

5. Press the △ button to return to the previous screen.

TOURNAMENT

Four elimination tournaments can be played in this mode. A detailed description of each tournament is available from the main tournament screen.

1. Press the ← / → directional buttons to highlight one of the tournaments.

2. Press the **R1** button for a detailed explanation of the highlighted tournament.

3. Press the ▲ button to return to the tournament selection screen.

4. When you are ready to begin a tournament, press the ✕ button with the tournament highlighted.

PAUSE MENU

Press START at any time during a fight to pause the game. The four options on the pause menu are described below.

Back	Resume the fight.
Information	Check out the status of each of your abilities: Attack, Defense, Charge, and Flying. Abilities are affected by the number of crystals you obtain (see End of Stage Info, Items Obtained on p. 13).
Return to World Map	Quit the current stage and return to the Stage Selection screen.
Return to Title	Quit the current stage and return to the Main Menu.

1. Press the ▲/▼ directional buttons to highlight your choice, and then press the ✕ button to proceed.

2. Press the ▲ button to return to the Pause Menu from the Status screen.

END OF STAGE INFO

After each stage is cleared, you are presented with feedback that lets you know how well you performed.

|	
Items Obtained	Shows the number of crystals and/or antiques obtained in the stage. If 10 crystals of the same color are obtained, the ability that corresponds to that crystal color increases by one level (the maximum level is 3).
Results	Displays the amount of time taken to clear the stage, the percentage of life remaining, and the percentage of total items obtained in the stage.
Individual Results	Gives a rating for each player, based on their offense, defense and aerial techniques.
MVP	This title is given to the player with the highest individual rating among the four.
Team Performance	This is an evaluation of how well the Turtles worked together as a team in the stage.

ADVANCED GAME CONTROLS

The Turtles, under the wise leadership of their Sensei, Splinter, manage to continuously expand their arsenal of attack and defensive moves. Some may look familiar, but sometimes they surprise even themselves. Read on to learn more about them.

JUMPING

Certain stages have elevated platforms that your Turtle can jump to. Turtles can also jump on top of crates, balconies, and stairways. Jumping is useful for avoiding incoming ballistics fired from robotic-type opponents.

To perform a jump:

Press the ⦿ button once while moving in the desired direction. Press it a second time (after a very slight pause) to execute an extra high jump.
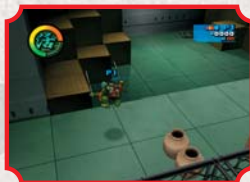
DASH

There's fast… and then there's *FAST!!!* The Turtles know some pretty slick moves, but this one leaves enemies with that deer-in-the-headlight look. Press the **L1** button when you need to get out of the way in a hurry or when you need to take an opponent by surprise.

ATTACK

Each Turtle has his own unique set of moves because they train differently and they carry different weapons. But there are similarities in the way you control them. These are outlined below. But remember, the Turtle dudes react by instinct. These are just their standard moves. When the situation calls for it, it's pretty awesome what combination moves these guys will come up with.

Attacks are carried out by pressing either the ⦿ button (Strong Attack) or the ⦻ button (Weak Attack).

Note: The same button performs different attacks depending on whether your Turtle is moving or not. Even when your Turtle is standing still, he advances on his opponent if he is employing an attack move.

COMMON ATTACK MOVES

Move	Name
⦻ ⦻	Double Combo
⦻ ⦻ ⦿	Triple Combo
⦻ ⦻ (⦻ ⦿)	Blow Combo
⦻ ⦻ ⦿ ⦿	Quadruple Combo
⦻ ⦻ ⦿ (⦻ ⦿)	Stun Combo
⦻ ⦻ ⦿ ⦿ ⦿	Aerial Combo
⦻ ⦻ ⦿ ⦿ (⦻ ⦿)	Charge Combo
Hold down the ⦿ button to charge up power	Charge attack
Press the ⦿ button while in midair	Double jump
Jump toward a wall and press the ⦿ button	Wall jump
Press ⦻ button or the ⦿ button while jumping	Jump attack
Press the ▲ button while jumping	Jump-throw Shuriken
Press the ⦻ button or the ⦿ button while running	Run Attack
Press the **R1** button when the enemy attacks	Absorb Impact
Press **R1** ⦿ while close to an object or enemy	Lift
Approach enemy from behind, and press **R1** + ⦿	Back throw
Press the ⦿ button while lifting something	Throw
Press the ⦻ button during an explosive combo –timing is important	Defensive
Press **L1** button at the end of a combo	Cancel dash

Note: A unique multiplayer move is the Shell Attack, where you face the other Turtles and then press the **R1** button and the ⦿ button at the same time.

INDIVIDUAL ATTACK MOVES

Leonardo™

Can perform an attack during a dash. Can slice up trees, pillars, grates, bamboo, grass, and more with his Katana swords.

Raphael™

Can lift heavy objects. Can push boxes and stones out of the way.

Michelangelo™

Can use his Nunchakus to fly. Can use a Guard move to repel enemy arrows.

Donatello™

Can fire a laser. Can operate a computer console, and switch it off.

MULTIPLAYER THRASHING

Up to four players can compete in *Teenage Mutant Ninja Turtles® 2: BattleNexus™*. Two players can connect to the existing ports on your PlayStation®2 computer entertainment system. In order for three or more players to play, a multitap (for PlayStation®2) is required. The multitap (for PlayStation®2) must be inserted into controller port 1. When playing a multiplayer game using the Multitap, your memory card must be inserted into the Multitap Slot A rather then the Playstation®2 itself.

The only setup screen that varies from the single player version is the Character Selection.

CHARACTER SELECTION

A banner entitled PRESS START BUTTON is displayed for each port where a controller is detected by your PlayStation®2 computer entertainment system. The display is blank for ports with no controller inserted. Player 1, Player 2, Player 3, and Player 4 are selected in the order each START button is pressed. The first player to press the START button is Player 1, and so on.

To select a character:

1. Press the ◀ / ▶ directional buttons to highlight a Turtle.

2. Press the ✖ button to confirm your selection.

The same order is used when team members are switched in the game. After bonus characters have been unlocked, they can be selected with the ▲/▼ directional buttons.

TWO-PLAYER TAG ATTACK

A special move exists for the two-player mode, called the Tag Attack. If two Turtles are in the proper position, next to each other, one Turtle picks up the other and throws him towards enemies like a weapon. The thrown Turtle can control the direction in which he is thrown with the left analog stick while the other Turtle is free to move himself.

TURTLES AND WEAPONS

Splinter named his protégés after he discovered a book on Renaissance art that was washed down a storm drain.

LEONARDO™

Finally, a somewhat stable Turtle in the bunch. Leo is considered the big brother of the group and he takes his role seriously, acting as Splinter's right-hand Turtle. Leo is an expert with his thin, steel twin katana swords, and his discipline and selflessness make him a strong contributor to the team.

DONATELLO™

Don is a natural-born mechanical wizard. If anything breaks, he's Mr. Fix-It. Which is a good thing with this reckless bunch. Donnie is also a master of the Bo Staff, a long hardwood pole. Underneath that computer geek shell of his, Donnie handles his weapon with great skill. The Bo Staff maybe a little slower to maneuver, but it delivers a sincere blow.

RAPHAEL™

Raph is the somewhat more maniacal Turtle of the group, bordering on the edge of obsessive. Fortunately, Splinter is always there to remind him that "Obsession is dedication out of control," but that doesn't keep Raph from constantly training. His flashing twin Sais — three-pronged steel forks"— and hot temper, earned him the nickname of "Secret Weapon."

MICHELANGELO™

Whoa, dude! Don't turn your back on this Turtle or you'll end up a victim of one of his practical jokes. Mikey likes his pranks, and it keeps a good level of humor in the group. Mikey also likes his nunchaku, his flashy twirling batons that match his spirit. He is easily the quickest fighter of the bunch.

ENEMIES

A Turtle's work is never done because there are plenty of bad guys out there and all of them are willing to take a shelling. Some enemies are best attacked from a distance. Others require a face-to-face encounter. Remember that just because an enemy is defeated doesn't mean he can't still do some damage. Watch out for those final explosions from expiring enemies!

ITEMS AND POWER UPS

Yes, these Turtles are amazing, but sometimes they can use a little assistance. This comes in the form of Power-Ups, which are hidden inside wooden crates, and other Items along the way.

Shuriken — Shuriken are perfect for attacking enemies from a distance. They can also be used to explode barrels.

Soda — Nothing like a quick fizzy, sugar rush! Restores partial Energy.

Pizza — Ahhh…righteous pizza! Fully rejuvenates the tired Turtle.

Crystals — We're not sure where they came from, but when it's good, we don't ask questions. Crystals continually radiate energy. Picking up these crystals affects the Turtles' special power for a certain duration. The effects differ depending on the colors of crystals.

Red Crystal — Increases a Turtle's attacking power
Green Crystal — Increases a Turtle's defensive power.
**White Crystal** — Temporarily gives Turtle that obtains it unlimited projectile weapons.
Orange Crystal — Temporarily reduces the amount of time needed to save up for a charge attack to zero.

Oil Drums — Depending on how you use them, these can work for or against you. These are highly explosive and they have a good-sized blast radius, so steer clear of them. However, they can be used as weapons against your opponents. Also, Oil Drums explode when an opponent is knocked back into them. Press the **R1** button + ■ to throw oil drums.

Fire Hydrant — Hit fire hydrants to use them as water cannons against your enemies.

Vehicles — Smash vehicles to have them catch fire and explode. Good special effects and an even better support weapon.

Golden Shield — Temporarily makes your Turtle invincible.

Antique — Take them to April's antique shop to get them appraised (see 2nd Time Around on p. 11). You must clear the stage where the antique is found in order to obtain it.

CLASSIC ARCADE GAME

Once you clear certain conditions, you can play the original *Teenage Mutant Ninja Turtles®* Arcade Mode. This mode can be accessed from the Main Menu.

CONTROLS

◉ button	Insert credit
START button	Start game
✖ button	Attack
■ or ▲ buttons	Jump

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A Kengo Nakamura Game

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